OXM 35

REVIEWS: FIFA FOOTBALL 2005, PRO EVOLUTION SOCCER 4, STAR WARS BATTLEFRONT, ROCKY LEGENDS, DEF JAM FIGHT FOR NEW YORK & MORE! GUIDE: FABLE

XBOX

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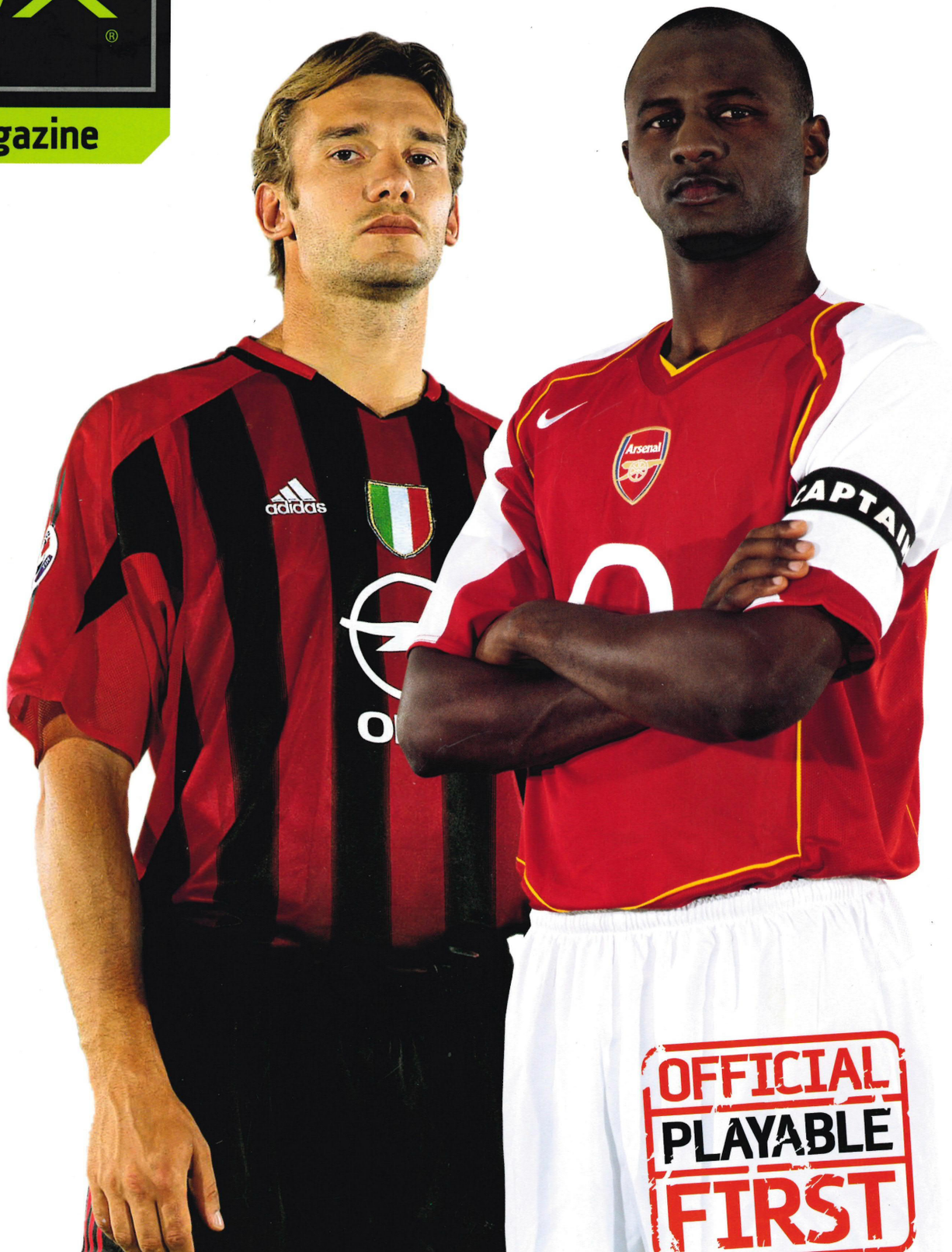
PRO EVO 4

WORLD-EXCLUSIVE REVIEWS!

FIFA 2005

Play anyone, anywhere, anytime as the biggest names in football go online! Exclusive reviews of both games inside! It's the Xbox Live revolution!



7 Games To Play!

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Silent Hill 4: The Room
Men of Valor: The Vietnam War
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Conflict: Vietnam
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Loads more...

OFFICIAL PLAYABLE FIRST

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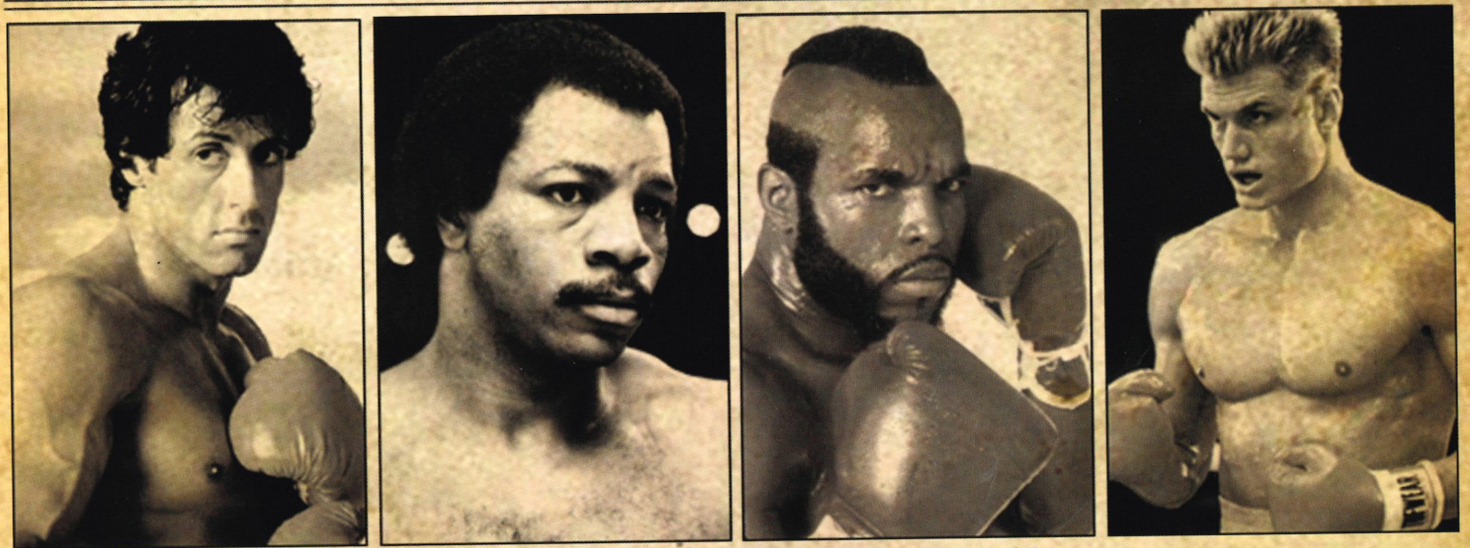
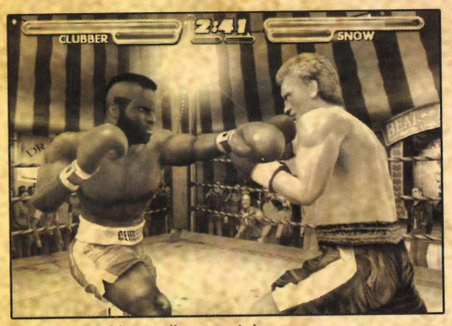
ROCKY LEGENDS™



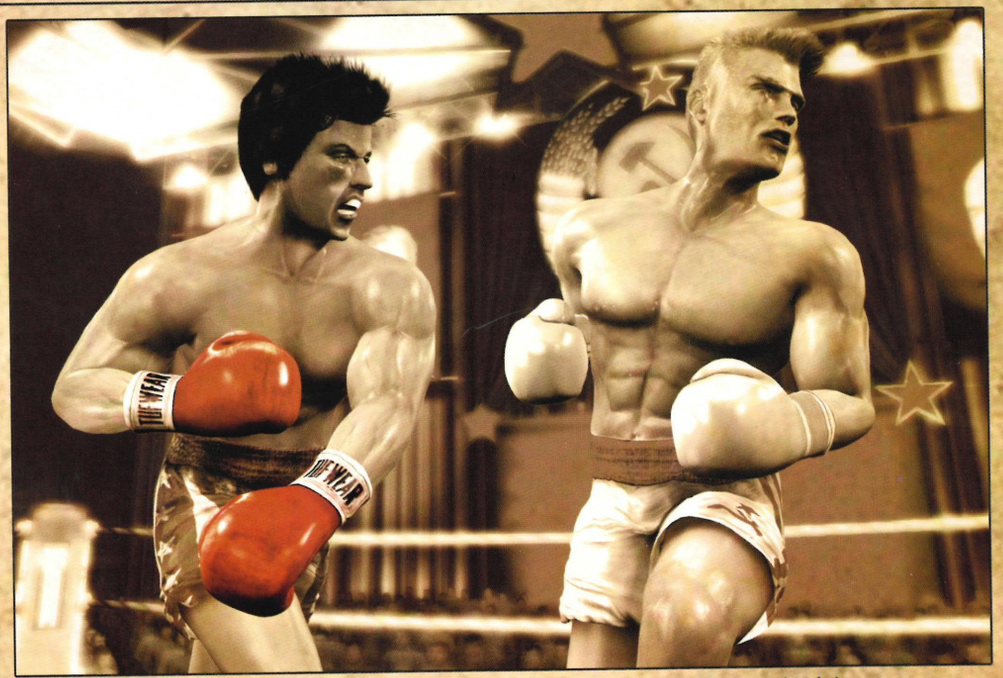
Rocky Balboa *(left)* ***Apollo Creed*** *(centre-left)* ***Clubber Lang*** *(centre-right)* ***Ivan Drago*** *(right).*

TRAINING MAKES LEGENDS

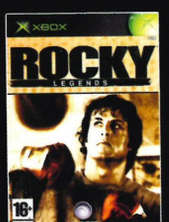


(above) *Clubber pulls a special move.*

(above) *Drago works hard on his stamina.*



Rocky Balboa *(left) lands a large hook across the face of* ***Ivan Drago*** *(right).*



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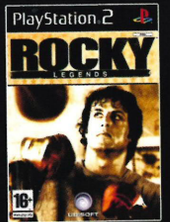

Metro Goldwyn Mayer TRADE MARK MGM INTERACTIVE

UBISOFT

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Official Xbox Magazine

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What's in it for you

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

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

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Getting Stronger

GREEN IS FOR GO this month as the two premier names in Xbox football kick off with their most significant annual releases ever! Online football is here for real with the stadium arrival of the two top rivals, *FIFA Football 2005* and *Pro Evolution Soccer 4*. Xbox Live can now provide the footy experience that fans everywhere have been waiting for since online gaming began – the ability to stuff a friend on the virtual pitch, join worldwide tournaments and create leagues and fixtures against human opponents across the globe.

Of course the playoff between *FIFA* and *PES* will divide allegiances right down the middle, the formidable *FIFA* faithful versus the plucky *PES* upstarts in a clash that would send Titans running home to mama. Both games are totally Beckham in the looks department, both have recently been wed to the showcase bride of Xbox Live and both will be released within weeks of one another at the end of this month. But you don't need to wait that long for your seat at the greatest Xbox football final ever – just turn to page 058 where our exclusive reviews of both games begin! We tossed a coin to decide who would start, so *FIFA* opens the first half, with a *PES* kickoff to follow. And the football action doesn't stop there, with *Club Football* (strangely dropping Live after championing online football last year) also making the reviews division, where fans of the beautiful game will find further footy reviews of *Total Club Manager 2005* and *LMA Club Manager 2005*.

Although it will have been released already as you read this, a special mention must also go to *Star Wars Battlefront*, the other great reason this month to be playing on Xbox Live. The multiplayer shooter is already a massive hit in our office and the "nyak-nyak – peoooooowiiiiee" of disintegrating Ewoks is becoming a familiar sound over lunch. *Battlefront* deserves to be a massive hit and delivers with panache the *Star Wars* toy box that old fans and new have been waiting for almost as much as the DVD release of the original trilogy.

See you next Coruscant Galactic Standard Month,

STEVE BROWN
EDITOR, *OFFICIAL XBOX MAGAZINE*

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Exclusive details on p047

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Choose good or evil, p118

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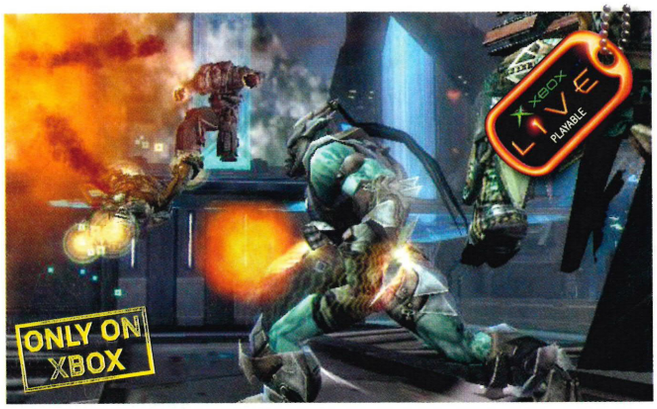

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Boxing's biggest names and hitters regroup for an online-enabled sequel. Pick your favourite fighter and go for the title. 089

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Konami's *PES* series makes a stunning debut with Xbox Live play. But which footy game will be crowned champion? 062

JADE EMPIRE

BioWare describes this Chinese action-RPG as its best ever game. Find out why with our exclusive interview.

047

PRINCE OF PERSIA WARRIOR WITHIN

Ever wondered where you start when creating a story for a game? We draw pens with *POP2*'s scriptwriter.

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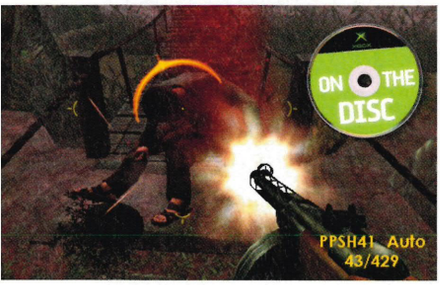

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ROLL CALL

Who do the emergency services call when it's all gone pear-shaped? You and your big gun, that's who.

008

13 HALLOWEEN HORRORS

As the season of the witch draws near, we dig up the 13 games that'll make you cry like a baby with primal fear.

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STAR WARS BATTLEFRONT

It's the *Star Wars* game we've waited for all our lives. Battle for the planets as the evil Empire or Rebel scum.

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Plus! Interactive Reviews Directory, game movies and more!

YOUR DISC GUIDE STARTS ON PAGE 106

CLUB FOOTBALL® 2005

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First Look

World-exclusive scoops of the newest Xbox games in development

ROLL CALL P008
It's time to get heroic with this smokin' FPS

SCRAPLAND P010
American McGee's sci-fi shooter is looking great

Official Xbox Magazine EXCLUSIVE SCREENS

↑ Beware of spreading fires. They will damage and destroy just about everything you're trying to protect... including that mad fireman crouched there.

Roll Call

Dealing out justice from the blade of a fireman's axe

Dev: Argonaut | Pub: SCi
Release: TBA 2005 | Live: 2-8 players
Players: 1-2

WHAT'S A MAN to do, eh? You come back from serving your country in a far off land, only to find all hell has broken loose on your very own doorstep. Human sacrifice, dogs and cats living together... mass hysteria! Who ya gonna call? Well, 911 as it turns out.

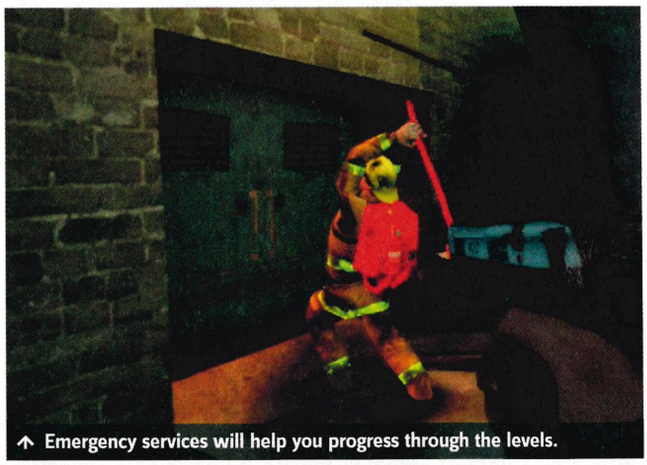
Roll Call, although an FPS, is set on terra firma. The grunts that need popping are hoods, hooligans and gangs who are running riot throughout NYC, not the other-worldy aliens and bugs we're normally fed. You sign up to a special task unit known as G18, then dispense all manner of unholy justice down on their all too human asses.

Using the trusty Havok engine, *Roll Call* will feature a fully interactive city where scripted setpieces run happily alongside the carnage and chaos unleashed on you from every side. When we saw the game running, a truck had just exploded in an alley, the effect of which set off further explosions down back streets until a whole section of a fire escape and mortar from the buildings above us came thundering down. The result was carnage, with firemen being tended to by their colleagues, and piercing screams emanating from the burning buildings.

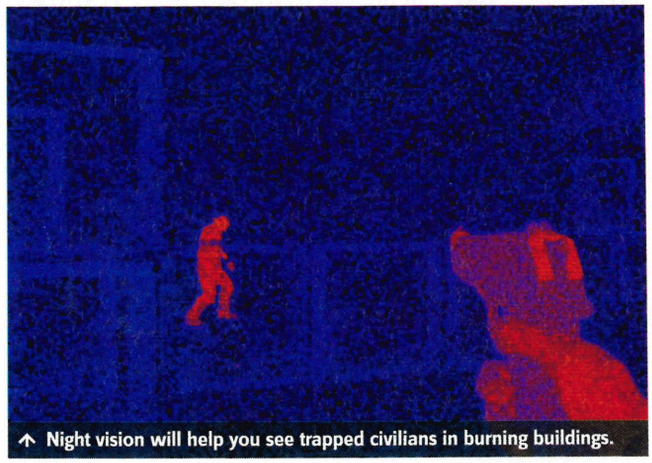
It was then into the mouth of hell as you're expected to race in and rescue burning civilians. As a member of the G18 team you can commandeer the services of the fire brigade, police and ambulance teams, utilising their skills to aid you. You can command a fire officer to break down doors, and extinguish fires while you dive in to the smoke to pull out bodies. The fire services will also give you hints about how best to rescue people so heed their words - they could mean the difference between succeeding in a mission and not.

Of course, throughout this you'll have gangs eager to put an end to your heroics and, with a range of weapons including shotguns, pistols and a valuable riot-shield, you should have no problem disposing of their anarchic habits. They're not dumb, though. If they see you aiding a squad of fire fighters trying to put out a blaze at a petrol station, they'll swarm in to attack. The fire spreads quickly too, so you'll have to act pronto otherwise that lovely Havok engine will kick in and merry hell will break loose all over again.

Although still in the very early stages, *Roll Call* looks thoroughly promising. The thought of being a one-man hit squad roaming the burning streets of NYC dishing out justice is really appealing, and the idea that you're going to be doing it as buildings explode around you is also pretty damned exciting. It'll make you want to volunteer as your office fire steward, mark our words.

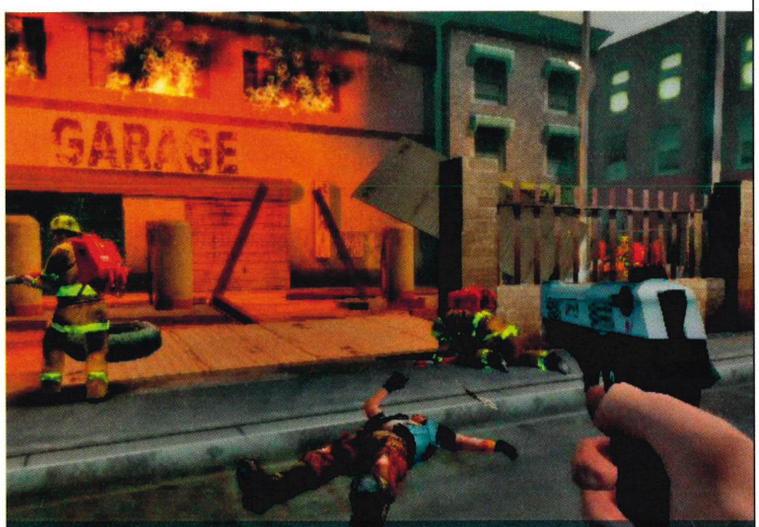


↑ Emergency services will help you progress through the levels.



↑ Night vision will help you see trapped civilians in burning buildings.

↑ As firemen try to put out fires, gangs will attack them. You need to be alert!

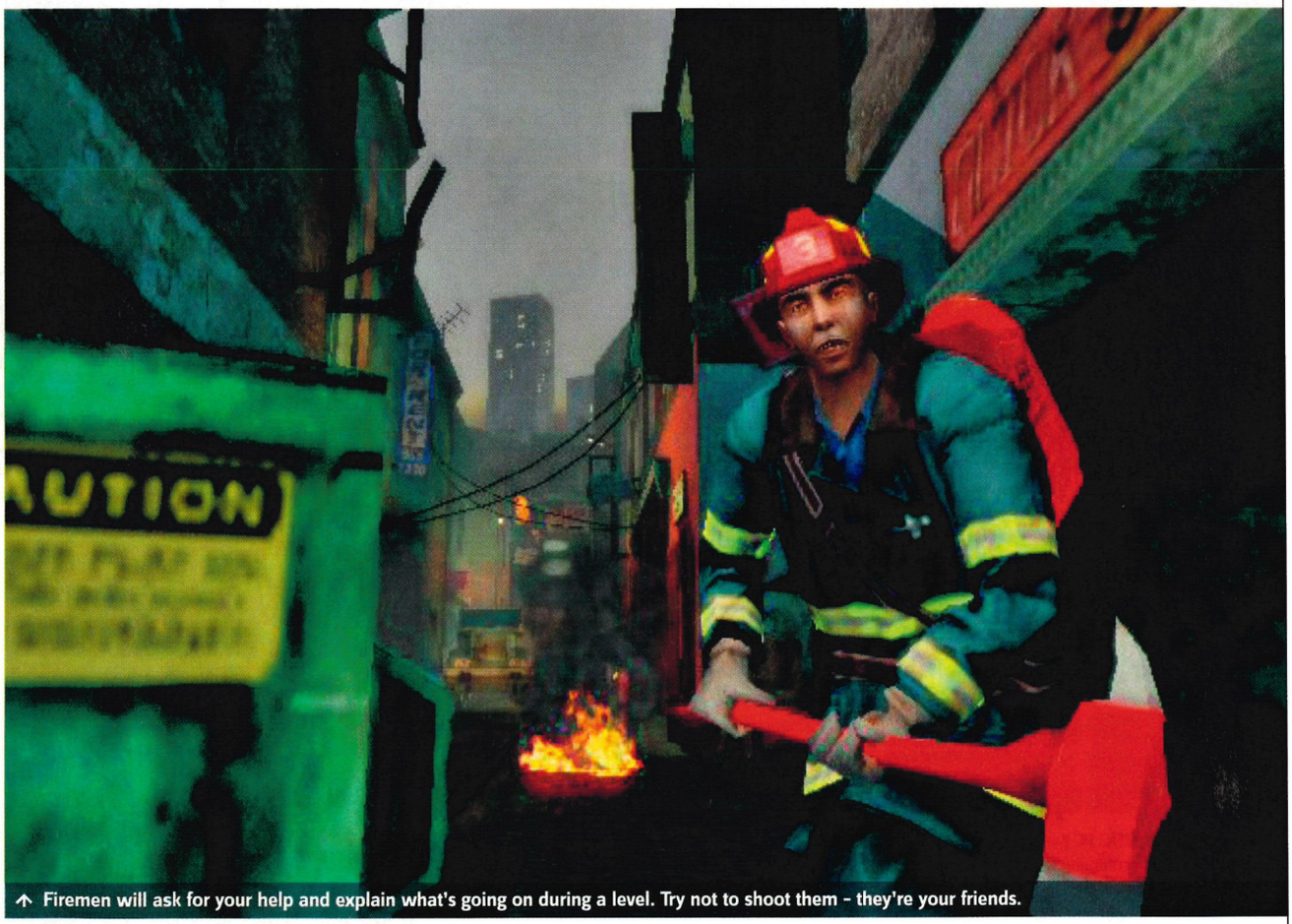


↑ Here a dead gang member sprawls out while the fires are fought. Good shooting!

Bonus info

IT'S HAVOK!
During several levels we watched, we saw the hero die. Every time he respawned and a scripted explosion happened, the Havok engine sent debris flying in all directions. You'll never know where is safe so you'll have to rely on your wits as much as your gun.

TRAPPED!
Don't go thinking that everyone in a burning building needs rescuing. Some people are members of a gang obsessed with fire. They'll sneak in and try to take you out in the darkness. The cowards!



↑ Firemen will ask for your help and explain what's going on during a level. Try not to shoot them - they're your friends.

Fire In The Taco Bell

BEWARE OF FIRE. Unlike many games where the fire is a static object, this stuff will seek to burn everything it can. It will spread to combustible areas, destroying everything it can in its wake which, naturally, includes you. If you don't help the emergency services do their job and keep gangs at bay who'd seek to attack them, the damage could be fatal. Thankfully your riot shield is fire-proof so it will afford you a strong degree of protection. From the looks of things, you'll need it.

↑ Stop it spreading and you'll live. Easy as that.

↑ Your shield will protect you from fires, so use it.

SECOND THOUGHTS: WHEN HE WAS GROWING UP, BEN L REALLY WANTED TO BE A FIREMAN, BUT WAS PUT OFF BY THE POOR PAY, DANGER ELEMENT, AND THE FACT HE'S A TOTAL WUSS.

Official Xbox Magazine EXCLUSIVE SCREENS

Official Xbox Magazine PLAYED IT

There's so much to see and do in *Scrapland* that you won't know where to start. You can assume the form of loads of bots for a start.

Scrapland

American McGee gets scrapheap challenged

- Dev: Mercury Steam
- Pub: Enlight Software
- Players: 1-4
- Live: 2-16 players
- Players: 2-16 S.Link
- Release: Winter 2004

AFTER BRINGING PC gamers the wonderfully twisted platformer *Alice*, and almost bringing us Xbox owners an equally warped version of *The Wizard of Oz*, famed game designer American McGee (who was on original member of id Software) has now surfaced with something completely different. Our first impressions of what we've seen so far remind us a little of the lovable pint-sized Glitch from the excellent *Metal Arms* (Issue 23, 9.0), but McGee is promising an "amazing new world" with *Scrapland*.

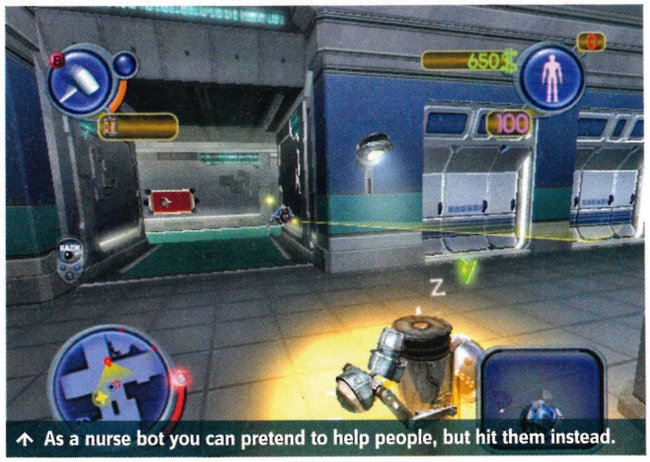
"For some time now I've been working with the team at Mercury Steam Entertainment to put the finishing touches on this amazing new world for you," he revealed. McGee believes that *Scrapland* will ultimately be a culmination of all things us gamers crave. That being flashy catchphrases like open-ended play, heart-pounding combat action, engaging narrative, lots of mystery, and a healthy dose of humour. One thing's for sure, he sure has got the gift of the PR gab. He also promises the best environments and character designs since *Alice*, and those we can believe.

As you've probably guessed from these screenshots already, *Scrapland* will be played out as a science fiction-themed third-person action game with plenty of jumping around to get you pulling your hair out. You play the role of D-Tritus, who is a cheeky little robot assembled from various junkyard parts and capable of almost anything. He can transform himself into any of the 15 character types in the game and build pilot ships (and gun ships!) with hundreds of permutations. So you need never watch that Kryten-fronted Channel 4 show again. Ever.

The nuts and bolts of the gameplay will take place on a cutthroat robot-inhabited city known to the locals as Chimera, on the remote, scrap-planet cleverly called Scrapland (see what they did there?). As D-Tritus you'll be able to beg, borrow or rob any and every type of spacecraft in the game. And we're promised plenty to choose from.

As executive producer on the game, McGee is said to be "injecting his unique creativity" into the character development and dialogue, according to the official announcement. "I knew I wanted to be involved with this project the moment I met with Mercury Steam and saw the game," he gleamed. "*Scrapland* has an extremely unique freeform style of play that capitalises on the success of games like *Grand Theft Auto 3* [Issue 25, 8.9], yet takes the action one step further." That's one hell of a bold statement to live up to but we're expecting to get hold of review code very soon. Look out for the final verdict on *Scrapland* in a coming issue.

When you're being chased by the cops, just turn into one. Easy.



As a nurse bot you can pretend to help people, but hit them instead.

↑ Some objectives will see you locating and transforming into specific targets.

↑ This is the scrapyard where you can build your own ships and then tool them up.

Bonus info

ENLIGHTENMENT

Enlight Software was founded in 1993 with the goal of 'enlightening' the world with rich forms of entertainment. 2003 saw the firm make its debut into the world of publishing with Enlight Interactive. *Scrapland* will be the division's first release here in the UK.

MERCURY RISING

Mercury Stream Entertainment is the latest independent game developer to hit the global scene. For those of you blessed with good, strong memories, the team is comprised of a number of coders that worked on *Blade of Darkness* at Rebel Act Studios. Codemasters did intend to launch a game titled *Ultimate Blade of Darkness* for Xbox, but Rebel Act's closure put an end to that particular dream.

↑ It's not all about flying and shooting. Many areas of the game involve exploration elements and meeting new characters.

Tag Teams

LIVE PLAY and System Link options have been confirmed by the developer and publisher, but *Scrapland* will have a strong offline multiplayer element too. Modes being flung around the multiplayer arena include classics such as deathmatch and capture the flag. All multiplayer modes that make the final cut will include the very cool feature of allowing you to take your home-built spaceships from the single-player game and fly them in multiplayer. But wouldn't it be more interesting if you crashed and burned your ship in multiplayer only to see it mysteriously vanish from your single-player save? More next issue.

↑ Build your own battleship and take it for a test drive.

↑ There's only so much pain a robot can take.

WOULD YOU LIKE TO KNOW MORE? IF YOU CAN'T HOLD OUT FOR YOUR NEXT FIX OF SCRAPLAND INFO, THEN POINT YOUR WEB BROWSER IN THE DIRECTION OF WWW.SCRAPLAND.COM FOR LOADS MORE INFO.

Incoming

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

P015 MARS ATTACKS!
The latest on *Area 51*'s top secret treasures.

P015 KEANU GRIEVES
Hell comes to Earth in *Constantine*.

P017 GOLDEN BALLS
Details of how you can enter the first Interactive World Cup.

P017 HEAVEN'S ABOVE!
The first screen of next-gen stunner, *Heavenly Sword*.

P017 BARE NAKED LADIES
Okay, they're not real but they're still cute.

P019 MUMMY, WE'RE SCARED!
An exclusive peek at those gruesome *Doom 3* beasts

Halo 2 Storms Game Stars Live

First and only public playtest whips up a deathmatch frenzy

GAME STARS LIVE 2004, the first hour of the first day of the show's debut. In one side of London's massive ExCel expo centre, two Master Chiefs guarded the entrance to the most anticipated game in Xbox's history, and already the queue was huge. In fact, a few metres from the entrance to the cordoned-off *Halo 2* room, a sign read 'Time to wait from this point: 60 minutes'. And only a quarter of the queue had actually passed the sign – the further three-quarters snaked back, doubled round on itself, and trailed back to the entrance of the show. It's safe to say, by the time many of the *Halo* fans got their mitts on the five-minute Blue versus Red deathmatches, they'd have waited three hours. And still they queued.

Other companies, as impressive and as dazzling as their displays were, could only stare in disbelief at the huge, at times overwhelming desire to play *Halo 2*. Only Ubisoft's *Playboy Mansion*'s four-poster bed layered with lounging Playmates seemed to attract anywhere near the same level of attention. No idea why...

That wasn't to say Game Stars was a completely *Halo 2*-biased event, far from it in fact. With smaller, independent developers nestled comfortably alongside established giants, the buzz from everyone we spoke to suggested, dare we say it, that Game Stars is the new highlight on the UK videogaming calendar. Thousands of gamers streamed through the doors over the three-day event, indulging themselves in tournaments, competitions, and exclusives glimpses at forthcoming games.

Industry bods were even on hand to guide people through the titles on show, and there were even a series of seminars about how best to break into various areas of the gaming industry.

But, as Xbox fans, although we were truly astonished at the turnout and success of the show (expect a 2005 event without a doubt), it was *Halo 2* that did us proud. It was the biggest single attraction of Game Stars, leaving fans breathless when we pounced on them for an opinion post-play. Some had come as far a field as France and Germany just for a five-minute frag session on the shores of Zanzibar, and all, after such a brief taste of *Halo 2*, will need some kind of resuscitation come 11 November when it's released.

↑→ The queues were long but no one cared when they got to play *Halo 2*.

"To get their mitts on a deathmatch, many fans waited three hours"

P020 KELLY'S HEROES
Kelly Brook joins the *Need For Speed 2* gang.

P020 ONE SMALL STEP
KOTOR 2's new planet, and it's unlike anything you've seen.

P024 SIMS IN THE CITY
Sims go urban in *The Urbz*. Word up, home boys.

P026 ROBOTS IN DISGUISE
Halo... with motorbikes? *Robotech Invasion* unveiled.

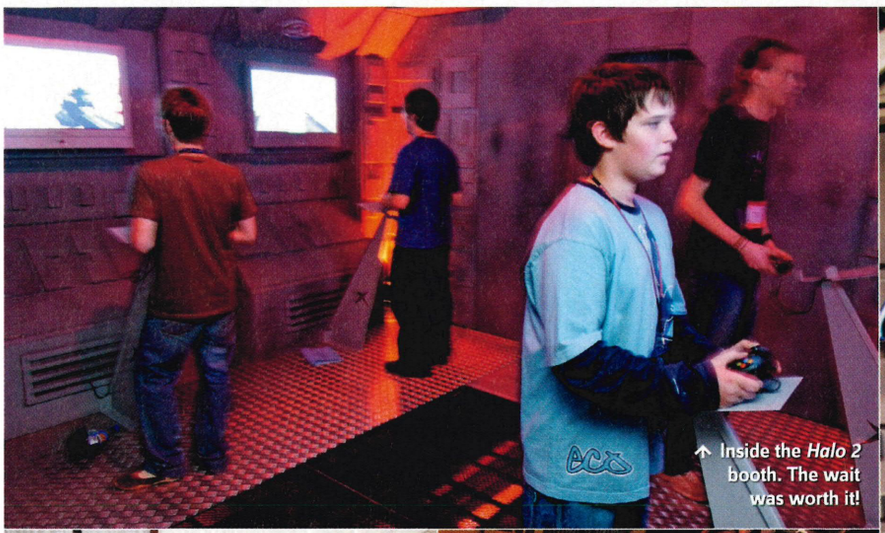
P026 QUAKING AGAIN
First details of the mighty *Quake IV* coming your way.

P027 SMALL IS BEAUTIFUL
The sleekest portable Xbox screen ever, and you need it.

P030 SEAS OF BLOOD
We chat to the writer behind *Prince of Persia Warrior Within*.

P034 BLOOD 'N' GORE
Mortal Kombat Deception arrives and kills the entire office.

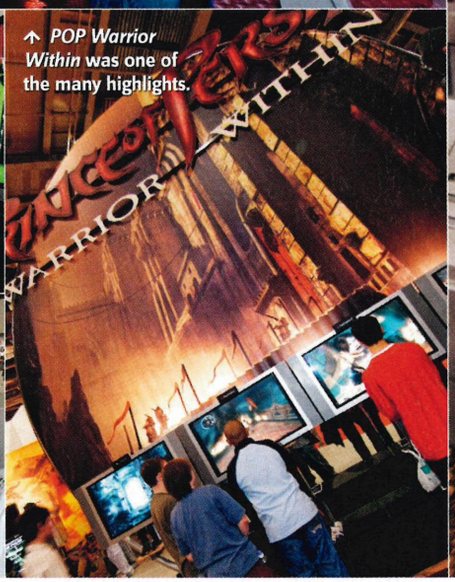
P036 PLASTIC FANTASTIC
Star Wars gets a Lego makeover. Want this you do.



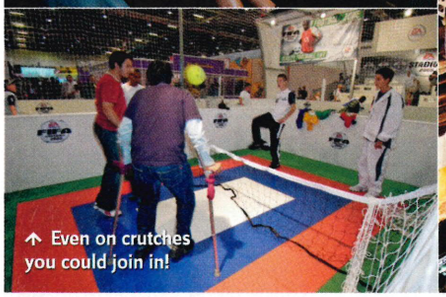
↑ Inside the *Halo 2* booth. The wait was worth it!

↑ Master Chief kept the waiting crowds entertained.

↑ *OXM*'s Ben L, out of his depth.



↑ *POP Warrior Within* was one of the many highlights.



↑ Even on crutches you could join in!

THE INSIDE VIEW

DEBBIE LASH
EVENTS AND PROMOTIONS MANAGER, EIDOS.

"GAME STARS LIVE was a particular success for Eidos. Being able to show off our portfolio of titles in such a dynamic and vibrant show was hugely beneficial. It's not often we're able to see first hand the reaction from our customers, and we were delighted with their reaction to the show and to our forthcoming titles - particularly to *Championship Manager 5* and *Lego Star Wars*, which many claimed to be games of the show. The UK has been crying out for a gaming showcase that unites both trade and consumer game fans, and the events at ExCeL this year were an incredible start. I think Game Stars Live and the trade show EGN will become significant dates in the games industry calendar.

THE EXPERT VIEW

STEPHEN McGILL
HEAD OF XBOX UK MARKETING

"IT'S FAIR TO SAY *Halo 2* stole the show. We had the first UK hands-on with two teams of five going head to head in Capture the Flag. We were using the E3 build from back in May so a lot has changed since then, but it gave a good flavour of some of the new things to expect. We had queues of up to three hours, so my thanks goes to everyone who lined up patiently for a fix of what we hope will be their favourite game of the year, if not lifetime. It was great to see people who were new to the franchise getting excited, as well as old-time *Halo* fans checking it out. Seeing Master Chief go head to head with a Stormtrooper was cool too. Needless to say, MC won." [Some employees were in costume - ed.]

WIN A TRIP TO BUNGIE!

Want three days playing Halo 2 in America? Then read on...

IF YOU DIDN'T get the chance to play *Halo 2* at Game Stars Live, look no further, the answer might be here. Just as we were going to press, Microsoft announced it was giving away exclusive VIP backstage passes to Bungie to play *Halo 2* in Washington, Seattle.

The prize includes three days and two nights in America, including flights, hotel accommodation, transfers, meals, and a tour of Bungie. You and a mate will be able to play *Halo 2* multiplayer and see what goes on behind the scenes of the most highly anticipated game in Xbox's history.

To be eligible to win, all you need do is make sure you're registered on Xbox Live with a valid Live account before 15 October. The UK winner will be drawn at random on 22 October and whisked off to play the game before almost everyone else. Only 20 people from around the world will be offered the chance to visit Bungie, so to secure your chance visit http://www.xbox.com/en-gb/halo2/backstage.htm for all the details. Good luck.

BUNGIE

GOOD BEN, BAD BEN: BEING A TOP GAMES JOURNO, BEN L WAS ALLOWED TO JUMP THE QUEUE, BUT DIDN'T HAVE THE HEART TO TAKE THE PLACE OF SOMEONE WHO'D QUEUED FOR THREE HOURS, SO HE STILL HASN'T PLAYED HALO 2. BEN T, HOWEVER, BARGED TO THE FRONT AND JUMPED ON THE NEAREST PAD WITHOUT A SECOND THOUGHT.

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Access All Areas

Sci-fi shooter Area 51 riddled with conspiracy

Official Xbox Magazine EXCLUSIVE SCREENS

IT'S BEEN DELAYED until next spring but the final game will be a lot better for it, was the message Midway gave at its recent Gamers Day in San Diego. To prove this we were treated to a presentation of the game in its latest form, and *Area 51* looked a lot more solid than what was seen in previous builds.

Up until now we'd only seen soldiers blasting aliens to pieces in tight corridors and open hangars. But this time round we saw a lot more of the later part of the game. As you gun your way through, you progress deeper and deeper inside the military base and things start to go very *X-Files* indeed. You'll get to see and use various alien powers after becoming infected with alien DNA, which is a nice touch to the frantic, claustrophobic FPS gameplay. For fans of conspiracy theories out there, there'll be a few comedy treats in store too.

Famed for his work on the original two *Doom* titles, John Romero has also jumped on board the *Area 51* ship to help the team create some multiplayer deathmatch maps. Romero's also re-working *Gauntlet* for the firm.

Tip-top voice talent has also been brought in. Cast as the lead role of specialist Ethan Cole is David Duchovny of *X-Files* fame. Scary goth rocker Marilyn Manson will also deliver an 'unforgettable performance' according to Midway as Edgar, the grey alien. We'll say no more, but look out for more in coming issues.

↑ Get bitten and use its powers.

↑ Carnage in a secret location.

↑ Multiplayer games will see you going against waves of scary aliens.

Look out for a new game heading our way called Resonance. It's about the burning of witches during the Salem Witch Hunts

↑ Police interrogation isn't what it used to be you know.

↑ Hell's transport: winged, fanged monsters.

Official Xbox Magazine EXCLUSIVE SCREENS

↑ Perform an exorcism and this happens!

Hell's Kitchen

Confirmation at last... LA is Hell on Earth

JOHN CONSTANTINE is the anti-hero's anti-hero. A chain-smoking grouch who, in order to cure his lung cancer, made a pact with the devil, went back on the deal and now forever spends his time keeping demons from invading Earth (not to mention trying to dodge ol' Beelzebub's roasty wrath). In the comics he's a scruffy blond Liverpudlian; in the movie the game is based on, he's Keanu Reeves in LA. Fine.

Constantine is shaping up to be something of a visual treat, and when leaping into the Hell dimension, the winds and furious nuclear storms that rip across LA (for LA is symbolic of Hell) are astounding - especially when Hell shimmers affect your vision. Whole buses and vehicles fly through the air in a vortex like something from *The Wizard of Oz*, and in the background newly arrived inhabitants are chased around by packs of angry demons. Luckily, you've got a few extras to make sure you're not the one who gets chased.

Weapons will include a holy shotgun, holy water bombs, a crucifix machine-gun (it nails demons to walls), and a pistol that fires stones from the Road to Damascus. Constantine will also be able to cast exorcism spells that suck demons out of corpses. Be careful though, because if he doesn't finish the demon off it'll crawl straight back into the body and continue attacking. To make matters worse, often the only way of escaping demon attacks is to shift dimensions by standing in pools of water. This means as well as shooting enemies, you're going to shoot fish tanks too!

"A pistol fires stones from the Road to Damascus"

News Wire.....

Easily digestible nuggets of key Xbox information

Xcellent Sales

Since the Xbox price drop last month, which now sees new units on sale for £99.99, the console's sales have rocketed. More than three times as many consoles have been sold since the price reduction, bringing the total to around 15,000 a week. Not only is this great news in general, but it should also encourage more developers to get more Xbox-exclusive games on the shelves.

Hole In The Head

Keep those peepers peeled for *Outlaw Golf 2* which will be winging its way to us soon. Taking its cue from *GTA* (Issue 25, 8.9), the sports sequel will feature porn models and leather gimps running wild on the fairway. And, if you screw up during a round, you can take your aggression out by beating up your caddy or jumping in a golf kart and running over spectators. If only Tiger Woods did the same.

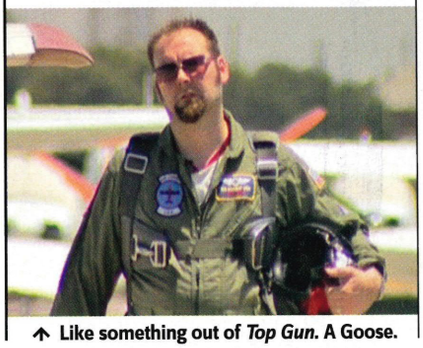
Hail To The Chief

If you want to keep abreast of the latest *Halo 2* news, Microsoft has just released a Master Chief desktop buddy. Once downloaded he'll update you with news, gossip and trivia about the forthcoming sequel. He'll also let you in on exclusive tournaments and competitions. To get hold of your very own Chief go to http://www.xbox.com/en-gb/halo2/desktop.

Back With The Bling

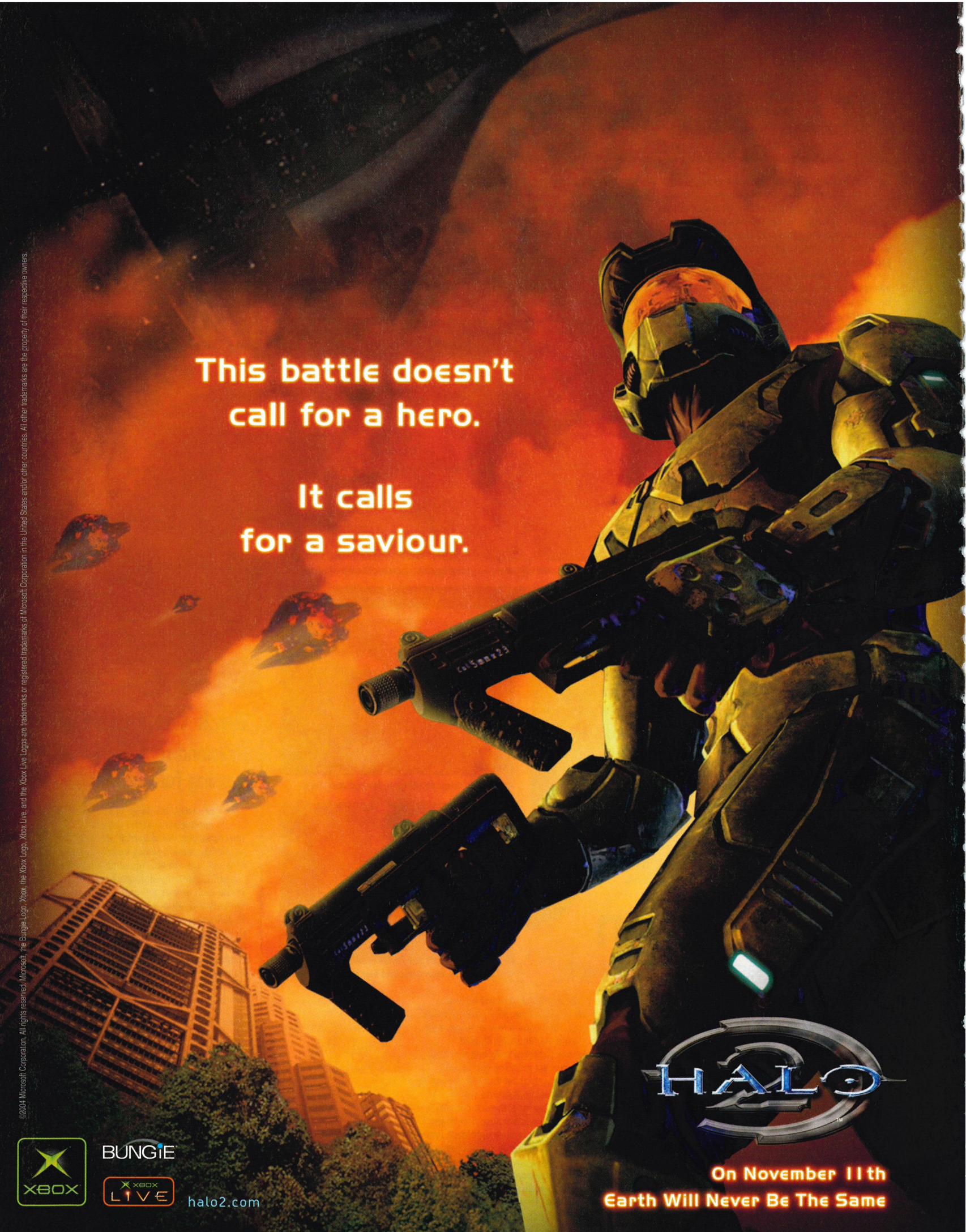
Diamond returns to the gaming fold at last

AH, HOW WE look back in misty-eyed reminiscence at the days of *Gamesmaster*. While Patrick Moore looked visibly frightened reading from a cue card ("Press A, Up, Down, Left, what am I talking about?"), Dominik Diamond was in the studio with 'games animal', Dave Perry. While Patrick Moore has moved on and Dave Perry is still, erm, a 'games animal', Dom is soon to be back on our screens in Bravo's *When Games Attack* for Gamer.tv. Hitting your screens come November, he'll be surrounded by ladies in skimpy outfits and throwing out sly quips. Wonder if Patrick will be along for the ride as well?



↑ Like something out of *Top Gun*. A Goose.

TAKE TWO: DAVID DUCHOVNY ALMOST MADE HIS XBOX DEBUT IN AN X-FILES GAME FROM VIVENDI, UNTIL THE PUBLISHER CANNED THE GAME EARLIER THIS YEAR. HE CAN BE FOUND STARRING IN XIII.



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Golden Balls

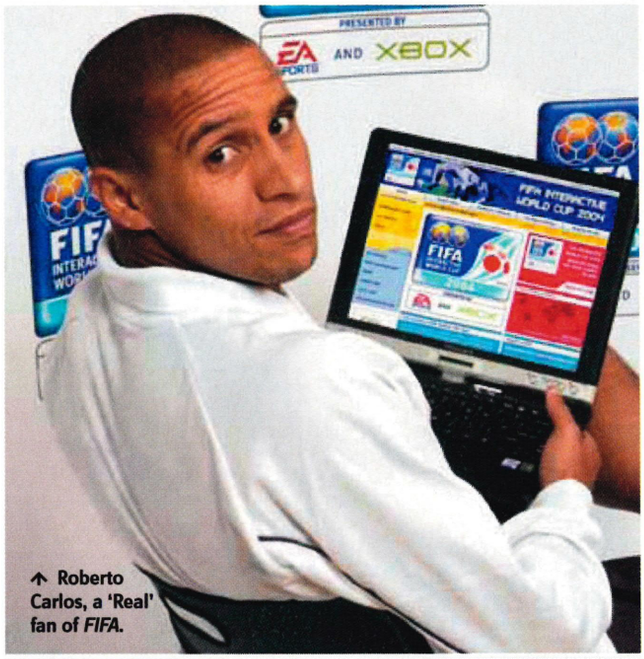
The first Interactive World Cup opens its doors to contenders

FOLLOWING OUR big announcement last issue about the new *FIFA*-organised Interactive World Cup, the event is now ready to take on Xbox Live subscribers from around the globe. In preparation for the UK competition, organisers *FIFA*, Xbox and EA have now unveiled details of how you can enter.

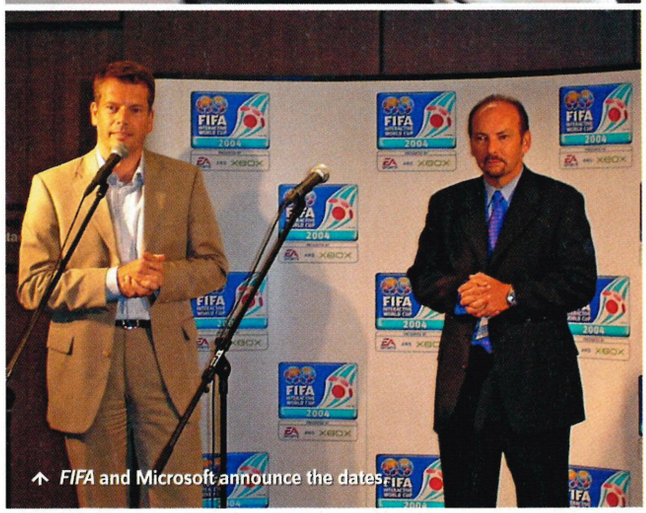
First, log on to www.fifainteractiveworldcup.com and register for the Xbox Live tournaments. If you then win a local qualifying tournament you will be entered for a regional tournament, with a chance of getting through to the final in Zurich in December.

The UK regional tournament will be held in London on the 20 November (address to be confirmed). As you're waiting your turn on the tournament pods, *FIFA* will lay on real-world footy matches so you can hone your skills in reality. There are even going to be professional footballers there during the day to help you train. *FIFA* also promises DJs, tons of activities, and "a few surprises" too.

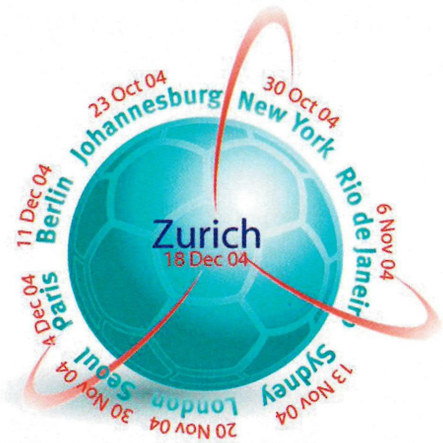
Peter Moore, corporate VP, worldwide marketing and publishing, Xbox, says: "As well as experiencing the excitement of *FIFA Football 2005* from EA and Xbox Live, contestants and their friends will find no shortage of other interactive and 'real-life' activities. Being named *FIFA* Interactive World Player 2004 is the ultimate in bragging rights and we know the competition will be fierce." If you think you've got what it takes, you know what to do...



↑ Roberto Carlos, a 'Real' fan of *FIFA*.



↑ *FIFA* and Microsoft announce the dates



Look out for next month's issue when you could stand a chance of winning a year's supply of free 1Mb BT Broadband for a year

BIZARRE Weird goings-on from the world of Xbox

PlayBat

Word has it that Uncle Hef is going to produce his first ever virtual edition of the *Playboy* magazine, featuring some of the hottest virtual ladies around. Of the 'talent' bearing their puppies, BloodRayne will feature most heavily, alongside *Leisure Suit Larry*'s Luba Licious - and these ladies will be flashing everything. Girls in more modest garb will include Nina from *Tekken* and Tala from *Darkwatch* (below).

→ Demon ladies have rectangular jubbly bits.

Director of Doom

With news last month that The Rock wasn't starring in the hell-on-a-stick flick *Doom*, we were downhearted. But not to worry, because Universal has enlisted the services of director Andrzej 'Bloody' Bartowiak. He's directed *Romeo Must Die*, *Exit Wounds* and *Cradle 2 The Grave*, which gives us some indication as to how *Doom The Movie* will look: bloody gory. Good thing, too!

ON XBOX 2...

The web is running wild with Xbox 2 speculation

RUMOUR, SPECULATION and whispers over the garden fence are rife on Xbox 2 Avenue, but Microsoft is still tight-lipped on the issue of what the hell the next Xbox is going to look like and play like. However, third-party developers and publishers are slowly getting wise to the fact that us lot are like baying hyenas. We want Xbox 2 news but we're not willing to fight over the scraps for the sake of a catchy headline.

British development team Just Add Monsters, the guys responsible for the excellent *Kung Fu Chaos* (Issue 15, 8.6), have treated us to a few tasty morsels when they waved details of a title called *Heavenly Sword* under our snouts. Although slated as 'next gen' without specific consoles mentioned, it is without doubt very impressive. A little like a next-gen trifle made with layers of *Ninja Gaiden*, *Prince of Persia* and *Dynasty Warriors*, *Heavenly Sword* promises all manner of effects that will have our eyes on stalks. These include per-pixel lighting, fully projecting shadows, real-time cloud and mist effects and real-time time sensitive lighting that makes shadows crawl across the landscape as day turns to night.

↑ *Heavenly Sword*. You want? Us too.

Also on the cards, although not confirmed for use on any next-gen consoles, is the new HVD storage disc. If implemented by developers it has the potential to turn the size and scope of games on their heads. Powered by majik, fried toadstools and holograms, the HVD has a capacity of one terabyte which is over 200 times more than a standard DVD. Of course, this is all speculation, but the mere existence of such a disc could mean that games of the future will be limited only by the developer's imagination. Can you imagine what it would mean to the next-gen Xbox?! It's enough to give you goosebumps.

↑ The HVD (left). Gorgeous, isn't it?

CUP OF LIFE: WORD HAS IT THAT THE INTERACTIVE WORLD CUP WILL BE AN EXACT REPLICA OF THE ORIGINAL, ONLY WITH XBOX PADS EMBOSSED ALONG THE BASE.

FABLE™

FOR EVERY CHOICE A CONSEQUENCE

XBOX.COM/FABLE

XBOX

it's good to play together

LIONHEAD STUDIOS

Microsoft game studios

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Sir, Yes Sir!

Ultra-realistic slaying in the name of Uncle Sam

WE'RE NOT SURE what it says about the US Army's training techniques, but *Close Combat: First to Fight* is in development with the US Marine Corps which, when the game is finished, will adopt it as a training tool. So, if you wanna play with the big boys soldier, look no further.

First to Fight will be a team-based third-person shooter where you're required to lead a four-man squad through a real Middle-Eastern city and, presumably, kill all the inhabitants in the name of that insane President. But, unlike the similar *Conflict* series, not once will you see any arcade action. The game is going to concentrate on ultra-realism (minus the trauma, amputations and psychological damage), forcing you to concentrate solely on how to lead a group of men into combat situations, accomplish a goal, then exit safely.

To aid you, the game includes the Marines' own tactical gameplan called 'Ready-Team-Fire-Assist', a mode of handling and winning guerrilla skirmishes that your AI men will follow when engaged. And, if you're still getting whipped by desperate shopkeepers frantic to protect their country from invasion, why not call in Cobra helicopters, armoured assault vehicles and other Marine fireteams? You'll crush that generic Middle-Eastern scum in an instant. Chuck out your morals, grab a pad, and get ready for the imminent review.

↑ Your team will act intelligently. If they see an enemy, they'll nail him.

↑ Every man will work together for protection.

↑ It not only looks the business, but it will play like the mutt's nuts too.

↑ Storming houses will need communication.

↑ Cornered, men will use vantage points to fire.

If you're a Halo fan (and who isn't?) then good news. The original boss of Bungie has a new team and is making a new FPS with the original engine

The Monster Squad

ONLY ON XBOX

Official Xbox Magazine EXCLUSIVE SCREENS

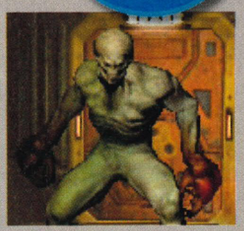
New Xbox screens of all those gruesome Doom beasties coming our way

↑ ZOMBIE
The dumbest of the lot, but don't underestimate them. They'll hide in the shadows and get you that way.

↑ IMP
The fire-lobbing fiends from the original, but this time they're going to be able to jump great distances. Nasty.

↑ PINKY
Pinky's strong and fast, with ripping claws, a mawing mouth and shredding teeth to eat you with.

↑ CACODEMON
Everyone's favourite *Doom* character returns with a new vomit attack to chase you through the corridors of Hell.



↑ ARCHVILLE
Exceptionally intelligent, and able to resurrect dead demons, he can also direct a wall of fire at you.

↑ HELLKNIGHT
If you see this, either have a lot of serious ammo, or run the other way. You won't stand a chance.

↑ REVENANT
The skeleton with homing rockets on his shoulders! Another *Doom* favourite returns. Better get running.

↑ TRITE
New boys with upturned heads on legs. They form swarms so if you see one, there's more of 'em about.

↑ CHERUB
These angels will head your way and emit a soul-rending scream before swarming in like undead bees.

↑ MANCUBUS
With guns for arms and tusks, this monster is a walking shredder. Do not attempt a close-range kill.

↑ LOST SOUL
Returning from the original, these floating face-chewers will scream and rip at you with razor teeth. Harsh.

↑ WRAITH
Now you see him, now you don't - these beasts can teleport. When you see that orange glow, start firing.

SCARED YET? WHEN OUR ESTEEMED LEADER STEVE BOUGHT A COPY OF DOOM 3, HE GOT SO SCARED PLAYING IT THAT HE NOW ONLY PLAYS IT IN DAYLIGHT. TRUE.

News Wire.....

Easily digestible nuggets of key Xbox information

Backward At Last?

We've all heard rumours that Xbox 2 will be backward-compatible, and now a US company, Transitive Corporation, has launched a range of QuickTransit programmes. These will allow software applications designed for one operating system to work on another system without complicated binary shenanigans. It's a good indication that backward compatibility can be obtained – now it's just a question of whether Microsoft will look into it for us!

Chop Suey!

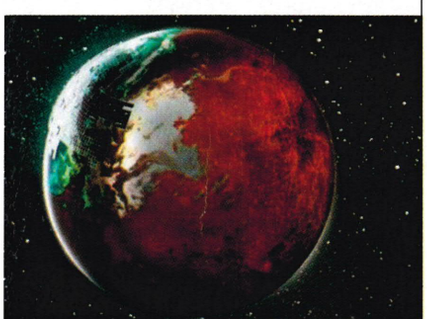
The second *Ninja Gaiden* Master Ninja Tournament attracted over 1,000 more gamers and registrations than the first competition, which was held earlier in the year. John Inada, GM of Tecmo, said that the company was thrilled with the amount of gamers all willing to get involved in the competition. As the final for the second tournament gears up for the showdown in Tokyo, Tecmo has announced that a third is in the pipeline, adding that the downloadable *Hurricane* Expansion Pack is nothing compared to what's coming up.

Gripping Curves

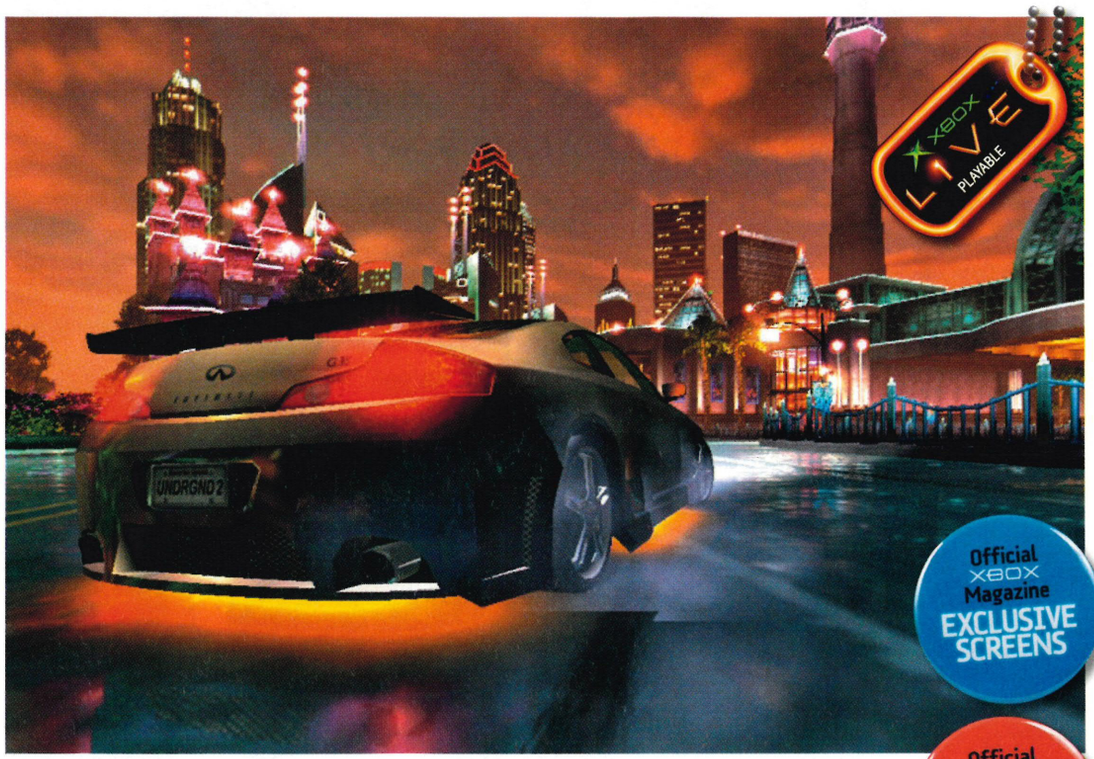
Want to get your clammy mitts on the *DOA* girls? Sure, they may be nothing more than nicely rounded polys, but the next best thing is going to be released to coincide with the new title: the *DOA* controller. Produced by NubyTech, the pads will be sleeker, more elegant (and presumably more top heavy) than normal pads – ideal for *DOA* fanboys. "This is a dream come true for *DOA* fans and will definitely be their favourite controller to play *Dead or Alive Ultimate* with," said Paul Chen, President and COO of NubyTech.

A Planet Far Far Away

AS *KOTOR 2* nears, LucasArts has released details about a new planet called Telos. Consumed by the ravages of the old Jedi Wars, it's now a broken, mostly uninhabitable world. Some regeneration has taken place; bits of it are fertile and inhabited with creatures placed there from planets across the galaxy. Beyond the regeneration though, the planet is scarred and barren, the air thick with poisonous fumes. And come February you'll be walking on its surface.



↑ Telos: beautiful and deadly in equal parts.



↑ There's over 20 licensed cars to choose from, all fully tinkerable. Take 'em to the garage and get drilling.

Official XBOX Magazine PLAYED IT

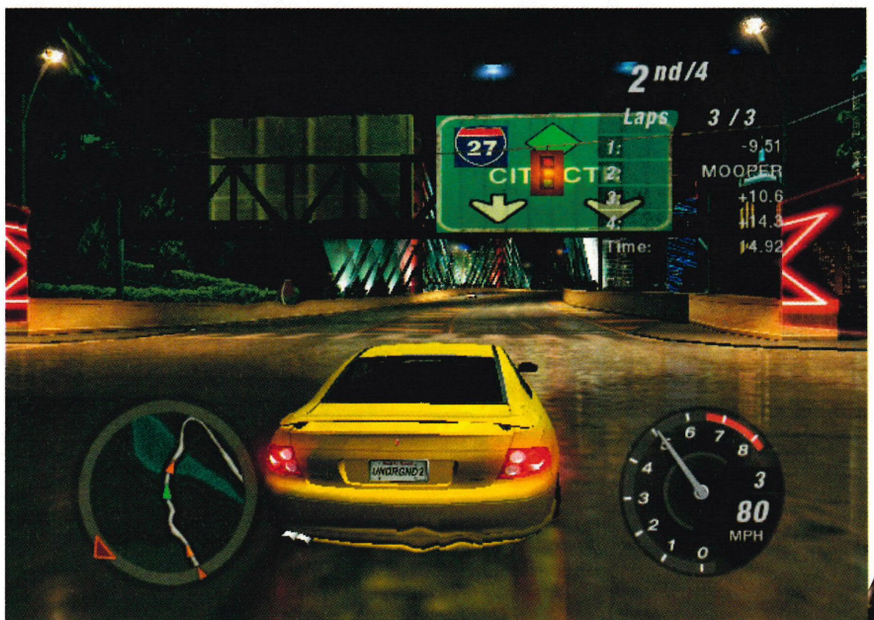
Fast And Furious

NFSU 2 – now with added 36FF goodness!

THE SEQUEL TO the souped-up street racer will feature more than 90 events on Xbox, a third more than the number offered to rival consoles. And, of course, there's going to be all that gorgeous Live compatibility too. Up to eight players will be supported over Xbox Live, all able to tussle one another in modes such as Hot Pursuit, Top Cop, Challenge, Championship and Be The Cop. There will also be more at stake than just the question of who crosses the line first, as you'll also be staking your reputation as a racer every time you go online. Leaderboards will categorise your stats, allowing you to only play in the correct leagues. This means that as you progress, you'll be up against some of the very best *Speed* fans in the world. It's then up to you to keep your reputation up by modding your cars through your game. The further you progress and the better you do online, the greater range of goodies you'll have to tinker around with.

Each track is a hugely open environment, packed with shortcuts and off-road lanes that will test your ability to switch between slippery tarmac and rolling, churned-up dirt tracks. You'll also have to contend with the environment doings its best to put you off your stride when storms, fires and dust clouds appear to whisk you off track. If your rivals don't get you online, Mother Nature will. With Kelly Brook (see Air Bags, below right) waving the flags, we might just be tempted to stick around. Look out for the full review next issue, on sale 04 November.

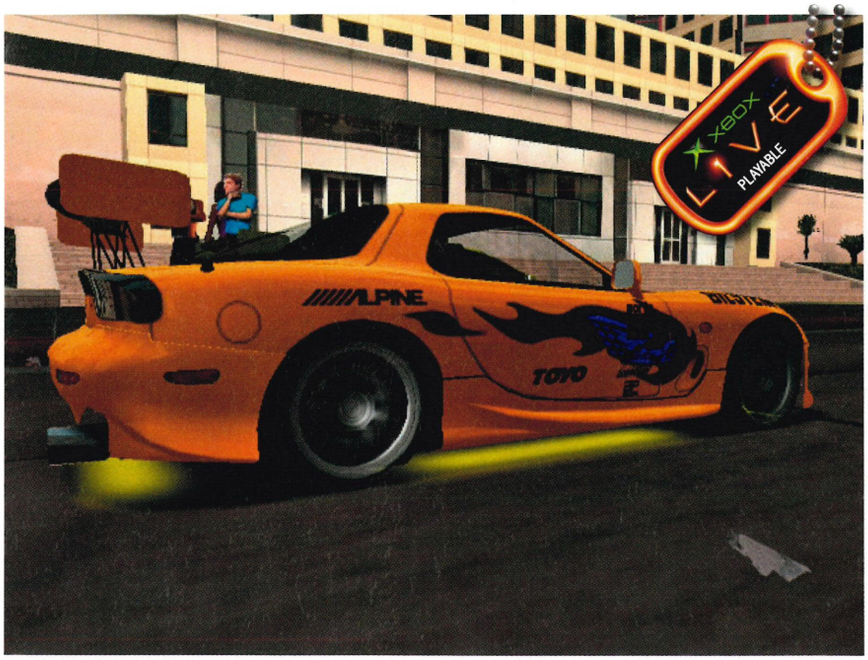
"As you progress, you'll be up against the best in the world"



↑ Decide exactly where you want to drive. Some courses will be harder than others.

Air Bags

KELLY BROOK takes on the role of Nikki, a rebellious and full-throttled street racer who can really handle herself. We reckon the likeness isn't too bad, and at least her most prized assets are fully accounted for.



↑ It looks too good not to be released. Expect *Juiced* to come screaming to our doors in a few months.

↑ There's nothing like publicity to boost *Juiced*, even if it's bad at the time.

↑ *Juiced* might be going in circles but at least it's not going backwards.

Jinx Games

Juiced launch stalls as publisher Acclaim finally folds

FOLLOWING THE demise of publisher Acclaim, Juice Games' modding racer *Juiced* (Issue 33, 8.0) has hit a severe delay but "will be released," says project manager Richard Badger. For those that don't know, the team at Juice Games used to be known as Rage Warrington and worked on *Lamborghini*. The racer was finished but went under with publisher Rage weeks before it was due to be released; no one could believe it.

The same almost happened again to the studio after Acclaim recently went under too. "The situation is not as bad this time because we aren't owned by Acclaim," explained Badger. "I still reckon there could be up to a three-month delay while we sort out a new publisher for *Juiced*."

The good news is that *Juiced* will be released, it's just a question of when. Development on the game was funded by a company called Fun 4 Games and not Acclaim, so both the game and developer escaped the axe. Check out the demo on last month's disc and we'll let you know when *Juiced* gets a new date.

More news on the GTA San Andreas front. You won't be an expert marksman from the moment you start, instead, you'll have to learn how to fire a gun and your aim will be everywhere to begin with

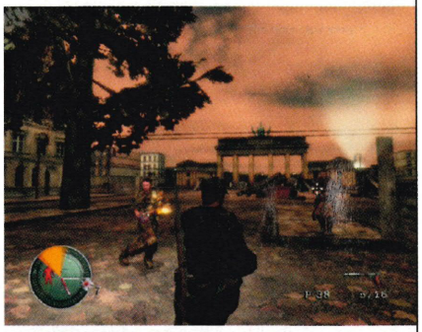
Enemy At The Gate

Get rewarded for not running and shooting. Are you mad?

WITH *SNIPER ELITE* on the horizon, online shooters may well take a stealthy turn. It's going to be about the silent kill. The ravaged cityscapes will be a playground for belly-crawling sniping, fired off silently from would-be assassins. You'll be given a number of bullets, a dollop of guile, then sent out into the fray to kill. You'll have to contend with everything from shaking sniper-scopes (if you run your heart rate rockets and your aim goes), to wind-sheer when aiming for a kill, but nab one and you'll be laughing, especially if you score a headshot. The camera will slow-mo the action, and follow your projectile from the end of your barrel to the skull of some poor sucker.

You'll also have to contend with tanks, legions of enemy officers, unexploded bombs, tripwires, and flaming aircraft which come screaming from the sky. Manage to surmount all these obstacles when you know the city is littered with real people intent on burying you, and you're a better gunman than we could ever hope to be. Put everything you've learnt to one side, *Sniper Elite* is planning on redefining the online killing experience.

↑ Tanks can be sniped at. Hit the viewing hatch and kill everyone inside!



↑ Running firefights will happen so be warned.

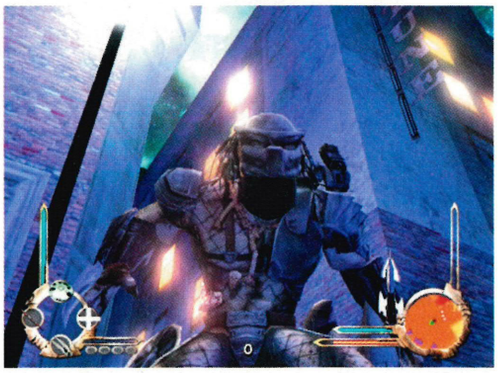
↑ You'll need a steady hand to bring down foes.

CRACK SHOT: THE LONGEST SHOT WE SAW WHEN PLAYING SNIPER ELITE WAS A 1KM CRACK SHOT IN THE BACK OF THE HEAD. IN SLO-MO THE BULLET TOOK OVER A MINUTE TO HIT ITS TARGET!

Predator: Concrete Jungle

DEVELOPER: **EUROCOM** PUBLISHER: **VIVENDI UNIV.** RELEASE DATE: **XMAS 2004**

↑ *Predator: Concrete Jungle* will span time and cities. Crab-face gets to kill in 1930s New York and NYC in the near future.



↑ Think of this as a little like *Splinter Cell* but with a lot of blue blood, gnashing teeth and space guns. Space guns!

↑ Predator will use all his alien skills during his manhunt including, it seems, the 100m sprint. Going for gold?

Spyro: A Hero's Tail

DEVELOPER: **EUROCOM** PUBLISHER: **VIVENDI UNIV.** RELEASE DATE: **DECEMBER 2004**

↑ Just some of the guys you'll encounter along the way, who'll offer you clues about the troubles sweeping your world.

↑ *Spyro: A Hero's Tail* will feature more worlds ripe for exploring. And plenty of things to roast with your hellish breath.

↑ Once again the Dragonlands will need saving, but this time Spyro is joined by characters with specific moves to aid him.

Crash 'n' Burn

DEVELOPER: **CLIMAX** PUBLISHER: **EIDOS** RELEASE DATE: **DECEMBER 2004**

↑ *Crash 'n' Burn* is about destruction. You'll be encouraged to damage your foes before they do the same to you. We like.

↑ Ramming rivals into the side of a track will cause them, and you, amazing amounts of damage. Get shunting.

↑ A burst of nitrous will enable you to get a boost ahead of your rivals. Use it wisely - it's explosive when damaged.

The Lord Of The Rings The Third Age

DEV: **EA** PUB: **EA** RELEASE DATE: **NOVEMBER 2004**

↑ *TLOTR The Third Age* will feature characters from across the Tolkien world, including angry Ents in for some turn-based bashing.

↑ Goblins will be a frequent enemy, but beware of those armed with bows - they're vile.

↑ Giant trolls will be up for a fight, but get them in sunlight and they'll turn to stone.

Freeze Frame

Star Wars KOTOR 2's trailer secrets exposed!

↑ "We have all but destroyed the Jedi knights." Open on tons of dead Jedi.

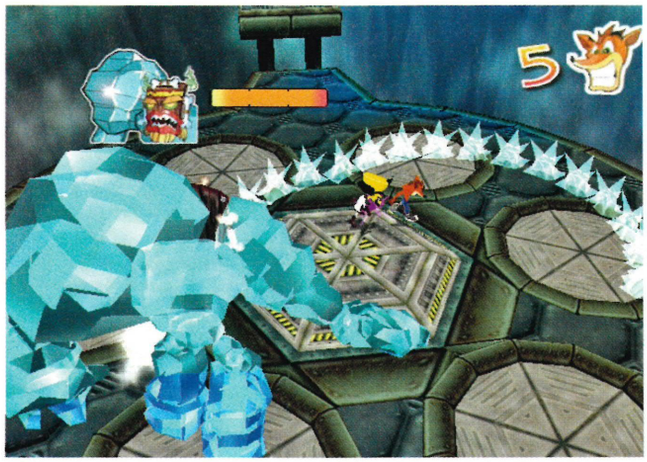
↑ A sneak glimpse of a new Sith lord? We wouldn't want to mess.

↑ A new force skill is unleashed. Ripples knock the Sith from their feet.

↑ Red Sith? Are they some kind of Imperial Sith guard? We'd love that!

↑ The new force-choke with extra levitation as the trailer nears its end...

↑ A flash of Darth Sion. See the full trailer at www.lucasarts.com



↑ Ah, the low-poly ice monster - always easy to animate, this guy.

↑ Enemies will be bigger and more rock 'n' roll.

↑ It's not over until the fat lady electrocutes you.

Possum Power

Two times the mayhem, twice the spinning

CRASH BANDICOOT has always had something of an avid following, presuming that is you can see the whirling, fruit-eating dervish. He's wumped Wumpa Fruit, and spun for all his might, but in *Crash Bandicoot: Twinsanity*, he's going to have to face up to his biggest challenge... teaming up with Dr Cortex to save the world.

Like the recent *Whiplash* (Issue 27, 8.1), you'll have to use Cortex as Crash's weapon, flinging him into the path of your new adversary, the Evil Twins. He can also be turned into anything from a sledgehammer to a bowling ball - and with many of the environments larger and more free-roaming than before, you'll literally be able to roll him around the map, squashing all in his path. You'll also be required to take advantage of the new game mechanics that will force you into traversing co-operative levels and working together.

The enemy AI is such that bad guys will work as a team too. If they're outnumbered they won't just stand there to be peppered or stomped on; they'll run for cover or go and grab the nearest bad guy. Then, with greater numbers they'll come back and attack.

Throughout *Twinsanity* you'll also get to play as Nina Cortex, Dr C's niece, as she teams up with Crash or her uncle to bring her own attributes to the fight. We're pleased to say, the humour is still very much intact. In fact, this is going to be the funniest Crash game yet. Watching two sworn enemies bicker and argue like they're trapped in a loveless marriage is like watching Elma Fudd and Bugs at it.

Official Xbox Magazine PLAYED IT

"You'll literally be able to roll Dr Cortex around the map, squashing everything"

Enjoy shooting helpless animals in the name of sport? Why not check out Cabela's Deer Hunt 2005 Season? Thankfully only released in the States

Talk of the Town

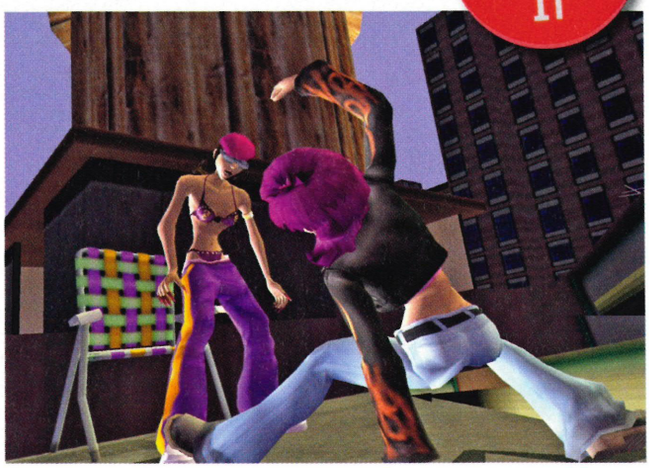
The city ain't no place for a mummy's boy

GONE ARE THE gingham tablecloths, gone are the nagging rants of your mother because you stink and the houseplants are dead, and gone are the daily chores. *The Urbz: Sims In The City* takes everything from *The Sims Bustin' Out* (Issue 24, 7.8) that was fun, and then adds some.

The main objective of *Urbz* is to get yourself a reputation, to become the biggest cat in the town, and to outdo any other Urbz after your crown. It's about getting in with the in-crowd, maintaining friendships and, very occasionally, about learning to break-dance for an audience. There are several careers you can choose to pursue, all overseen by your mentor Darius who'll point you in the right direction. If you want to become a sushi chef, bartender, model, ferret tamer, body piercer, iron sculptor, or pro skater, you can. Just so long as this means keeping that reputation going. And who said it had to be a good rep either? If you want to cause trouble you can kick over a row of Harleys outside the biker bar, or maybe just smash the place up like you're a rock star. Hang out with the Black Eyed Peas (kindly providing the soundtrack too), but make sure you wear the right clothes to get in their VIP rooms, and then go flog some bootleg fireworks in the backstreet.

Urbz isn't so urban that you get to break into cars and turn your hand to dealing thank goodness, but if all that apple pie from the first game left you bloated with sugary goodness, it's time to get naughty and cause some trouble. Crack out the graffiti spray and go set fire to the subway. Just keep an eye out for Captain Catastrophe, the resident superhero who'll come along to smack your arse if you're too bad. Crikey. Review next month.

Official Xbox Magazine PLAYED IT



↑ Impress your mates by flashing them your gusset. Not very ladylike.

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THE MOLE

Whispers of Deus Ex preparing for an action-packed third strike, Live-enabled Conflict games, Quake 4 details and Nazi-bashing '60s style. It's all here!

DEUS NEXT

Despite *Deus Ex: Invisible War*'s (Issue 26, 9.0) lower than expected sales, word has it that a third, more action-packed instalment is on the cards that will shove the game into the public eye. I also hear that *Thief* (Issue 31, 8.9) did well enough to warrant another round but this time it's suggested the game will be 'more modern'. What, laser tripwires? I think not!

LIVE THRIVING

From the riverside labs of publisher SCi, word has leaked that the next *Conflict* game will be fully Live-enabled. In fact, my spies tell me that it won't be the only SCi title to get online. The company's whole line-up will have interactive, Live-enabled goodness. You heard it here first.

OH PLEASE, OH PLEASE...

Classic top-down shoot 'em up *Ikari Warriors* could soon be seeing a 3D remake. The 1986 arcade corker was bursting with post-*Rambo* machismo and saw you dive head-first into a jungle to kill as many commie swines as you could. If this really happens I'll be as happy as a pig in swill.

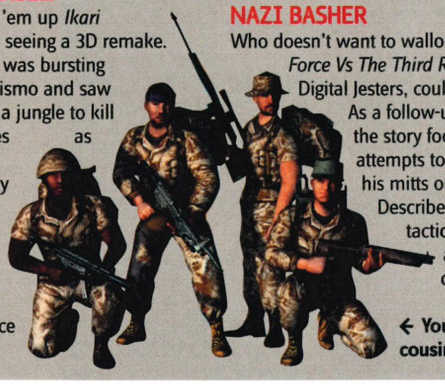
QUAKING AGAIN

Word has it *Quake 4* is a direct sequel to *Quake 2*, and takes place just hours after the events of that game. You'll head up a squad of Marines as well as fight in solo missions using vehicles. You'll also get to attack the Strogg home planet. And, for multiplayer fans, I hear it's going to be more like *Quake III: Arena*.

↑ **Stab the undead Nazi, stab him!**

NAZI BASHER

Who doesn't want to wallop Nazis, eh? *Freedom Force Vs The Third Reich*, published by Digital Jesters, could be coming to Xbox. As a follow-up to *Freedom Force*, the story focuses on the Allies' attempts to prevent Hitler getting his mitts on nuclear capability. Described as a fast-paced, tactical RPG, it's said to be animated like a '60s comic book.



← **You and your Yankie cousins? *Conflict 4* goes Live.**

↓ *Deus Ex 3*: it's on its way!

Look out for a new game called War Devil. It looks like Riddick crossed with Silent Hill and should be very interesting. Once we get news and screens you'll see them here first!

↑ **War is hell with a Michelin on your back.**

↑ **Want to make a quick getaway? Bike it!**

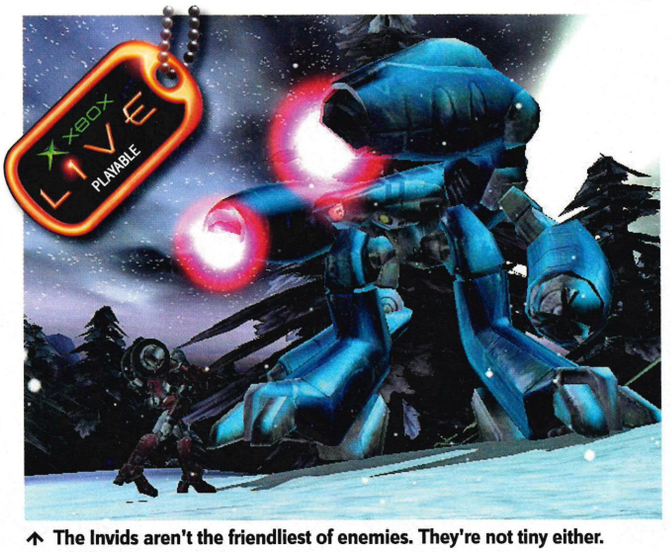
Robots in Disguise

Like Halo but with robot bikes! Sort of...

RETAILING AT JUST £19.99 and boasting Live compatibility, *Robotech Invasion* is shaping up to be something of a catch. Based on the huge American and Japanese smash of the same name, this budget shooter from developer Vicious Cycle is far more than just a *Halo* (Issue 01, 9.7) wannabe; it's a *Halo* wannabe where your hero turns into a motorbike. In fact, it's a huge, clunking mech mash-up where you go head to head against some of the nastiest-looking flesh-stompers in the galaxy. Of course, morphing into a bike helps your getaway, but you can also pick on their weak spots to bring them down. If you spot a cyclops robot with a big, glowing eye in the centre of his forehead, you can pretty much guess where you're supposed to aim.

During Live matches, up to eight players will be able to take part in skirmishes, either as part of the human resistance against the robot aliens (known as Invids), or as an Invid, but there will also be extra incentive to take on the single-player campaigns, too. During the first half of the game you'll play a soldier of the resistance, but in the second half you get to play a female investigator sent in to uncover exactly what happened to the soldier during action.

Publisher Take-Two promises plot twists and juicy surprises, and ultimately we're looking at an Xbox Live budget title that could actually be worth playing. Look out for the review in a future issue. Lock and load, people!



↑ **The Invids aren't the friendliest of enemies. They're not tiny either.**

↑ **Shoot his eye, his cyclopic eye, you metal fool!**

"We are looking at an Xbox Live budget title that could actually be worth playing"

Hardware

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

Universal 7-inch TFT Monitor

Company: Joytech | Cost: £149.99
Release: Out now | Tel: 01753 496707
www.joytech.co.uk

SLEEK, SILVER and with a crisper than crisp screen, this is a portable jewel. With its 16:9 ratio, cute-as-a-button remote, and handy ability to hang over a car seat, it faithfully reproduces images with crystal clarity, bring out colours and definition you're likely to see on wall-mounted TVs. But be warned, if you want to use this in-car, you'll need two car-lighter ports - one for your Xbox, the other for the screen.

If you want the screen for everyday use (a nice way to spend ten minutes on the throne?), you'll be pleased to hear you'll get the whole kit thrown in. AC adaptors, wall-mounting brackets, every kind of extension lead, and NTSC compatibility all come as standard. And, being a universal screen you can plug in a DVD player and have that on the go too. Okay, the screen isn't big enough to warrant a remote (you'll have to sit pretty close to see what the hell you're doing), and you'll need to have some serious moolah to justify it, but if the money's there then go for it. It's a cheeky little thing and will do your games and DVDs justice.

SCORE 4/5

Last month we said Joytech's Ultimate Travel Pack was £39.99 when in fact it's £149.99. We awarded it 4/5 and it's well worth investing in!

Nyko Air Flo Ex

Company: Nyko | Cost: £29.99
Release: Out now | Tel: N/A
www.nyko.com

THIRD-PARTY PADS are all about gimmicks. The more knobs, bells and buttons you can squeeze in, presumably, the more it will appeal. But how about a built-in palm-cooling fan powered from the Xbox itself? Now that's *much* more than just a gimmick.

The Nyko Air Flo keeps your stinking meaty paws at a favoursome temperature by wafting a cool breeze across them courtesy of the built-in vents. With two speeds you can disperse your gammy hand syndrome either gently (when the special fan button is illuminated green), or hard (light goes red, skin feels like it's being blasted off). It works too, allowing better grip on the pad, but the built-in air-con does come at a price.

The pad feels a little too plastic and breakable, and the buttons feel like they'd crack given too much pressure. The pad can't withstand sustained and serious punishment either, unlike the official pads which are happily working after a good few years. Our Nyko only lasted a fortnight before it stopped responding, leaving us with nothing more than a novelty hand cooler, which, ironically, is still working fine to this day.

SCORE 2/5

AND FINALLY...

Splinter Cell: Chaos Theory Delayed!

Ubisoft's stealth sequel now due March 2005

JUST AS WE WERE going to press, we learned that the much-anticipated *Splinter Cell: Chaos Theory* has been delayed until spring 2005.

Ubisoft told us that the game, which was one of the most sought-after titles leading up to Christmas, now has a release date of March 2005 to 'maximise the marketing impact' of the game. With *Halo 2* set to undoubtedly rule the Xbox charts throughout December, it seems like a wise move, as releasing *Chaos Theory* for Christmas against such a huge title is no way to 'maximise the marketing impact'.

Although this means we'll have to wait a little longer to play the third outing by Sam Fisher, it also means the game can undergo even more tweaking and polishing before its release. With a lot of buzz surrounding the third *Splinter Cell* game already, news that it's going to be a little late, but all the better for it is a fairly sweet pill to swallow. More news soon.

↑ There's little chance Sam will sneak up on us.

FLAT SCREEN: BEN TALBOT HAS FALLEN IN LOVE WITH THIS MONTH'S JOYTECH TFT MONITOR, SO MUCH SO IN FACT, IT'S NESTLED ON TOP OF HIS FOUR-STOREY XBOX STACK AND NO ONE'S ALLOWED TO TOUCH IT.

PlayStation.2 XBOX NINTENDO GAMECUBE PC CD-ROM GAME BOY ADVANCE N-GAGE

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PHOTOGRAPHERS FOLLOW MY EVERY MOVE. ON THE PITCH.

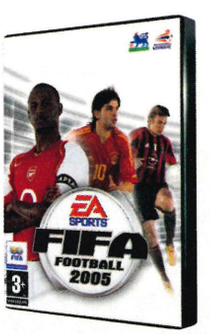
Fernando Morientes

What makes a player great? On the pitch, it's not about image. The boot deal. Or the celebrity girlfriend. It's about ability. It's about great first-touch.

First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.

Put your skills to the test by tackling FIFA players from all over the world. Play FIFA Football 2005 online on PC, Xbox and PlayStation 2. Talk the talk via EA Messenger, then walk the walk on the pitch.

FIFA Football 2005's deeper Career Mode takes you through a 15-season quest for silverware. Choose the team and tactics, trade players to enhance your squad then do the business when it matters on match day.



FLUID FOOTBALL

Out October

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↑ The Prince faces a whole army of involving new enemies who play a larger role in his eventual destiny.

Q&A PRINCE OF PERSIA WARRIOR WITHIN

We cross swords with Corey Marz, the young scriptwriter on the Prince of Persia sequel

Dev: Ubisoft Montreal	Live: 1 player
Pub: Ubisoft	Live: Scoreboards
Release: Nov 2004	
10 Percentage Complete 80 100	

How did you get into scriptwriting?
I graduated from film school two years ago, and set up a production company with a fellow student. Six months into that we sold our first movie – a $100m live action adaptation of *The Wind in the Willows*. Guillermo del Toro's directing [the director of *Hellboy*] and it's gonna be awesome. We're doing a comic book adaptation with Fox Searchlight and tons of other stuff too, which I'm not allowed to say anything about! We've also been hired by Pathé Films to write two movies, but I'm not allowed to say anything about them either.

You play games yourself then we take it?
Oh yeah! I have been since the days of the first Atari console. I think I play around 40 hours a week. Even if that means getting home from work late and staying up late, I'll always make time. You obviously need an understanding as to what makes different games work in this business.

And how did you get in contact with Ubisoft?
It approached us actually. We were brought in to talk about *Rayman*, and ended up pitching a few ideas for *Prince of Persia 2*. I think we peeved a few of them off actually, by coming in and saying we wanted to change everything!

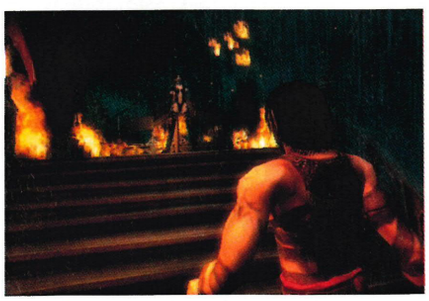
What did it say to that?
Well nobody likes an outsider coming in and demanding stuff, but Ubisoft was quite receptive to new ideas. I moved up to the Montreal studios for a three-week job and ended up staying three months, culminating in the voice recording in Paris.

So coming from a film background, how different is it when scripting a videogame?
Sure there are differences. It mainly seems to me writing a game is a much longer process. With a film you write the script, the director takes it away, then there are minor re-writes and tweaks, but that's about it. With *Warrior Within* we started writing way back in February, and the script can change on a daily basis, as resources are lost or gained, gameplay constraints change, and level design modified. The levels themselves help tell the story, so you're working hand in hand with the level designers and art team right up until all the voice acting has been recorded. Playing so many games has been really helpful; you become aware of what resources are available. Hopefully I haven't given the team too hard a time.

↑ Corey Marz: writer and games fanatic.

But it must be tricky trying to neatly tie up various story threads that are constantly changing.
Due to the non-linear nature of games, you have to be prepared for the different contingencies. Certain levels or scenarios we write are taken out, but these are mostly things that don't have a direct impact on the story. There are moments in the game where you'll interact with other characters and learn all about their histories, adding depth to the story and filling any plot holes – it's also a great reason for people to replay through the game. But on the other hand, even when a game is non-linear you still have to get from point A to point B. To achieve this, we create 'bottlenecks' throughout the game. These provide a focal point, so no matter what happens here or here, you eventually reach a certain location in the game. We figure out where those places are, and they become the main storytelling areas.

There's been a lot said about the new *Prince of Persia* game heading in a slightly different direction. Did you instigate that? »»



↑ Don't give in to this seductress's charms.

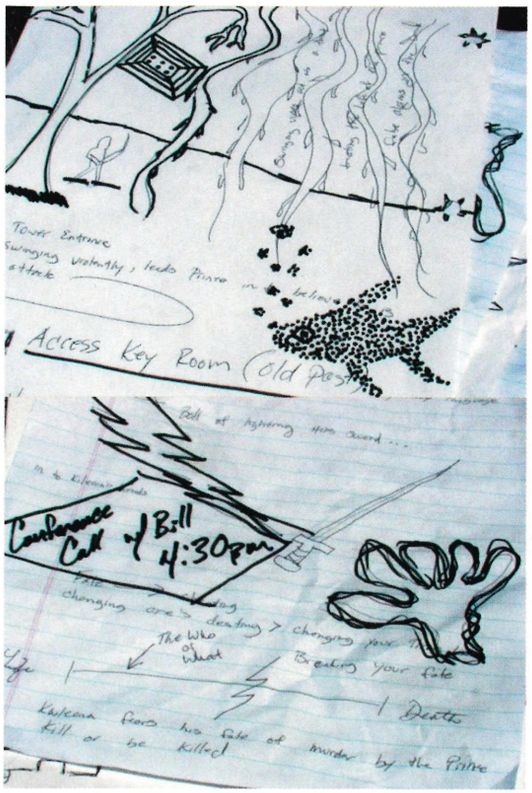
↑ Undead warriors still plague the Prince.

Royal Liveness

JUST AS WE were going to press we learned that *Prince of Persia Warrior Within* will feature full Xbox Live compatibility. There will be two new playable modes, downloadable content and leader scoreboards for tallying up your kills. And you'll also have access to your Friends list which suggests we could be looking at a little online killing frenzy.

↑ I'll teach you to spawn kill in *RS3*!

↑ Combat is ace, yet puzzles are still present.



↑ **The creative musings of Marz.**

↑ **Brutal finishing moves are a spectacularly vital part of *Warrior Within*.**

» I think the whole development team definitely had an idea to darken the Prince's world, and that's partly the reason they wanted to use us – everything we do is dark! But then again the new tone is not gratuitous; we worked really hard to give the darkness and grittiness a genuine reason behind it.

That must have meant taking a bit of artistic licence then?
We tried to stay within the constraints we were given at the start of the project – Ubisoft was still our boss after all. You obviously want everyone to be as comfortable as possible with whatever you come up with, and the team were really accommodating. We obviously had to really connect our story to the events of the first game [Issue 26, 9.0], which could've been a bit risky, but we felt enough people had played the first title for it to work. Or maybe this will inspire them to go and pick up the original to find out just what they're missing. At the end of the day we just did the best possible job we could.

"We gave the Prince a clear goal – he has to stop the Sands of Time being created"

But bearing in mind the intriguing plot (that we can reveal involves a fair bit of the Prince zipping back and forth through time to continually change his destiny), how hard was it to maintain momentum without alienating certain gamers?
Anything that involves time travel is automatically gonna be really tough and complicated. We had to work really hard to not complicate things too much. We set up a very simple premise, and gave the Prince a very clear goal from the moment you start up the game – he has to stop the Sands of Time from being created. We wanted to include certain horror elements, and just like any classic horror story, he has to survive being killed by the pursuing Dhaka. On the other hand, a movie is a two-hour, singular experience. With games, most gamers will play for a couple of hours; most people won't finish a game in one sitting. You have to balance the story – too complex and people lose track of what's going on, and lose interest. We tried to keep the story simple, but made his journey difficult, yet a lot of fun. I hope that makes sense.

It must have been awesome to write the sequel to such an amazing game though?
It was, but we had huge boots to fill! The original creator of *POP*, Jordan (Mechner) and the team created this amazing, amazing game – we have to live up to that, and better it. That's hard when you're working on a game that's so close to perfect.

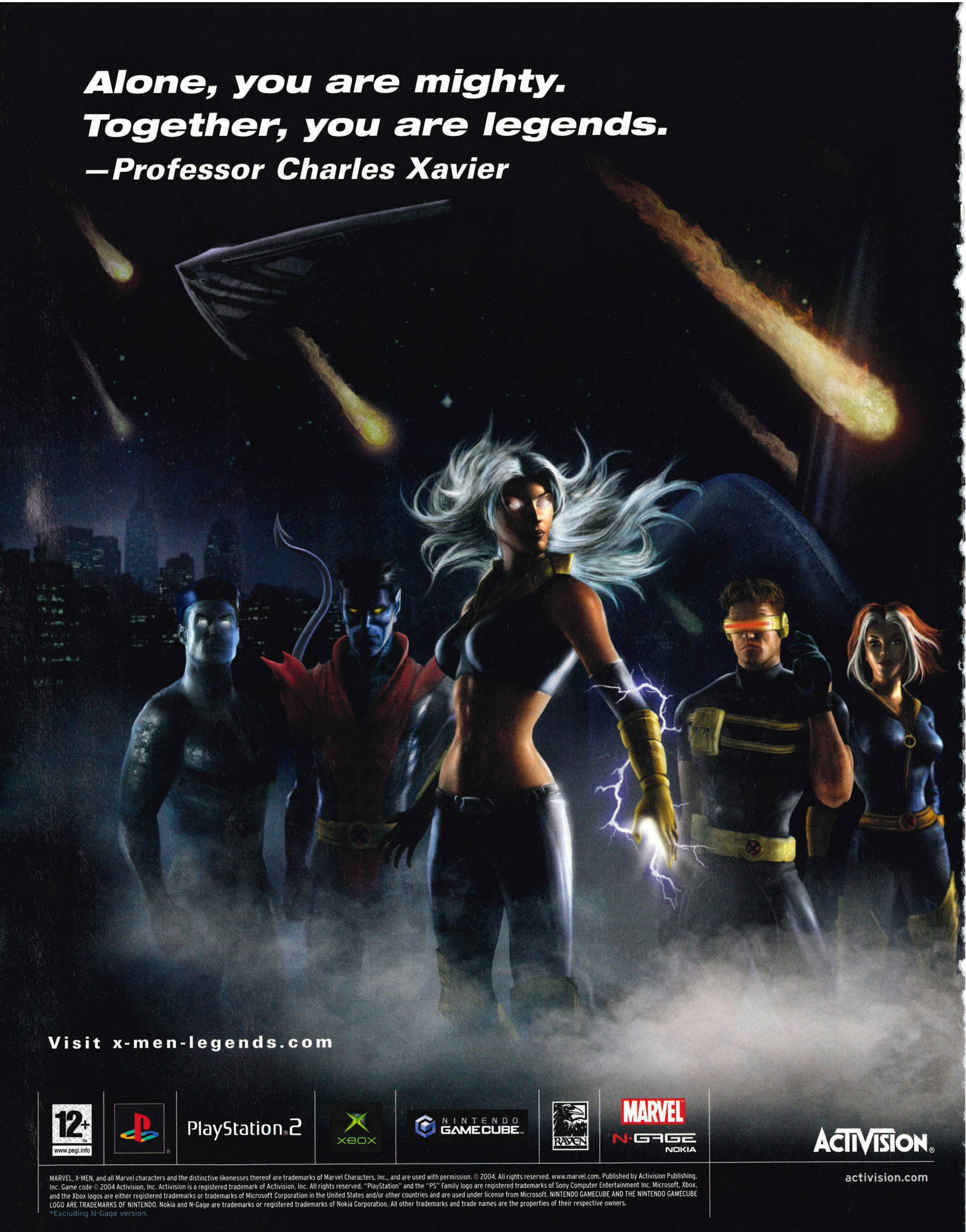
And Mechner likes the new game?
I think (and hope!) so. We met for lunch, and he didn't try to kill me, so I guess he's happy.

↑ **The Prince: older, wiser, more vicious.**

↑ **The flaming ship level is something to behold.**

↑ **Solve puzzles and slice up soldiers – the perfect mix!**

THE PRINCESS BRIDE: AT THE END OF THE SANDS OF TIME, THE PRINCE BADE FAREWELL TO THE LOVELY FARAH, BUT WE PRESSED COREY ON WHETHER SHE'D MAKE AN APPEARANCE IN WARRIOR WITHIN. HIS RESPONSE? NO COMMENT!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X-MEN™ LEGENDS

OUT OCTOBER*

Mortal Kombat: Deception

↑ The fatalities may be nastier than ever, but they still can't match a swift kick in the goolies - the worst pain of all.

Bloodier than Hell and just as deadly

Dev: Midway	Pub: Midway
Release: 19 Nov	Live: 1-2 players
Players: 1-2	-

0 Percentage Complete 80 100

AT A RECENT Midway Gamers Day in the States, we got the chance to take a look at the latest build of *Mortal Kombat: Deception*. And it's looking good, featuring a wealth of game modes as well as - for the first time in the series - online play. For your money you get a deep single-player fighting game, the state-of-the-art Versus mode, and even a chess and puzzle variation based on the *MK* theme. It's without doubt going to be the best *Mortal Kombat* game to date, catering as it does to a wealth of tastes.

According to *MK* mastermind Ed Boon, the game is up and running on Xbox Live and is working just as planned. And with the lack of any *Dead or Alive Ultimate* action going on this side of Christmas, *Mortal Kombat: Deception* should fly off the shelves come November. The environments are more interactive than ever - you can now maim opponents on all sorts of nasty, rusty objects hanging in the background. Fatalities are also far gorier based on the few we witnessed. It's looking good, and fingers crossed we'll have the full in-depth review next month.

↑ Puzzle Kombat is the new *Tetris*-themed addition to *Deception*.

"You can now maim opponents on all sorts of nasty, rusty objects"

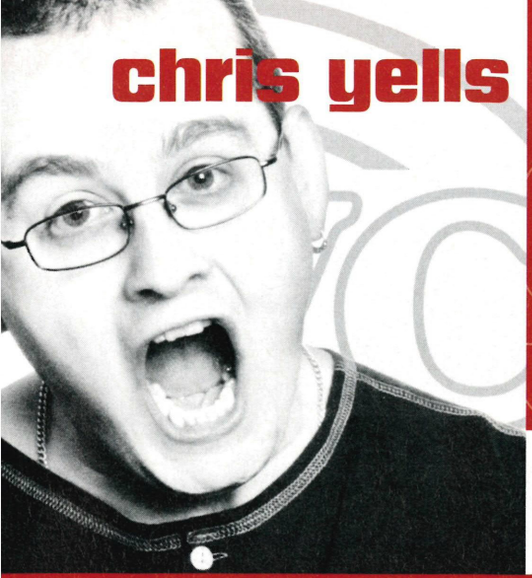
Kollect 'em all There's 20,000, if you're really keen

AS PART OF A pre-order campaign to celebrate *MK: Deception*'s launch, Midway's offering a special version of the game. A bonus disc is packed with things like exclusive interviews, behind the scenes footage and even the original game. The *Collector's Editions* will feature a variety of characters as cover stars, and they'll be sent out to the first 20,000 who pre-order.

↑ *MK: Deception* will boast far more than just violence this time round...

↑ ...but there's still going to be plenty of gore.

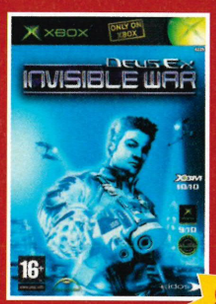
↑ Sonya Knight to Raiden Bishop 3. Attack!



chris yells up to half price sale

check out the deals on these X-Box releases!

Chris Steel MVC Store Manager, Barnsley.



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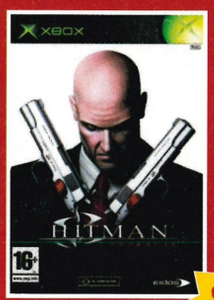

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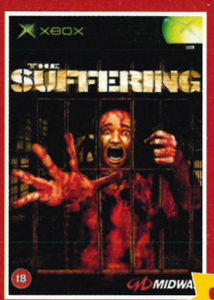

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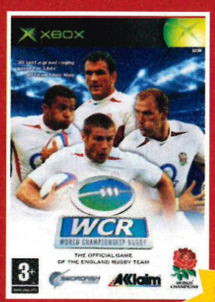

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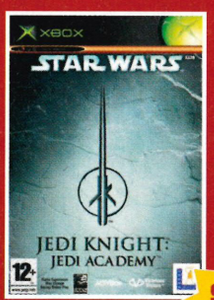

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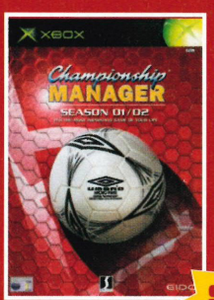

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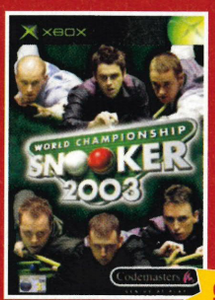

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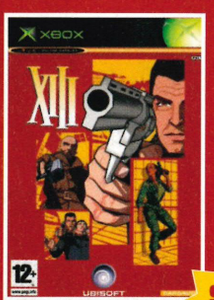

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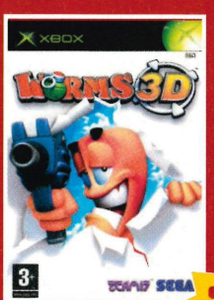

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Quotes of the month...

"I got talking to the producer who asked me to look at some of the level guides for *Conflict: Vietnam*."

In last month's Q&A with Vietnam vet Teddy Kiendl, we missed out the word 'guides' in this response. He wanted us to put it back in, we did, and here it is.

"The bottom line is, would we have been able to give the player an experience that is similar to what *Halo* is from a multiplayer experience, and the answer was no."

***Riddick* senior producer Peter Wanat on why there's no multiplayer aspect.**

"Canadians are smart. I don't know what's up with that. They're a smart group of people and really talented. We've got a really strong Canadian contingent."

Bungie studio manager and executive producer of *Halo 2*, Pete Parsons.

"We are pleased to announce that *The Elder Scrolls IV: Oblivion* is currently in development for future generation consoles."

Now read that carefully. Bethesda has pretty much announced a brand new *Morrowind* RPG is in development for the next Xbox system. Check out www.elderscrolls.com for more.

"Offensive, distressing and unsuitable to be seen by children."

The Advertising Standards Authority receives a number of complaints about posters for Midway's 18-rated *The Suffering* and tells the publisher to pull 'em. Boooo!

"We're studying the possibility of launching Xbox in India. We are exploring the market and the launch could be sometime in near future."

Yolanda Chan, Microsoft's regional sales director for Asia and Greater China, hints that India is next on the list to see an Xbox launch. Better late than never.

"I play a few games but I'm not that good and I'm not a good loser! A few of my colleagues at Arsenal are gamers like Ashley Cole and Thierry Henry. I know that sometimes when we're in a hotel, they'll spend a few hours playing games."

Arsenal captain Patrick Vieira tells us the secrets of the Gunners' success.

↑ The likenesses aren't bad considering the acting required all the facial expressions of a death mask.

Official Xbox Magazine PLAYED IT

Lego Star Wars

Aren't you a little short for a Stormtrooper?

Dev: Amaze Interactive	Pub: Eidos
Release: Spring 2005	Live: None
Players: 1-2	
0 Percentage Complete 70 100	

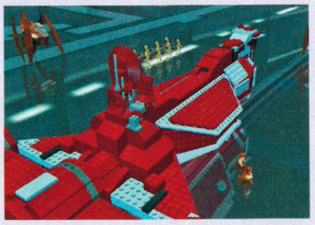
WHO KNEW THAT *Lego Star Wars*, a delicious marriage of glorious science fiction and toddler-choking plastic bricks, was just waiting to happen on Xbox?

Spanning the timeline of the first trilogy, from Qui Gon and Obi-Wan's fight on the Trade Federation ship to the creation of old asthma chops himself, *Lego Star Wars* will be much more than just a gimmick - the actual task of building will be vital to your success. You'll be required to 'force build' piles of loose Lego blocks in order to reconstruct broken lifts, droids, and machinery. You'll have to look out for loose bricks in the scenery that hide secret rooms, just as you'll have to force lift slabs of Lego pieces to create makeshift bridges and pathways.

Characters will also be wholly faithful to their plastic counterparts. If you feel like taking out a C-3PO style protocol droid, his hands or arms will fall off, just as they did when you were a kid and found yourself chewing too hard. But be careful: the game will have not only a two-player option, but somewhere along the line you or one of your team will have to control a droid to sneak you into secure areas. In fact, the whole prequel cast seems to be making an appearance. You'll come across Jango Fett, Yoda, Clone Troopers, Mace Windu, Amidala, Anakin, Darth Maul, Sidious and Tyrannus, as well as that damned Jar Jar - though whether you get to play as all of them is still a secret.

We saw *Lego Star Wars* running recently, and the whole game has 'cult' woven right through it. Some say this will be a kid's game. We reckon it's going to be much more than that.

↑ "Going to feel the sharp edge of my plastic lightsaber you are, mmm."

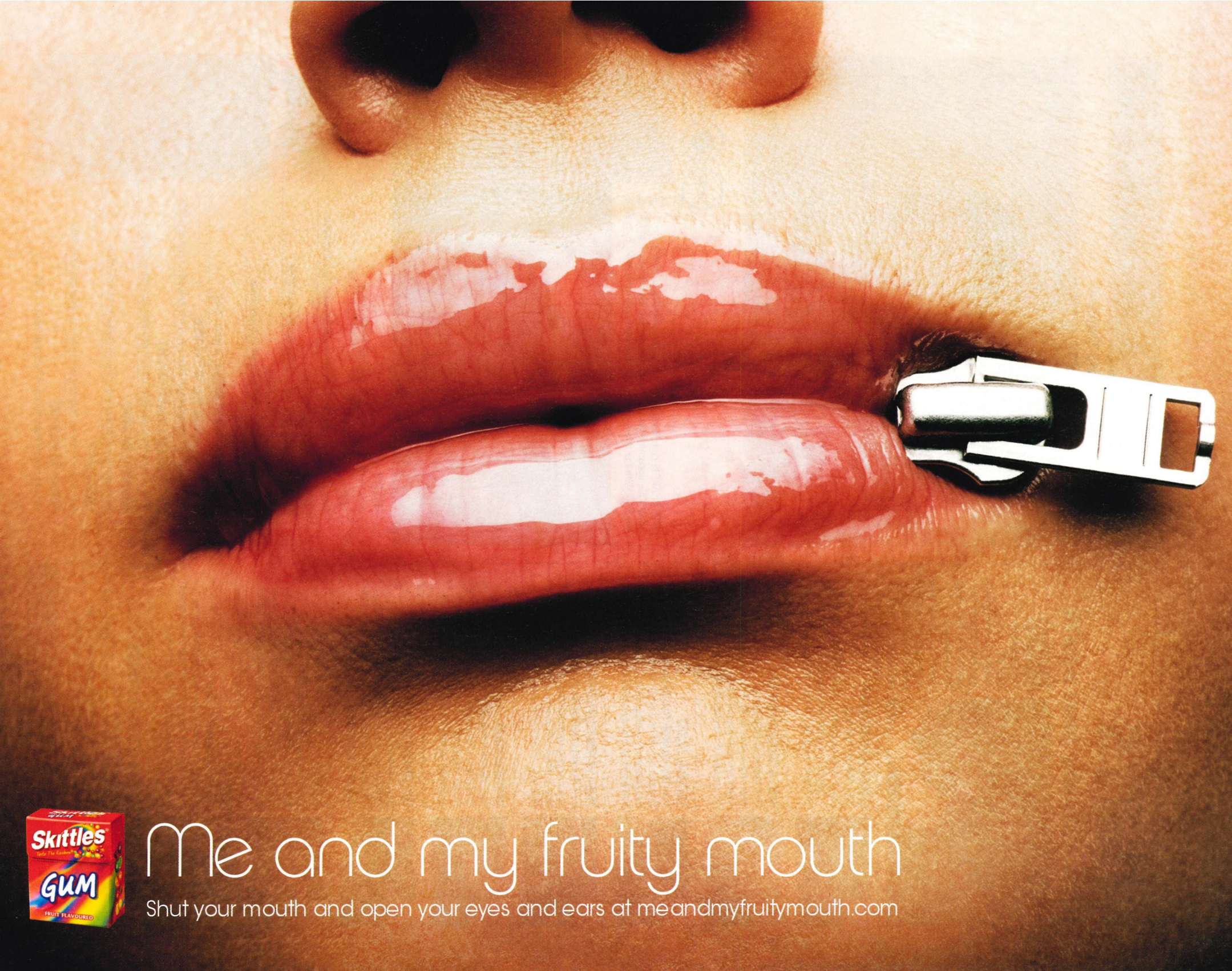


↑ Slightly less plastic than the film.

↑ Droids explode when hit. Nice.

May The Force... Ready for plastic action?

← You can expect a range of foes from Darth Maul to Darth Vader. Yup, *LSW* extends into *Episode III* too.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Shut your mouth and open your eyes and ears at meandmyfruitymouth.com

Charts

The ten best-selling games in the UK

1 BURNOUT 3: TAKEDOWN
Dev: Criterion
Pub: EA
Straight into the number one slot, *Takedown* is the fourth fastest-selling Xbox game ever. Indispensable, this is an instant classic and will hold this position for ages, mark our words.

2 CONFLICT VIETNAM
Dev: Pivotal Pub: SCi
Brutal and compelling, *'Nam* held the top slot for a week this month. A new team, new scenarios and new war gives life back to this top franchise.

3 SHELLSHOCK NAM '67
Dev: Guerrilla Pub: Eidos
Nice and nasty, this 18-cert Vietnam shooter is a heady blend of visceral gore and flaming napalm. No wonder it's number three this month.

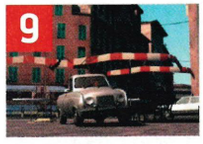
4 SECOND SIGHT
Dev: Free Radical Pub: Codemasters
Conspiracies, mind control and telekinesis turns this potentially average game into a blistering trip into paranoia and death-dealing. Obey us: buy it!

5 THE CHRONICLES OF RIDDICK
Dev: Starbreeze Studios Pub: Vivendi Univ.
Stunning environments and gripping story make sure this first-person epic continues to ride high. Riddick's world is unlike any other on Xbox.

6 SPIDER-MAN 2
Dev: Treyarch Pub: Activision
Spidey loses his grip and slips to six, but the web-slinger still has what it takes to swing around inside the top ten. We reckon he'll stick around.

7 HEADHUNTER: REDEMPTION
Dev: Amuze Pub: Sega
Third-person sequel darts into the top ten for a serious bout of futuristic arse-kicking. Fans of the original will be in their element.

8 SUDEKI
Dev: Climax Pub: Microsoft
Not as high in the charts as it deserves, this is a highly enjoyable slice of RPG action that is worth a peek. Are people simply holding out for *Fable*?



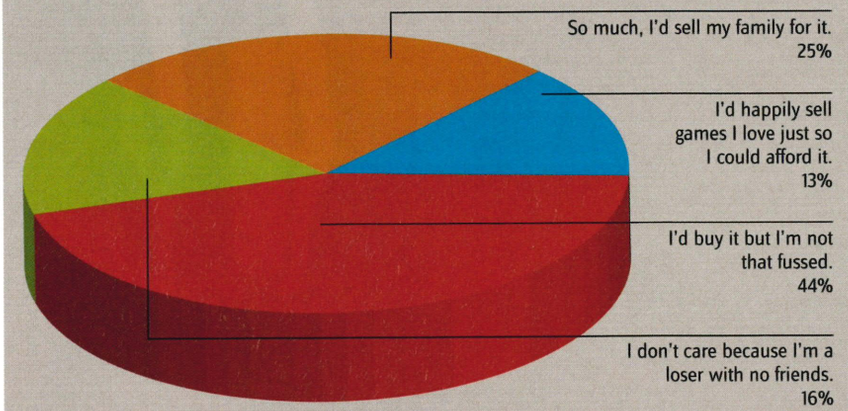
9 DRIV3R
Dev: Reflections Pub: Atari
Despite not receiving the critical acclaim of the previous games, *Driv3r* has still delivered where it counts and keeps its grip in the top ten.

10 FULL SPECTRUM WARRIOR
Dev: Pandemic Pub: THQ
Ultra-realism and army-training, this military sim is a classic. No wonder it's still in the top ten. Here's hoping it goes back up a notch too.

Virgin megastores Virgin Megastores sponsors the charts.

The hot topic You answer the burning question...

What do you think of *Burnout 3: Takedown*?

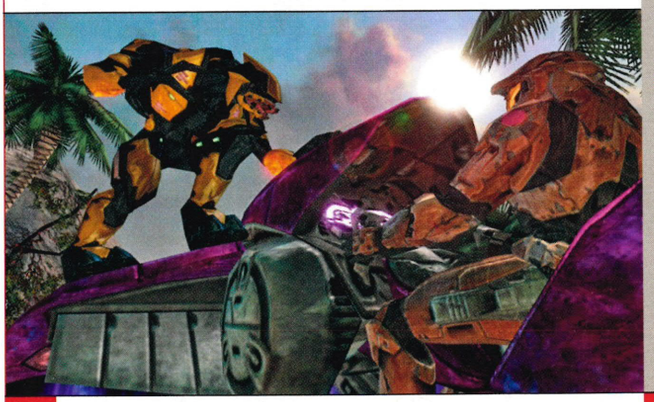


Burnout 3: Takedown is the most addictive arcade racer ever to hit Xbox. From the stables of Criterion, the game features every kind of destruction and break-neck racing speed imaginable. Also Live-enabled for the first time, *Burnout 3* has set the Xbox racing world on its head. If you've yet to buy it, put down *OXM* and go grab a copy now!

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

Your most wanted

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



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

← With a month to go, the wait for *Halo 2* is at fever pitch. If the three-hour queues at Game Stars is anything to go by, we could be looking at a record-breaker. This scored the highest Most Wanted vote ever.

1	**HALO 2**	**Dev:** Bungie **Pub:** Microsoft **Release:** 11 November
2	**DOOM 3**	**Dev:** Vicarious Visions/id **Pub:** Activision **Release:** TBA 2004/2005
3	**STAR WARS BATTLEFRONT**	**Dev:** Pandemic **Pub:** Activision **Release:** October 2004
4	**PRO EVOLUTION SOCCER 4**	**Dev:** Konami **Pub:** Konami **Release:** October 2004
5	**FIFA 2005**	**Dev:** EA Sports **Pub:** EA **Release:** October 2004
6	**STAR WARS KOTOR: THE SITH LORDS**	**Dev:** Obsidian Entertainment **Pub:** LucasArts **Release:** February 2005
7	**SPLINTER CELL: CHAOS THEORY**	**Dev:** Ubisoft Montreal **Pub:** Ubisoft **Release:** November 2004
8	**BROTHERS IN ARMS**	**Dev:** Gearbox Software **Pub:** Ubisoft **Release:** March 2005
9	**HALF-LIFE 2**	**Dev:** Valve Software **Pub:** Vivendi Universal **Release:** TBA 2005
10	**FORZA MOTORSPORT**	**Dev:** Microsoft **Pub:** Microsoft **Release:** March 2005

OUR SHOUT

With the astounding *Star Wars Battlefront* receiving all our attention, we're eager for anything set in Lucas's mad galaxy at the moment. Delayed until February next year, we're happy to wait, especially as new screens and details keep coming out to keep our appetites whetted.

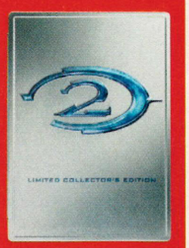
Xbox Game Releases

The forthcoming games you need to know about

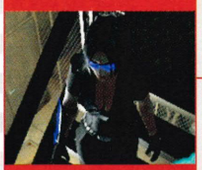
DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
late 04	100 Bullets	TBA	TBA	32
	Advent Rising	Majesco	Vivendi Univ.	20
	A Sound of Thunder	Computer Art.	Bam!	13
	America's 10 Most Wanted	Studio 3	Play It	n/a
	Area 51	Midway	Midway	29
	Armada 2	TBA	Metro	4
	Atari Anthology	Various	Atari	N/A
	Backyard Wrestling 2	Paradox	Eidos	N/A
	Ballers	Midway	Midway	4
	BC	Intrepid Ent.	Microsoft	31
	Blinx 2: Masters of Time & Space	Artoon	Microsoft	32
	BloodRayne 2	Majesco	TBA	N/A
	Bloody Waters	Pineapple Int.	TBA	32
	Breed	Brat Designs	CDV	N/A
	Call of Cthulhu	TBA	Headfirst	32
	Call of Duty: Finest Hour	Spark	Activision	31
	Chronos	Saber 3D	TBA	N/A
	Cold Winter	Swordfish Stu.	Vivendi Univ.	N/A
	Comanche	N2ovalogic	Novalogic	4
	Cops	Fox	Vivendi Univ.	4
	Crash and Burn	Climax	Eidos	N/A
	Crash Bandicoot: Twinsanity	Trav's Tales	Vivendi	29
	Dancing Stage Unleashed 2	Konami	Konami	N/A
	Darkwatch: Curse of the West	Sammy	Sammy	N/A
	Dead or Alive Ultimate	Tecmo	Microsoft	31
	Delta Force: Black Hawk Down	tba	Novalogic	30
	Destroy All Humans	Pandemic	THQ	33
	Doom 3	id Software	Activision	30
	Dreamwork's Shark's Tale	Amaze	Activision	34
	Duality	Trilobyte Gr.	Phantagram	4
	Dukes of Hazzard: ROTGL	UbiSoft	UbiSoft	N/A
	Fahrenheit	Quantic Dream	Vivendi Univ.	18
	Fatal Frame 2	Tecmo	Tecmo	N/A
	FlatOut	Bugbear Ent.	Empire	28
	Ford Racing 3	Empire	Empire	N/A
	Forgotten Realms: Demon Stone	Stormfront	Atari	34
	Forza Motorsport	Microsoft	Microsoft	31
	Freedom Fighters 2	IO Interactive	EA	N/A
	Freekstyle	EA Big	EA	4
	Frogger Classic	Konami	Konami	N/A
	FX Racing	Milestone	TBA	23
	Get On Da Mic	Eidos	Eidos	N/A
	Ghost Recon 2	Ubisoft	Ubisoft	29
	Goblin Commander 2	Jaleco	Jaleco	N/A
	Godzilla: Save the Earth	Pipeworks	Atari	33
	GoldenEye: Rogue Agent	EA	EA	32
	Guilty Gear X2 Reloaded	Capcom	Capcom	N/A
	Gungriffon	Kama	Tecmo	N/A
	Half-Life 2	Valve	Vivendi Univ.	32
	Halo 2	Bungie	Microsoft	35
	Haven: Call of the King	Trav. Tales	Midway	9
	Inside Pitch 2003	Microsoft	Microsoft	16
	Iron Phoenix	Sammy	Sammy	N/A
	Justice League	Trav. Tales	Midway	N/A
	King Arthur	Konami	Konami	N/A
	Lemony Snicket	Activision	Activision	n/a
	Loose Cannon	Digital Anvil	Ubisoft	4
	Magatama	Microsoft	Microsoft	23
	MechAssault 2	Day 1	Microsoft	27
	Memorick the Apprentice Knight	Microids	TBA	16
	Miami Vice	Davilex games	TBA	N/A
	Midnight Club 3: Dub Edition	Take-two	Take-two	N/A
	Mortal Kombat: Deception	Midway	Midway	28
	NARC	Midway	Midway	28
	NBA Live 2005	EA	EA	n/a
	Need For Speed Underground 2	EA	EA	32
	Nightmare Creatures 3	UbiSoft	Ubisoft	N/A
	Notorious: Die to Drive	Ubisoft	Ubisoft	N/A
	Op. Flashpoint: Cold War Crisis	Codemasters	Codemasters	30
	Outlaw Golf 2	Hypnotix	Take-Two	N/A
	Painkiller	Dreamcatcher	Mindscape	N/A
	Phantom Dust	Microsoft	Microsoft	23
	Pillage	Bits Studios	TBA	20
	Pilot Down	Wide Games	Wanadoo	N/A
	Playboy: The Mansion	Arush	Ubisoft	33
	Pool Shark 2	Balde Interactive	Zoo Digital	34
	Predator: Concrete Jungle	Eurocom	Vivendi Univ.	32
	Prince of Persia Warrior Within	Ubisoft	Ubisoft	35
	Psychonauts	Double Fine	Microsoft	6

THE WISH LIST

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



ONE MONTH to go and we're getting ourselves into a spin about the prospect of playing *Halo 2*. Be sure to pre-order yours now as the queues come 11 November will be horendous. You have been warned, so get on Amazon now!



THINK SAM Fisher only female, infinitely cooler, and working for the bad guys and you'll be close to the star of *Stolen*, the thieving new stealth game from Hip Interactive. We're all suckers for a good stealth game, but when it's this curvy and a little naughty, we get even more excited. Keep 'em peeled for this potential classic.

DATE	GAME	DEVELOPER	PUBLISHER	ISSUE
	Pure Pinball	Iridon	Iridon	33
	Red Ninja: End of Honour	Tranji	Vivendi Univ.	33
	Scrapland	Mercury Stream	TBA	35
	Sniper Elite	Rebellion	Wanadoo	12
	SNK Vs. Capcom Chaos	SNK Playmore	SNK Playmore	N/A
	Snowblind	Crystal Dyn.	Eidos	31
	Sole Predator	Apaloosa	TBA	N/A
	Speedball 3	Bitmap Bros.	TBA	N/A
	Splinter Cell: Chaos Theory	Ubisoft	Ubisoft	32
	Spy vs Spy	TDK Mediactive	TDK Mediactive	10
	Star Wars KOTOR: The Sith Lords	Obsidian	Activision	30
	Starcraft: Ghost	Blizzard	Vivendi Univ.	23
	Starsky & Hutch 2	Empire	Empire	N/A
	Street Racing Syndicate	Eutechnyx	Namco	N/A
	Teenage Mutant Ninja Turtles 2	Konami	Konami	31
	The Bard's Tale	InXile	TBA	23
	The Lord of the Rings The Third Age	EA	EA	33
	The Movies	Lionhead	Activision	16
	The Punisher	Volition	THQ	32
	The Red Star	Chris. Gossetti	TBA	32
	The Roots	Cenega	Cenega	29
	THUG 2	Neversoft	Activision	31
	TimeSplitters Future Perfect	Free Radical	EA	33
	Tork	Tiwak	Ubisoft	4
	Tron 2.0: Killer App	Climax LA	Disney	31
	Worms Forts Under Siege	Team 17	Sega	32
	X-Men: Legends	Raven	Activision	N/A
2005	25 to Life	Avalanche	Eidos	N/A
	American McGee's Oz	Carbon6	TBA	27
	ATV Quad Power Racing 3	Climax	TBA	N/A
	Battlefield: Modern Conflict	EA	EA	N/A
	Battlestations: Midway	Mithis	SCi	34
	Big Mutha Truckers 2	Empire	Empire	N/A
	Close Combat: First to Fight	Destineer	Take-Two	31
	Conker: Live & Reloaded	Rare	Microsoft	31
	Constantine	Bits Studios	SCi	35
	CT Special Forces: Fire For Effect	Light & Shadow Pr.	Hip Interactive	N/A
	Dangerous Hunts	Zoo	Activision	N/A
	Dead or Alive 4: Code Cronus	Tecmo	Microsoft	N/A
	Drake of the 99 Dragons	Majesco	Vivendi Univ.	N/A
	Emergency Mayhem	TBA	TBA	30
	Freedom Force Vs The Third Reich	Initial	TBA	35
	Grand Theft Auto: San Andreas	Rockstar North	Rockstar	N/A
	King of Fighters 2003/2004	SNK	TBA	N/A
	Johnny Whatever	Warthog	TBA	N/A
	Jade Empire	BioWare	Microsoft	31
	Kameo: EOP	Rare	Microsoft	33
	Kill.switch	Namco	TBA	18
	Korea: Forgotten Conflict	Plastic Reality	Cenega	16
	Masters of the Universe	Savage	TDK	N/A
	Mercenaries	Pandemic	LucasArts	28
	MotoGP 3	Climax	THQ	32
	Neverend	Mayhem	TBA	N/A
	Oddworld: Stranger	Oddworld In.	EA	32
	Otogi 2	From Soft.	Sega	N/A
	Pariah	Digital Ext.	Hip Interactive	34
	Perfect Dark Zero	Rare	Microsoft	10
	Project Cold Fear	Ubisoft	Ubisoft	N/A
	Quake IV	Raven Soft.	Activision	N/A
	Robotech Invasion	Vicious Cycle	Take-Two	35
	Rogue Trooper	SCi	SCi	34
	Roll Call	Argonaut	SCi	35
	Scarface	Radical Games	Vivendi Univ.	34
	Serious Sam 2	Croteam	Take-Two	21
	Sid Meier's Pirates!	Furaxis	Atari	34
	Spikeout: Battle Street	Sega	Sega	N/A
	Spyro: A Hero's Tail	Eurocom	Vivendi Univ.	N/A
	Star Wars: Republic Commando	LucasArts	Activision	34
	Starship Troopers	Empire	Empire	27
	Sticky Balls	Warthog	TBA	N/A
	Stolen	Hip Interactive	TBA	33
	Super Monkey Ball Deluxe	Sega	Sega	34
	The Fast and the Furious	Genki	Vivendi Univ.	N/A
	The Last Job	TBA	TBA	N/A
	Trivial Pursuit: Unhinged	Artech	Atari	25
	True Crime 2	Luxoflux	Activision	N/A
	Urbz: Sims in the City	Maxis	EA	35
	War Devil	Sammy	TBA	N/A
	World Racing 2	TDK	TDK	N/A

XBOX CLASSICS

Get more for your money with the top five value range games out now!

The Lord of the Rings: The Return of the King
Issue 23
Score 8.5

Need for Speed: Underground
Issue 24
Score 7.0

The Simpsons: Hit & Run
Issue 23
Score 8.0

Star Wars: Knights of the Old Republic
Issue 20
Score 9.5

Tony Hawk's Underground
Issue 24
Score 8.6

HALO 2: IN CASE YOU HAVEN'T SPOTTED IT, GO AND LOOK AT OUR MAIN NEWS STORY (PAGE 012) FOR YOUR CHANCE TO WIN A TRIP TO PLAY HALO 2 AT BUNGIE'S STUDIOS IN THE USA.

Inbox

Letters 35 Editor

BEN TALBOT
GAME OF CHOICE: BURNOUT 3: TAKEDOWN

Thanks to everyone who recognised me at Game Stars Live (and laughed). Nice to be appreciated. This month, I uncover a *Halo 2* scandal, an irate girl gamer and a breakdown in international relations...

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

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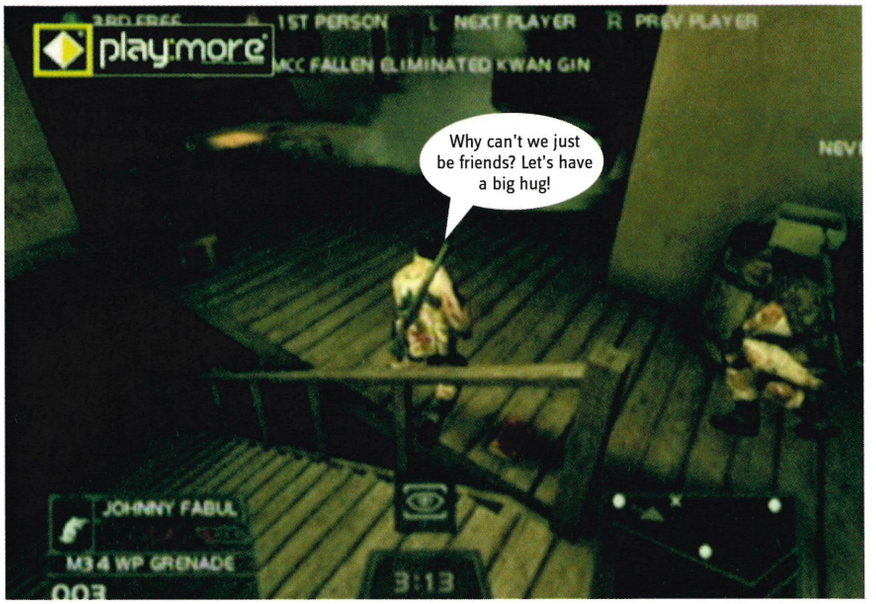
YOUR OPINIONS COUNT! Your input here has a direct effect on the content of your *Official Xbox Magazine*, so let us know which games you like or don't like, what you want to see more of or less of in the mag, or just rant by text, mail, forum or email!



↑ **Yes, it was a pitiful effort, but XMCC Alpha is now defunct wheras team *OXM* still lives on!**

NO JUSTICE FOR NINJAS

I can't believe that some of the best Xbox games don't get recognition by people. The games that sell well are always games that are hyped up and have lots of advertising. Take *Otogi* for example. I went on Xbox Live and no one had heard of it! *Otogi* is one of the best games I've ever played, especially because of the Crimson King boss battle. From Software had executed this animé-styled game perfectly with the best graphics ever! If you haven't played lesser-known games like *Otogi* and *Panzer Dragoon Orta* then you're seriously missing out!

Sahad Naz, Essex

↑ **Crimson King, one of the best bosses ever (after Steve Brown).**

Right on! In future, all Xbox consoles should come bundled with those two games, just in case anyone misses them.

TWIST OF FATE

We were all very pleased to see my Star Letter in last month's *OXM*. It meant a great deal to all of our members as we've campaigned so hard. My Clan all met for the first time at Game Stars Live. It was an amazing experience and I think it made us all closer as a group. Finding out that my email had made it into your mag was the icing on the cake.

One of the strangest things about the October issue, is that one of our guys spotted that in your *Rainbow Six 3: Black Arrow* Live update you actually featured our clan in the photos! The room was set up by my co-leader JAY ITFC UK. You can clearly see our group playing with a guy called OXM Playmore, which was an amazing coincidence.

Nigel Craft, Cambs

That is a coincidence, especially because I'm the man behind the tag OXM Playmore! Check out the Live Calendar (page 110) to see when you'll be able to challenge me this month.

STUPID ON A SCALE OF 1

I was just wondering if you realised that there was a movie of you playing *Rainbow Six 3* on Game Disc 31. I assume you didn't realise because most people would not want to everyone to see just how terrible they are at games.

I hope that you are better at *Halo*. My friends regularly play other teams of four in System Link games at *Halo*, and to be honest, based on that video, we reckon we could easily handle you lot.

Chris Haigh, via email

Duh! Seeing as I produce the Game Disc I'd have to be the king of Stupidland not to know that. I don't think you realise just how good these guys were at *Rainbow Six 3*. One of them had even quit his job to spend more time playing it!

A TERRIBLE THING TO WASTE

I don't really care if Xbox is successful in Japan or not, but if the news is true about Microsoft cancelling *True Fantasy Live Online*, I think it's a big mistake. It's as good as admitting defeat in Japan and that could have repercussions for the whole world. I can't understand why it cancelled the one

☆STAR LETTER☆

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

CARPE DIEM

I'm pig-sick of seeing on TV, on teletext, in magazines or on the internet about how good games were at some mythical point in the past and how good the next generation will be.

Firstly, this nostalgia over a 'golden age' is rubbish. Games of yesteryear seemed great at the time (yes, I loved playing *Llamatron*) but by today's standards they suck. They were visually inferior, devoid of storylines and in the main had poor gameplay. Those who want to relive the '80s can do so – just don't tell me about it. Leave me to play *Halo, Max Payne, Burnout 3: Takedown, Psi-Ops* and other modern-day masterpieces.

So what about the games of tomorrow? Give them a mention but don't discuss them again and again. The result is always disappointment.

Now is the greatest time in gaming history!

S.Smith, Wiltshire

The thing I love about old games is that they encouraged you to use your imagination a lot more (kind of like reading). For a good example, check out *Hard Drivin'* on *Midway Arcade Treasures 2* (page 091). I love that game, even after all this time.

↑ **2D games: keep 'em or kill 'em?**

HMV
top dog for music·dvd·games

↑ Cancelled: one of the saddest losses ever.

game that could have made a genuine impact. Can you shed any light on the matter?

Craig Goodfellow, Staffs

I was more than a little irate when I heard about the cancellation. The logic behind it was sound, because it would have taken another year to finish and MMORPGS usually take another year to get a good community going. By that time Xbox 2 will hopefully be going strong. It doesn't quash the disappointment that we'll never play one of the most ambitious Xbox games ever.

DIVORCE: THE FUTURE TENSE OF MARRIAGE

I am replying to what James Carmichael said in Issue 33 about how all men should ditch their girl just because you love your Xbox more. I'm female and I love my Xbox but I don't pine for it when I'm out. It's pathetic that you want to be with it instead of a girl. Instead of ditching your girl, why don't you let her play Xbox and, if she doesn't like it, why not spend a little more time away from it to please her? It's unhealthy to always be on Xbox anyway!

Female Xboxer, via email

I've often said, the trouble with some women is that they get all excited about nothing (and then marry him). Heed my advice: choose your partner carefully. Make sure he's Welsh for a start.

MAN OF STEEL

Ben, I know you're *OXM*'s biggest *Steel Battalion: LOC* fan, and I've heard rumours that *SB3* is already in production. I guess it'll just be an update disc with new maps if they really are doing it. Have you seen/heard anything official yet?

Tony Dewis, via email

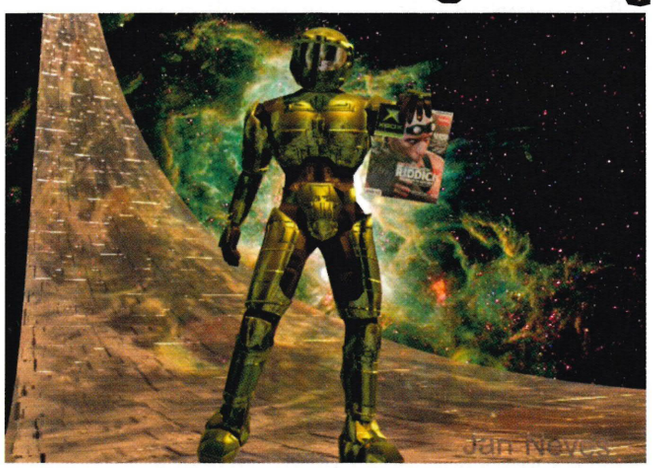
Unfortunately it looks unlikely now, because *SB*'s producer, Atsushi Inaba, has moved to head up a new studio called Clover. It's still part of Capcom but will be mostly concentrating on new projects.

MISTER CHIEF V2

I've just finished modelling this [see below]. Hope you enjoy it!

Jan Neves, Portugal

If you're reading this, Bungie, give this man a job.



↑ MC gets his copy of *OXM* two months late. Halo is a long way to send it.

The Church of Xbox

Join the Xbox evangelists!

This month's convert is Adam Whitehead, of Glossop. He's a 12-year-old Manchester United supporter who hopes that there aren't too many Arsenal fans in the office. No danger of that with Spurs fans Phil and Owen on patrol. His favourite games are *FIFA Football 2004, James Bond 007: Nightfire* and *The Chronicles of Riddick.*

↓ We bet he's looking forward to *FIFA Football 2005.*

↓ If loving Xbox is wrong, I don't wanna be right!

GLOBAL SANCTIONS

Xbox Live gives us the opportunity to play against people around the globe. Since buying *Rainbow Six 3* I have doubled my Friends List with gamers from the US. But all this changed when *Rainbow Six 3: Black Arrow* came out first in America. All my friends moved over to that, and I had to wait an entire week before the game was released here.

I realise that it takes a while to develop a PAL game and that this type of staggering is normal. But surely with a Live-enabled game it's in everyone's interest to do a simultaneous launch? When I started playing *Rainbow Six 3: Black Arrow*, my friends had already played each level to death, tested all the weapons and found the best camping spots. Surely this goes against the whole idea of a level playing field?!

Alex Martin, via email
Gamertag: Col Jack Oneill

↑ Out to kill chauvanists like Ben T!

Relax. Don't forget that an American only looks tough when he's holding a gun.

FRANKIE SAYS RELAX

I'm a forum member over at www.halobabies.net and Bungie's Frank O'Connor posted his latest weekly *Halo 2* update there. When I stepped forward to proclaim the victory of my favourite Xbox magazine (Issue 34), Frankie sent me a very revealing personal message stating that Gavin lied and he's got the stats to prove it! So it looks like you got a lesson in humility, Gavin.

It will be very interesting to see if Gav decides to step up and defend his boasts or will he just allow this email to slip into his junk mail folder? Time will tell...

Kyle Coey, Northern Ireland

Gav says: For the record, Frankie felt the full wrath of my *Halo* skills and he knows it. I saw the look on his face when he realised the winner was, in fact, me! Of course he's not going to admit it in public, but if you do want to see me getting crushed when I went to play Epic at *Unreal Championship 2*, watch this (first few seconds carefully) to see my bloody demise: streamingmovies.ign.com/xbox/article/542/542786/unrealchamp2_082704_5_wmvlow.wmv

PINEAPPLE TO RENT

I went out Saturday and bought *Official Xbox Magazine* 33 only to find a mistake in your *SpongeBob SquarePants: Battle For Bikini Bottom* review. I thought, how could this possibly happen? I consulted the oracle (my little girl, who is a *SpongeBob SquarePants* fan) and she confirmed to me that Sandy Cheeks is not a cat, as was stated in your review. Surely everyone in Bikini Bottom knows Sandy is a sea squirrel! She only wears »»

The OXM team

What we've been up to this month

STEVE BROWN //
EDITOR

LEAVING Gav to deal with another deadline, Steve was last seen in a Cornish field stoking a fire and getting blotted on scrumpy.

NOW PLAYING: *FSW, Battlefront, Burnout 3: Takedown*
FAVE HORROR FILM: *Watership Down*

OWEN NORRIS //
ART EDITOR

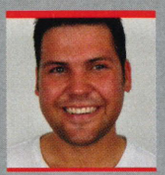
STILL suffering from the redesign, Owen has found refuge in his new shed. He's fitted it with satellite TV and long-legged transparent spiders.

NOW PLAYING: *Halo, Battlefront, Black Arrow*
FAVE HORROR FILM: *Nightmare on Elm St*

GAVIN OGDEN //
DEPUTY EDITOR

GAV'S hectic schedule this month involved watching Brazil vs Germany in Berlin then getting lashed and waking up with hours to kill on his own.

NOW PLAYING: *Silent Hill 4, Halo, Battlefront*
FAVE HORROR FILM: *Aliens*



BEN LAWRENCE //
SENIOR STAFF WRITER

BEN joined his local 'all male' Ju Jitsu club which unfortunately turned out to be a knocking-shop in disguise. He's taken up crochet instead.

NOW PLAYING: *Halo, Battlefront, Burnout 3,*
FAVE HORROR FILM: *Silence Of The Lambs*

VANESSA HARDS //
OPERATIONS EDITOR

ANTI-HUNT fanatic Vanessa celebrated the foxhunting ban by visiting Parliament Square and clubbing the tweed brigade. Verbally, of course.

NOW PLAYING: *Fable, Sudeki, Burnout 3*
FAVE HORROR FILM: *Psycho*

BEN TALBOT //
PRODUCER

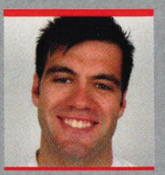
BEN'S alter ego MC Monobrow met up with Goldie Lookin' Chain. Trying to out-do them at a gig, the fuzzy-faced fool was laughed off stage.

NOW PLAYING: *Fable, Halo, DOA Ultimate*
FAVE HORROR FILM: *Hellraiser*

PHIL MADGE //
DEPUTY ART EDITOR

WE haven't seen much of Phil. Since *Pro Evo 4* hit the office he's been glued to a screen screaming nonsense about Zidane. Answers on a postcard please.

NOW PLAYING: *Pro Evo 4, Pro Evo 4, Pr...*
FAVE HORROR FILM: *Texas C'saw Massacre*



ANDY IRVING //
STAFF WRITER

ANDY went to San Fran on a press trip with only a male PR for company. Funny looks and a few trips to the shops and he's a changed man.

NOW PLAYING: *Halo, Pro Evo 4, Battlefront*
FAVE HORROR FILM: *The Thing*

PHOTOS: KATHERINE LANE-SIMS

WORKIE REQUIREMENTS: IF YOU WANT TO WORK FOR US, YOU MUST BE ABLE TO ENDURE WATCHING 20 VIDEOS A WEEK TITLED 'COOL HALO STUNTS AND GLITCHES' FOR THE PLAYMORE SECTION.

Shorts

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

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

WWW POST ON THE FORUM at www.officialxboxmagazine.co.uk or email us at staff@fxmi.com

www Could you please, please put a completed game save of Crash Nitro Kart on your game disc!
Joseph Cross, Tonbridge

Ok, we'll sort it out. See how nice I am!

www My Xbox has a new lease of life with this Dodge Viper skin.
Peter Hoff, Redcar

↑ **This one's great. More please.**

Smart. We want to see more skins like this. Send in your photos now.

www Ben Lawrence is HOT: that's a fact!!
James Boyer, via email

Errr... If you say so, Jack.

www Does Burnout 3 feature custom soundtracks?
Ricky Manning

It does, and you'll certainly want to use that option after a couple of hours of ear-bleedingly horrible 'EA TRAX'. Your soundtrack resets to 'EA TRAX' each time you start the game.

sms Is Juiced ever coming out?
Nathan Harding

Yes, but not for a few months. Juice Games is looking for a new publisher and has assured us the game won't be struck by the 'curse' of Lamborghini.

www I got fed up trying to remember what demo was on what Game Disc so I decided to make a database. I will update the site with the new discs as I get them. You can view it at my website: http://park.fateback.com/
Brian Park, via email

Thanks! But please don't come pestering me for ancient back issues (you can phone 0870 444 8664 and pester our sales people instead).

sms Like da new look, u shud hav kept full review directory.
Anon

The full reviews directory has now moved over to the Game Disc.

sms I am at last getting broadband but I don't know how to connect the Ethernet cable to my Xbox. The computer and phone line are downstairs and my Xbox is upstairs. I'd prefer not to use a wireless connection because of lag issues and the cost. Is there a cheap solution?
Iain Patrick, via email

Wireless adaptors are so good these days that most are unaffected by Lag. Try the U.S. Robotics wireless gaming adaptor (see Issue 32) for great results.

sms Will Halo 2 have bots for the multiplayer? The only bad thing about Halo was you had to have a friend to play multiplayer and I dont have friends :(
Robert Johnson

I'm afraid not, but get on Xbox Live and you'll make loads of friends, even ones you don't want!

sms Why did you lot only give halo 9.7 why dident it get 10?
Anon

I took off 0.3 because there's no flamethrower that turns into a nuclear bomb that can destroy whole planets.

www Why was TS: Future Perfect in the Over 18s area at Game Stars?
Sebastian Pepperell, via email

The game hasn't yet been rated and was put in there simply as a precaution.

sms Do you need a live account to use a communicator offline? Eg. In RS3?
Chamone

The communicator works fine without an Xbox Live account. It also works in SWAT: Global Strike Team.

sms Wot colour knickers is vanessa wearing?
anon

How the hell would we know!? It's not like she shows them off. I'm wearing tartan Y-fronts if that's any consolation.

» her wet suit when she comes out of her protective dome under the sea.
Mark Rafferty (age 37), Bikini Bottom

Unlike Andy and I (both huge *SpongeBob* fans), Ben L hasn't spent enough time slacking off work to watch bonkers kids' cartoons. Shame on him!

TOURIST TRAP

Game Stars Live was one of the best events I have ever been to! It looked just like E3 and the amount of Xbox games was phenomenal. Ubisoft was the best developer there and *Splinter Cell: Chaos Theory* had the best graphics in the show. The demo level made me believe I really was there and the guards are just so smart! *Prince of Persia Warrior Within* also rocked! Chopping off heads is great! *Ghost Recon 2* was mind-blowing and *Playboy the Mansion*... can you call that a game?

But what person would I be if I didn't play the amazing *Halo 2*? The two and-a-half hour wait was definitely worth five minutes of the great Zanzibar multiplayer level and I can't begin to explain how good it felt to dual-wield and hop on a Ghost! It was definitely the highlight of my day, apart from accidentally bumping into a Stormtrooper and making him almost fall over!
Patrick Walsh, Romford

It sounds like you almost caused a trooper blooper (hoho!) Game Stars was seriously amazing fun though.

STAR STRUCK

What day did you go to Game Stars Live? I was hoping for some autographs from the team. I was also very disappointed that the lines for *Halo 2* were so long. I was upset even though I got to see *Splinter Cell: Chaos Theory* and *Leisure Suit Larry*!

Another thing about this amazing event were the booth girls. They were total goddesses! I was wondering if you could put exclusive pix of the gang at Games Stars Live in the next issue (and some autographs in the post for me)?
Alex Watches, Shropshire

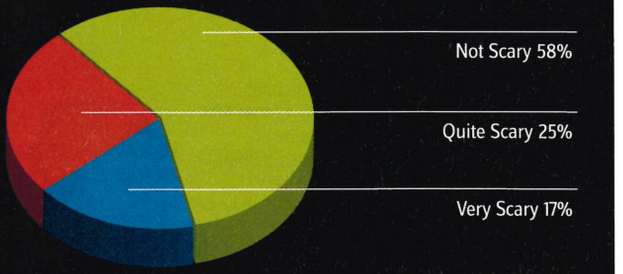
I'll see what I can do, Alex. Don't expect one from Vanessa though (she doesn't do signings). Long story...

↑ **We had lots of photos of Ben T at Game Stars but Owen and Phil 'lost' them.**

YOU DECIDE

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

How scary is *Silent Hill 4: The Room*?



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Box Office

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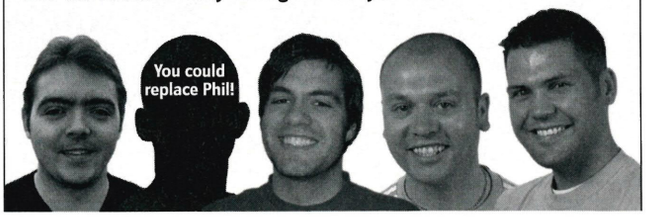
Your name and age on 20 October 2004, your current or desired career, a short introduction explaining why you want the placement, and a 200-word review of any Xbox game that you own.



FATE IS NEVER FINAL

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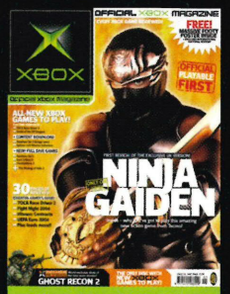

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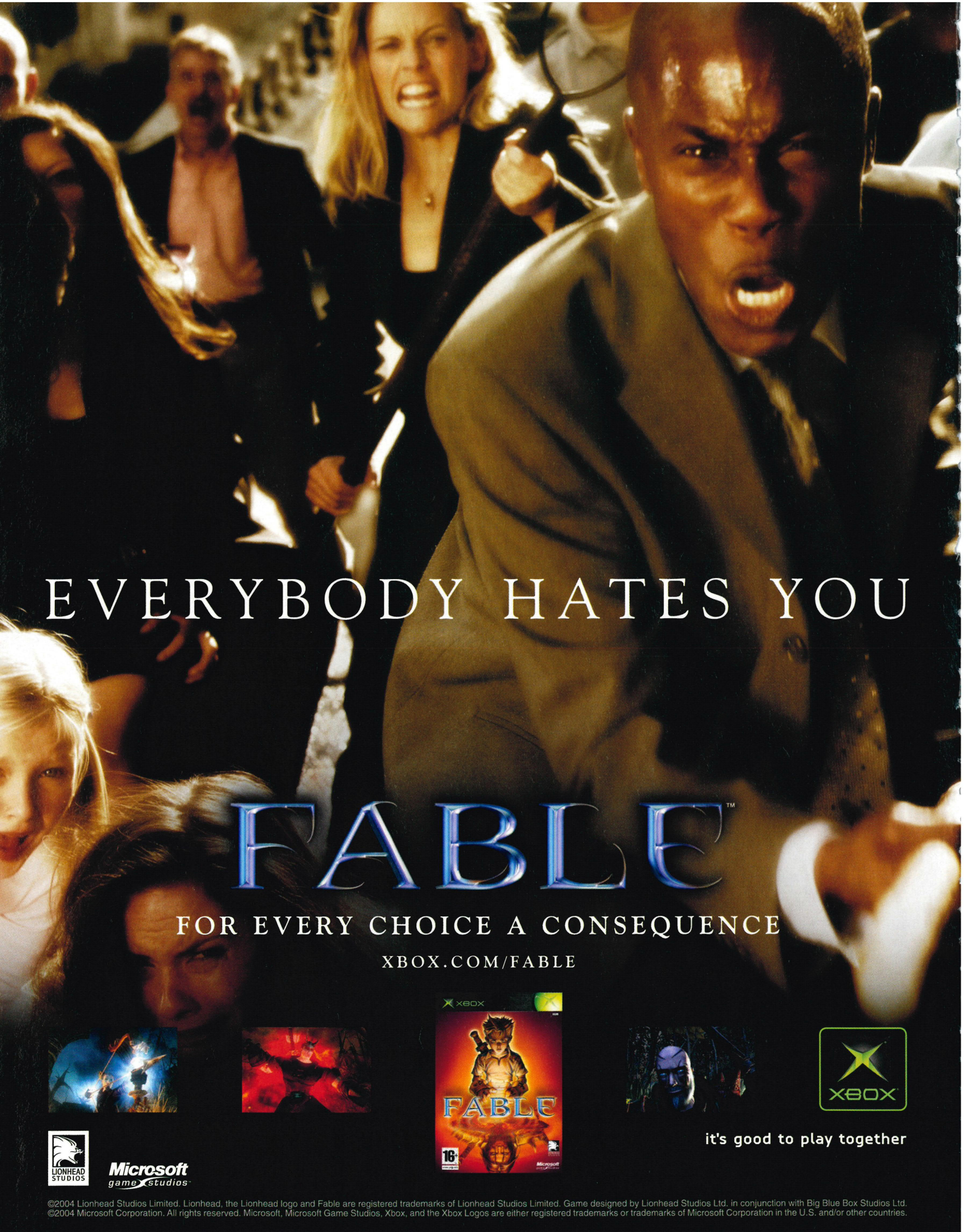

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The game BioWare always wanted to make...

From a galaxy far, far away to ancient Chinese mythology

Words: Gavin Ogden

BioWare has never made a bad game. Ever. Before the Canadian developer blasted onto Xbox with the amazing *KOTOR* (Issue 20, 9.5), it'd made a huge name for itself on PC with the *Baldur's Gate* and *Neverwinter Nights* franchises. In August 2002 Microsoft teasingly announced that BioWare was working on an original Xbox-exclusive title. In September 2003, the game was finally unveiled as *Jade Empire* - an incredible-looking action-RPG based in ancient China. By then *KOTOR* was nearing completion and we thought *Jade Empire* would follow a similar formula. Wrong! After seeing the game running, we were taken aback by its emphasis on real-time action. This is shaping up to be an RPG with a fighting element to rival *Dead or Alive*... »

» "We've built on the knowledge gained from developing *Knights of the Old Republic* and we're taking it all to a new level," BioWare's joint CEO Ray Muzyka tells us as he demos new areas of the game. "We've drawn on influences from a lot of classic Chinese kung fu cinema with things like teahouse battles where they're throwing each other over tables and through walls."

In a tiny room at Game Stars Live we caught up with Muzyka for a look at six new areas from the final game. "First off is a classic Chinese teahouse battle. We've all seen martial arts movies with crazy teahouse battle sequences where tables are smashed, villains jump over banisters and mayhem ensues - this is what we've created in this area," says Muzyka. "One of the things we showed there was the new combat mode. In addition to being able to target enemies and pause the game to think through your actions strategically (you can also play in real time), you can now also play the game as more of a brawler, essentially free-roaming in combat. This is helpful when you're facing off against lower-level enemies or if you want to roam a combat area mid-battle to see what you can find to help you in your fight. In this area we showed off a bunch of cool new styles and moves; like the fast-paced weapon style of Twin Sabres, the magical style of Ice Shard (useful for freezing opponents, casting ice armour on oneself, or creating a snowstorm to cause area damage to your opponents), and a new transformation style - the Horse Demon, who can immolate enemies by pulling flames from his fiery mane."

The whole atmosphere of this area captured what it set out to brilliantly. Every time we see the game running the fluidness and smoothness of the animation and motion capture blows us away. "*Jade Empire* features BioWare's best-looking animations to date," states Muzyka. "All of the animation in-game is motion-captured (except for monsters, of course) and optimised by our animators to look quite amazing. *Jade Empire* features a brand new Xbox-optimised second-generation game engine for BioWare. We had martial arts masters from as far away as mainland China, some of them national champions of their respective martial arts, doing the motion capture for the game. As well, to realise the virtual actors in the game more fully, all of the thousands of dialogue lines in the game are full voiceover with lip-synching and detailed facial animations: the non-player characters you interact within the 30-hour storyline really come to life."

Transform yourself into demons.

After showing a second, slightly more intense battle against a huge ogre, we then proceeded to Lord Lao's Furnace area, which Muzyka describes as a magical toyland of a mad inventor. In this area we saw another magical style, Dire Flame, that's extremely powerful if you level it up using style points. We were also talked through new weapon styles, Twin Rings and Leaping Tiger. "Leaping Tiger was useful against the last enemy in this area, the Prince of Sorrow, an Elephant Demon who has an earthquake attack," explains Muzyka. "The Leaping Tiger style is useful because it's so darn fast - if you can launch a sequence between elephant stomps, it will permit you to disable your slower opponents in no time."

Muzyka also showed us a few secret areas from later in the game. Among them was a sneak peak of the Citadel of the Lotus Assassins and Tien's Landing, a seemingly peaceful fishing village which has a lot of sinister stuff lurking beneath the surface. The last area we saw was one Muzyka couldn't talk about to keep the story safe. This style of secrecy reminds us of Bungie and *Halo 2*'s storyline. "Story is one of the most important parts of a good RPG and *Jade Empire* is a great action-RPG with a great storyline," Muzyka states. "We'd hate to spoil the surprise of a good plot twist for the fans. Hopefully fans enjoyed the storyline in *KOTOR* and we're working to make sure that the storyline of *Jade Empire* is even more exciting and even better."

This is a shot taken from the impressive Chinese Teahouse Battle sequence.

The fighting element runs at blistering pace, but Muzyka assures us we won't have to learn ten-hit combos to get the most out of it. "It's quite elegant," he says. "On one hand it's easy and accessible, which will appeal to action fans, while still providing depth to please traditional RPG fans. All styles are accessed through the D-pad which lets you change styles quickly, in real time or while the game is paused with the Back button - similar to *KOTOR*'s pause mode."

You can remap the controls with the D-pad by pushing and holding in a given direction. The right side of the pad controls fighting mechanics; the A button, which does actions like opening doors and talking with people in Explore mode, now does a short-range attack like a punch in a martial arts style, or a weaker but faster distance attack in a magical style like Dire Flame.

The B button blocks or, if you hold it down and move the Left thumbstick around (movement), allows you to evade-roll left or right, do backflips, or jump on the heads of your opponent if you move forward. The X button does more long-range attacks like a kick in a martial arts style, or a fireball (slower and more powerful attack) in Dire Flame. If you hold down X and A together, this is a slam - a powerful yet slower attack. If you hold A and B together, this does a clear, which knocks enemies back all around you. A-A-A is an example of a simple combo as is X-X-X - time these right and you can perform a combo in all fighting styles.

"The number of combos is kept fairly limited as we wanted this game to appeal to action and RPG fans. *Jade Empire* isn't a fighting game; it's more of an action-RPG but fighting fans will enjoy it. The tactical depth comes from choosing the right attack and the right style on each opponent," Muzyka explains. "When you consider that this accessible control system is more or less the same for all styles in the game, you realise that the game is both intuitive and deep."

The innovative features just keep on coming. "Focus mode, the yellow 'clock' you'll see on the interface in the final game, allows you to slow down time for your opponents. This, along with health and magic Chi energy, is one of your three secondary abilities. It's a precious resource as many opponents can be felled when time slows down. You turn focus on and off using the Y button - it's really simple to use, yet you need to carefully hold some in reserve for those enemies that end up being more difficult than you initially expected."

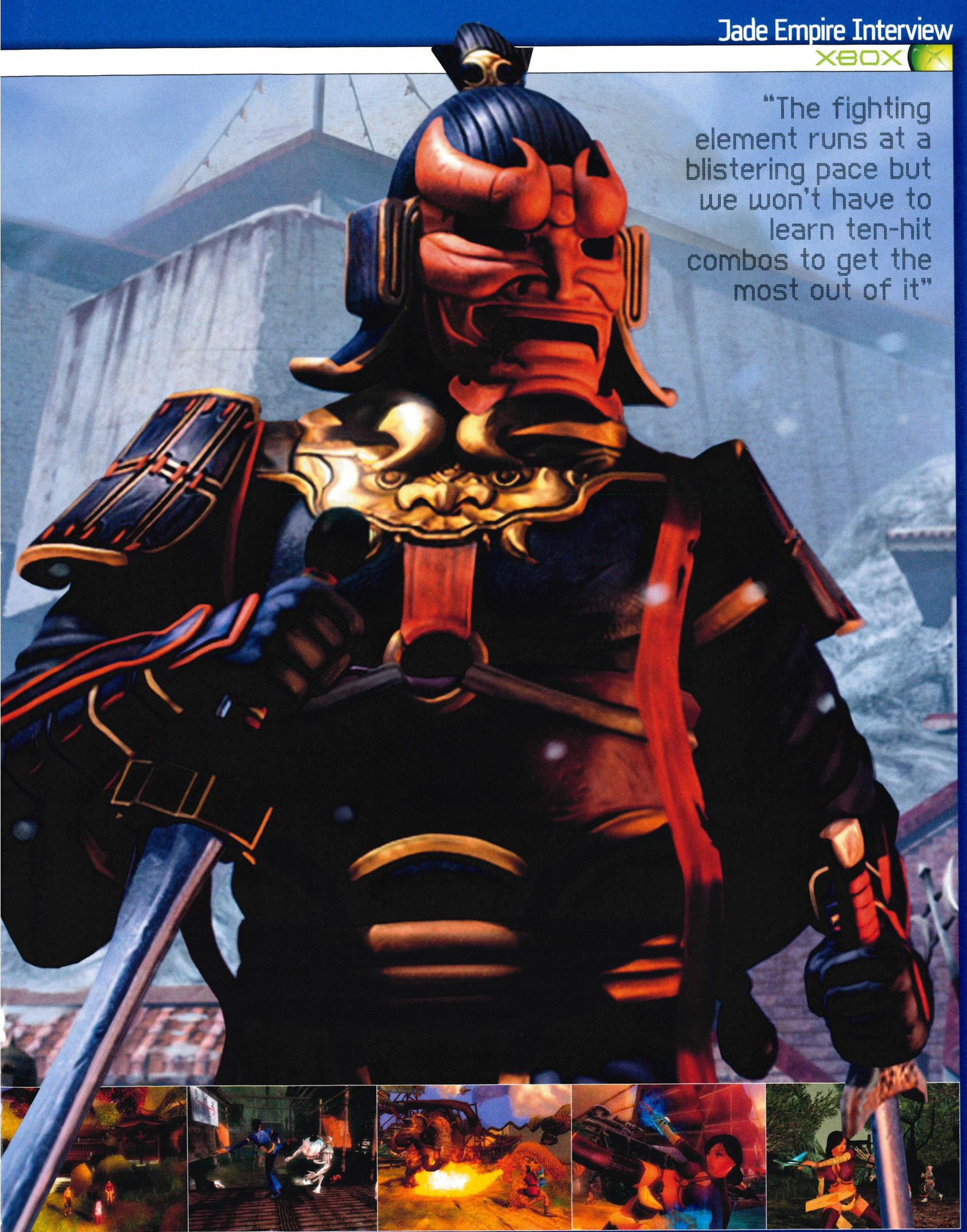
Even with all this emphasis on fighting, Muzyka doesn't think the overall game is a departure from its RPG roots for BioWare. "*Jade*'s got the same core things that make up a BioWare RPG - one's an immersive story, with non-linear elements, sub-quests and the ability to play as a good or evil character. Second is the interaction between you and NPCs too, who are very real in that they have emotional feelings for you or characters in your party, like love interests.

"Another element is exploration; I was playing the first area over the weekend and was struck by just how much fun it is. None of the areas are bigger than *KOTOR*'s - you can run around exploring the environments, seeing people engaged in chatter, doing sub-quests... Fourth is character progression. We really tried to make the abilities in *Jade* very accessible. There are three core abilities and three secondary abilities. Behind that we have an amulet system that feeds into those abilities. And then there's the style system - over 30 fighting styles, so you can plug them in and do completely different things. These four things give you a real reason to play (and replay) it and these are the things that make up a typical BioWare game."

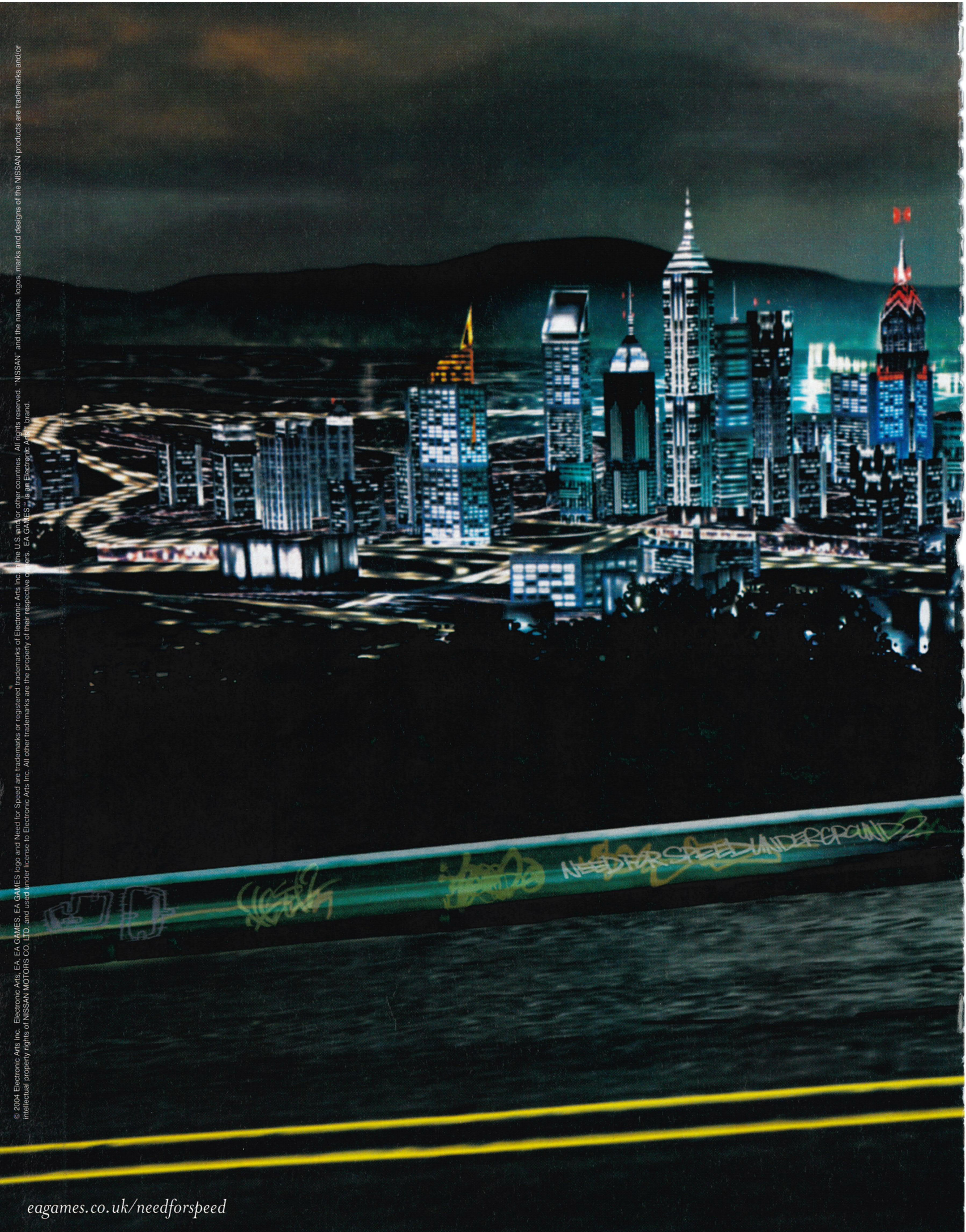
Jade Empire is looking awesome and is on track for a spring release. "We've taken these major elements and blended them together with a really cool action system," concludes Muzyka. "I think this is going to be the best game we've ever made in terms of story, interface and combat." After seeing the latest version of *Jade Empire*, we believe him. You should too!

"We're working to make sure Jade's storyline is even more exciting than KOTOR's" Ray Muzyka, joint CEO, BioWare

You won't believe your eyes when you see all this action up and running.



"The fighting element runs at a blistering pace but we won't have to learn ten-hit combos to get the most out of it"



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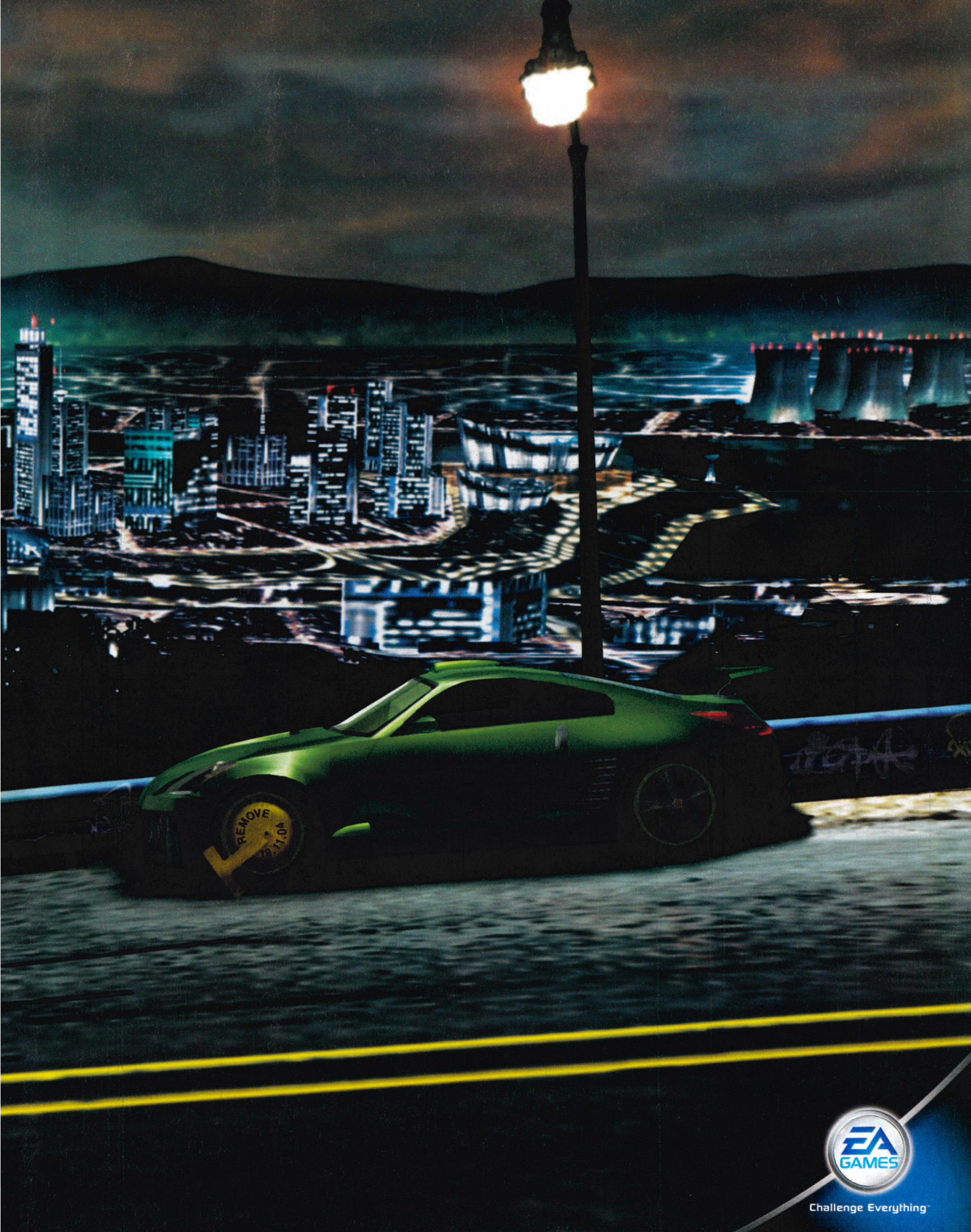
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↑ *Unreal Championship 2* is pushing all the right buttons the original didn't.

A deathmatch made in Heaven: exclusive interview and hands-on with Epic's monster shooter

Unreal Championship 2: The Liandri Conflict

Words: Gavin Ogden

- Dev: Epic Games
- Pub: Midway
- Players: 1-4 Split
- Live: 2-8 players
- Players: 2-8 S.Link
- Release: Feb 2005
- www.unrealchampionship2.com

IT'S BEEN ALMOST two years since the mighty *Unreal Championship* (Issue 10, 9.2) kick-started the European launch of Xbox Live back in November 2002. It was the first (of many) online-focused first-person shooters for Xbox that brought with it a hardcore following carried over from its PC heritage. Two years later and the follow-up, *Unreal Championship 2: The Liandri Conflict*, is doing things you thought a shooter should never do. Erase any preconceptions you may have that this is a port of a previously released *Unreal Tournament* PC game.

Epic Games has brought the shooter back in-house (Digital Extremes coded the original) and as a result, the team has made a few bold and very surprising changes to the famous formula that makes its brand of deathmatch a force to be reckoned with. A lot more time, money and effort has been plunged into the development of *UC2* and from what we saw and played at a recent press event in the States, it's already starting to pay off.

Microsoft was originally due to publish *UC2*, but last month we brought you news that Midway had secured a deal to publish three *Unreal* multiplayer games including *UC2* on Xbox. This was a surprise to everyone, as Midway is famously known for pumping out over-the-top arcade games and not PC shooters with a massive following. "The move away from Microsoft was really its idea as the company was starting to focus on its own intellectual properties," Epic president Michael Capps tells us during an exclusive interview.

"The guys gave *Unreal Championship 2* a lot of love and support, but at the same time we were never going to be another *Halo* for the company and Midway just embraced it. Midway now gets a foot in the door in the PC market with the credibility that comes with *Unreal*, as well as getting a game that's almost done. Midway has done a lot in the last 12 months and *Unreal* fits in really well with its edgier titles in development like *NARC* and *Area 51*. It did hurt to split up with Atari, too - a lot of those guys have worked on *Unreal* longer than some people at Epic have." »

↑ The action is relentless in both first- and third-person perspectives.

↑ Looks like a scene out of *Star Wars* but it isn't. Use your sword to kill and kill again.

↑ Blocking your opponent's attacks will play a major part in your survival.

Mortal Kombat Kameo

There's a little surprise in store for fans of MK

WHAT'S THIS? *Mortal Kombat* characters making an appearance in an *Unreal Championship* game? "A character or characters from the *MK* universe might make their way into our game," reveals Capps. "We had a character that we just hated and wanted to get rid of - and then Midway came along and we wondered if it'd let us do something different. Everyone to a certain extent knows *Mortal Kombat*." Specifics have yet to be revealed, but we're expecting some of *MK*'s biggest stars to make the jump.

MORTAL KOMBAT® DECEPTION

↓ *MK* fighters will feature in *UC2*!

↓ Could Sub Zero make an appearance?

"There's 120,000 polygons on screen at any one moment - it's a totally new engine"

» *UC2* is being touted as a true second-generation Xbox title, but what does that mean for us gamers? What can we expect to see from *UC2* that we didn't in the original? "Well *UC* was a kind of port of *UT2003* on the PC and it really wasn't optimised for the Xbox. At the time, the Digital Extremes team was working really hard with the Microsoft guys to get the game up and running on Xbox Live in time for the Live launch. All the *Unreal* games have a common thread, and it's totally possible that you'll see a few maps and character classes from *UC2* in the next *UT* game," explains Capps.

"This time round we've been able to spend a lot of time working with the Xbox hardware," he continues, "and from a graphics perspective we've pretty much blown the box out. There's something like 120,000 polygons on screen at any one moment. It's a totally new engine that only runs on the Xbox. With any console you can see an improvement between games that launch with the console and games that launch two years down the line. This is the third Christmas for Xbox and there's a big difference."

We could instantly see the difference too when we sat down to frag for England. Our jaws hit the floor at the sharpness and clarity of the images before our jet-lagged eyes - we woke up immediately. Not only has the imagination behind the graphical design of the maps been working overtime, but the team has also squeezed every last ounce of power out of the big black box to make *UC2* look unbelievable.

"We've had about 18 months so far to work on the game and we have the Live game up and running too, which we're really impressed with," explains Capps. "Keeping up with all those Live menus is a lot of work, though. *UC* was originally designed to be played using a modem on PC, but *UC2* handles bandwidth, latency and network issues much better thanks to the new engine. As long as you have a good ping, the game plays online really, really well. Limiting it to eight players does have the benefit of games not getting too crowded to the point where lag becomes an issue as well."

Digital Extremes developed *UC* and *UT2003* but the franchise has been brought back inside Epic Games for *UC2*, which has its bonuses. "The DE guys did a great job with the games they worked on, but they're never going to love the franchise like we do - this is our bread and butter and *Unreal* is the game that we built the company on. Bringing it back in-house has meant a lot to us. We also have another franchise in development that's separate to *Unreal* - we're just starting that one up but we can't say anything about it just yet. Bringing *Unreal* back in-house means we can concentrate 100 per cent on it."

By far the biggest addition to the *Unreal* - and even deathmatch - formula »

OVER THE SHOULDER

New-look camera brings action closer to home

A BIG NEW feature is a third-person viewpoint. In the options menu you can set the game up so that your favourite viewpoint is automatically selected to your choice of weapons. If you like the devastating rocket launcher in first-person but the shock rifle in third, so be it. The choice is all yours.

In third-person you can see a lot more of the action compared to the view you get in first-person.

The new view is great when you move in for the kill – see if anyone's sneaking up behind you.

» is the inclusion of a third-person mode and melee weapons. When we first heard this we weren't too sure what to expect. Our first game of *UC2* was played out totally in first-person, but it quickly became clear that we needed to get into the whole third-person mode/melee weapon thing. And do you know what? It worked like a charm.

Two players can be running and gunning at each other and when they get within reach, the guns are dropped, out come the melee weapons (swords and staff) and both characters proceed to beat the crap out of one another using simple combos and special lock-on moves. To be in with a chance of winning you really need to know your combos, that much was clear after we were sliced and diced on more than one occasion.

"When I first heard the idea of including a third-person mode I wasn't too sure either. However, it's not an ultra-complicated fighting mechanic, so you won't be having something like three different fighting styles like you do in *Mortal Kombat*," says Capps. "You've got a couple of core attacks, a few jump and block moves. It's about as deep as one of the ranged weapons. We've got a lot of hardcore *UT* players in our office obviously, and with *UC2* I've seen about a 50/50 split between first- and third-person fighting. For melee you have to go third-person. It's vital when you're doing wall-climb jumps to be in third because it's almost impossible in first-person. But you can switch back and forth all the time using the Black button. I prefer the rocket launcher in first-person, but if you want to customise your profile you can pull out certain weapons in either first- or third-person."

Certain character classes have special abilities. These include being able to hover in the air for a limited time, jumping huge distances or moving really fast. Each »

"The Ripjack's a great weapon - charge it up and let the circular saw fly off and sever heads"

↑ Keep your eyes on the prize...

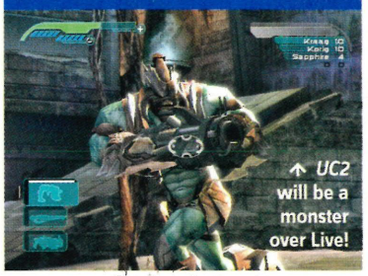
↑ Expect several kinds of multiplayer deathmatch games to be in the final version as well as a few surprises. It's coming together like a dream.

↑ Michael Capps: Epic Games' boss.

↑ Each character has unique abilities that are there to help you win the championship.

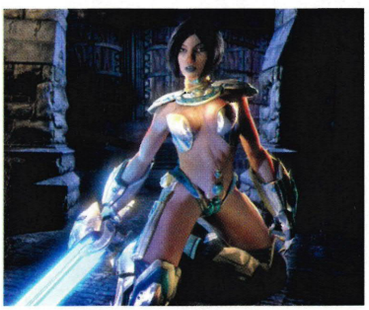
LIVE PLANS BLOWN WIDE OPEN

NOT ONLY IS Epic busy at work finishing the game, it's also preparing downloadable content that Capps says will be available around the launch time next February. "We've already got the first batch of downloadable content planned and we're hoping to have it ready to be released soon after the game launches," he says. Options have been included to tweak gameplay after launch if the studio needs to. "So if a gun is just too powerful in multiplayer we can send out updates to the configuration file. I'm hoping that it'll be 100 per cent perfect when we ship it, but we're setting it so that if it's not, which unfortunately we had with *UC*, we can fix it real quick."



↑ *UC2* will be a monster over Live!

"This is a seriously deep deathmatch experience to mark what could be the last Unreal game on this generation of Xbox"



↑ Don't be sucked in by those looks...

» class also has a selection of abilities that are triggered when your adrenaline meter is maxed out.

"I really like going Nimble which is one of the standard combos that give you quad jump and low grav, and I love to pull that out with the sniper rifle to get to higher areas on the map," continues Capps. "The Ripjack is a great weapon too - I love to charge it up and let the circular saw fly off and sever heads. We have 18 weapons in total, and a lot of them are really visceral. The environments are just sick too, which I had nothing to do with by the way."

Add these features to first- and third-person modes as well as melee weapons, and you have a seriously deep deathmatch experience to mark what could be the last *Unreal* game on this generation of Xbox.

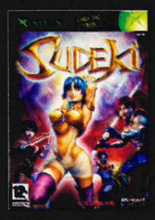
"Currently we don't have any plans to do a further Xbox game on this Xbox. 'Unreal Warfare' is a code name for another game we're working on that's not based in the *Unreal* universe. If you've seen the shots from the Unreal Engine 3, that's the direction we're going." Don't worry though, we'll be seeing the *Unreal* series continue on the next system.

↑ We got to sit down and play *UC2* as much as we wanted to at Midway's Gamers Day.

↑ You'll really need to know your hand-to-hand combat to be in with a chance.

Pray for a full frontal assault.

Microsoft game studios CLIMAX



You're going to love her killer moves. When her world is threatened by the awakening of ancient evil, Ailish and three other great heroes must unite to defeat it. Now this enchanting princess, a brave warrior, a high-flying gunslinger, and a dark huntress will battle through the Realm of Shadows on a quest to reclaim their world. Rotate between each character and use all their powers to prevail in one of the most intense action RPGs. Sudeki will leave you breathless.

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Reviews

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

Andy Says...

THE NIGHTS are drawing in and so is our reviews section, packed tighter with more fantastic Xbox titles than ever - a real mixed bag of shooters, sports and, er, smut. To accompany the start of the footy season comes *Pro Evo 4*, the definitive soccer sim finally making its debut on Xbox. Chasing it down like a wayward pass is *FIFA 2005*, a marked improvement over previous instalments. We can't wait to play them on Live. Another landmark Live game is *Star Wars Battlefront*. The Force is definitely strong with this one, so explore a whole galaxy's worth of mental multiplayer. These are the games you're looking for...

Score Key

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

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

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

5.0-6.4
AN AVERAGE TITLE WITH NOTHING OUTSTANDING TO OFFER

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

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

Our Badges explained

XBOX ELITE
Any game scoring a whopping 8.5 or more.

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

XBOX LIVE
Downloadable content, online play, or both.

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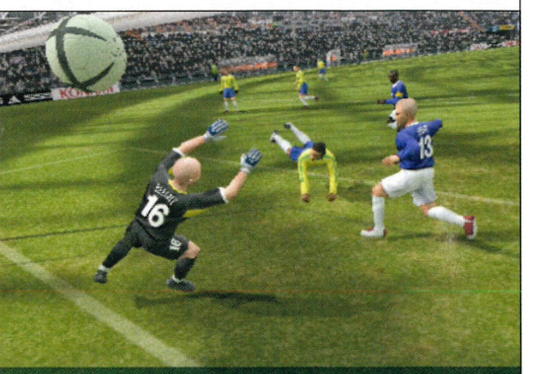
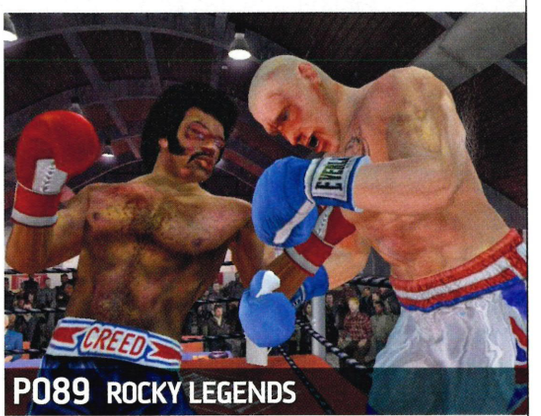
ON THE DISC
A playable trial or movie of the game is on our disc.

P058 FIFA FOOTBALL 2005

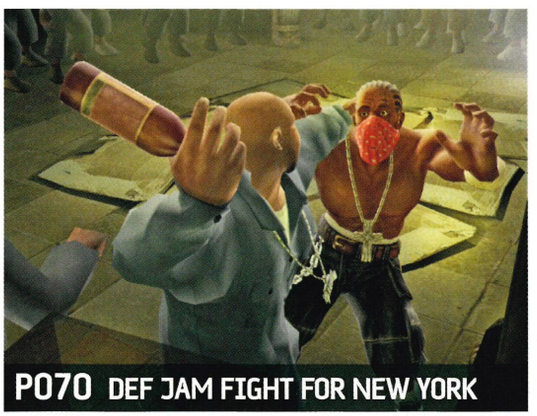


P062 PRO EVOLUTION SOCCER 4

P082 STAR WARS BATTLEFRONT



P089 ROCKY LEGENDS



P070 DEF JAM FIGHT FOR NEW YORK

P085 MEN OF VALOR: THE VIETNAM WAR

P068 Terminator 3: Redemption
Arnie forgets politics and gets back to what he does best.

P071 Club Football 2005
Codies' underdog mixes it up with the big boys once again.

P074 Future Tactics
The Future's bright. And Orange. And very colourful.

P074 NHL 2005
Ice hockey to you and me, and Live playable to boot. Or skate.

P076 Leisure Suit Larry: Magna Cum Laude
The loser's nephew continues the series in smut-filled style.

P078 Ghost Master: The Gravenville Chron.
Gav's been calling himself this after playing *Halo 2* to death.

P080 Obscure
Top high school horror. This won't fade into obscurity anytime soon.

P087 StreetFighter: Anniversary Coll.
Apparently these grandads of 2D combat have still got legs.

P087 Metal Slug 3
A blast from the past with this insane old-skool 2D shooter.

P091 Midway Arcade Treasures 2
Save a fortune in 10p's and go all misty-eyed with this compilation.

P093 Total Club Manager 2005
Mix action and adminstration with EA's ace *FIFA Football* fuser.

P093 LMA Manager 2005
Not the most recent pop sensation, but a great voice-enabled sim.

LET ME BE YOUR FANTASY: THE OXM FANTASY FOOTBALL LEAGUE IS HOTTING UP IN THE OFFICE. THE KEY TO SUCCESS? BUY THIERRY HENRY AND MAKE HIM YOUR CAPTAIN.

Official Xbox Magazine ELITE

↑ **Character animation is outstanding in *FIFA 2005*. Here, a perfect Thierry Henry scores a perfect free kick at a perfect-looking Highbury.**

FIFA Football 2005

The stalwart soccer sim is back bigger, online and better than ever

Words: Andy Irving

Dev: EA	Pub: EA
Players: 1-4	Live: 1-2 players
Release: 15 Oct	
www.easports.com/games/fifa2005	

AUTUMN. WE REALLY used to hate autumn. The falling golden leaves may look pretty enough, but after a haciendic, six-week educational hiatus, they were always synonymous with the start of another dreaded school year and the miserable prospect of colder, shorter days. But we all grow up sometime, and once boyhood blazers are shed for manly monkey suits, September's ominous clouds have a platinum lining because they mean the football season is well and truly under way. The beautiful game has seen many console incarnations over the years, spearheaded by the imposing *FIFA* series, which returns after a summer break with a strengthened squad of features and innovations, intent on Premiership domination.

Authenticity has always been a firm Saturday morning fixture of the *FIFA* series, and the latest pairing is a match made in heaven, incorporating every conceivable team from 18 leagues around the world. Big-hitters like the Premiership, Spanish Primera and German Bundesliga line up against the lesser-known Korean K-League, Norwegian Tippeligaen and the Swiss Axpo Super League. Quite. Nonetheless, this massive amount of choice provides something for everyone, incorporating more than 15,000 players realistically modelled on their real-life counterparts. Bad news for *FIFA* programmers, great news for us.

Character animation has been significantly spruced up, so as well as looking unbelievably like the real players themselves, they now also run, dribble and, like Robert Pires, dubiously go down in the most realistic manner. This is accentuated with the fantastic individual player skill moves. A recent emergence in the last couple of *FIFA* titles, slick ball skills are taken to the next level with a quick wiggle of the Right thumbstick. More than just silky-looking showboating, these numerous stopovers, drag backs and deft flicks are vital to get past tricky defenders and, more importantly, are immensely satisfying to perform.

And this is where you notice there's another new feather to *FIFA*'s cap; because this game has been putting it in pre-season and is now nippier than ever. The sluggish feel of the previous titles has been shed and, as such, gameplay benefits more than Leeds would from winning the National Lottery. Players sprint around the pitch with unprecedented speed, and this is translated into faster, smoother gameplay. A new First Touch feature (see He's On The Ball, right) allows players to gain an extra yard on an opponent on an incoming ball, and then either trap the ball and lay it off, or direct all manner of flicks and passes to their nearby team-mates. Just like Fergie's dream strike partnership of Rooney and Smith, the increased pace of the game matches this new feature brilliantly, and makes for a much more exciting experience. »»

↑ **Michael Owen pokes one home.**

↓ **Use your Right thumbstick to out-fox defenders in the box. That's clever footwork.**

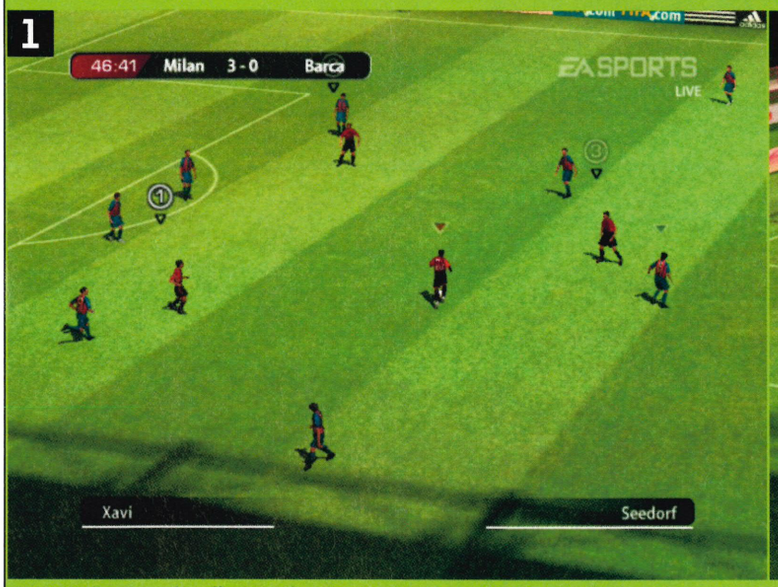
Bonus info

TOE TAP-IN TUNES
Superstar DJ Paul Oakenfold has composed the official theme tune to *FIFA 2005*, which plays at the front-end menus before starting a game. If the dance floor diva doesn't do it for you however, half-time and post-match 'muzak' is provided by The Streets, Scissor Sisters Faithless, Air and Franz Ferdinand to name just a few.

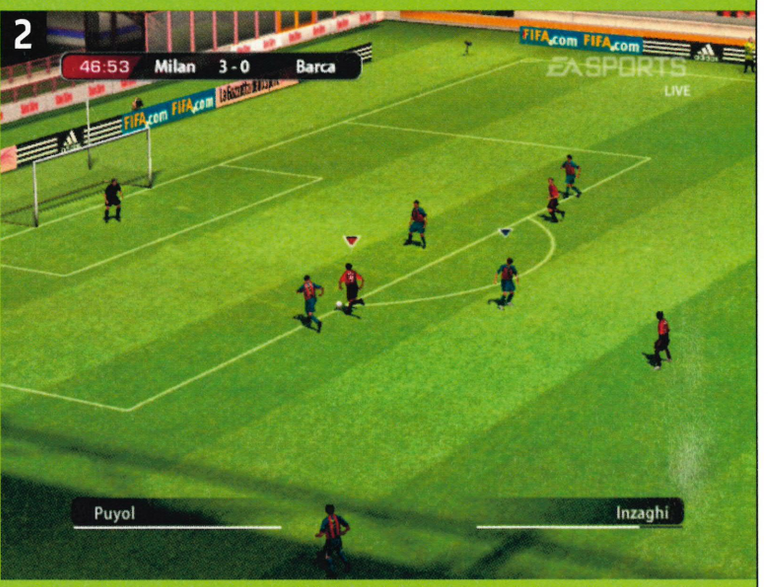
FAKING IT
The fake shot feature returns, and is great for tricking opposing keepers into committing early. Tap the Black button in front of the goal and your striker will shimmy one way or the other and pretend to shoot. It completely non-plusses your nemesis, leaving him standing.

He's On The Ball Scoring goals the intelligent way

THE OFF THE BALL feature is back for 2005, and improved opponent AI that will anticipate simple passes means you'll have to use it more than ever. Once you get to grips with the initially tricky controls, this soon becomes second nature and only adds to the much-improved *FIFA* experience.



↑ AC Milan is on the offensive after dominating most of the match. The creative Seedorf is on the ball, but who's the best bet? Inzaghi looks like he could make a run...



↑ Pick the first option, and play a deft through ball to the sprinting striker's feet. Use the sprint option (Right trigger) to get that extra yard on defenders.

↑ A player of that class shouldn't miss from there, so go easy on the power and concentrate on shot placement instead. Easy does it...

↑ The boy's happy. He'll get his two-goal scoring bonus and can splash out on that private island he's been eyeing up. Who said footballers were overpaid?

"Players sprint with unprecedented speed, and this is translated into faster, smoother gameplay"

»» On the subject of an exciting experience, if you believe the cliché, footy games are the staple of post-pub entertainment. Well, the sober amongst us can enjoy the virtues of the fantastically fun multiplayer any time we like, as up to four players (two per team) can fight it out for footballing supremacy. You'll no doubt be aware of EA's and Microsoft's blossoming relationship, and that *FIFA 2005* supports one-on-one Xbox Live play - the online terraces will literally come a(Live) with the screams of fanatical footy aficionados. We've been crying out for ages for the franchise to go Live, and we can't wait to trash-talk to Europeans about whose league is better. If the online mode is as good as the fantastic four-way game, this will be some seriously sexy sporting shenanigans. Microsoft is throwing its hefty weight behind the online aspect too, by organising the world's first ever Interactive World Cup (see page 017). You don't get to actually trot out with Messrs Beckham and Owen in Germany in the 2006 World Cup, but you can still take part in the huge on/offline tournament roadshow as it arrives in a country near you - in a bid to become *FIFA* champion of the world.

But the burning question: how does *FIFA 2005* actually play? Is there much of an improvement over last year's version (Issue 23, 8.7)? Well, we're pleased to say very well, and with a Meg Ryan-esque resounding yes! There's long been a hotly contested derby between the *FIFA* and *PES* series »»

↑ Make sure you defend well against corners. Unlike Real did here.

OXM UNITED: WHO PLAYS FOOTY FROM THE TEAM? PHIL - WEEKLY 5-A-SIDE; OWEN - CAN'T (DODGY KNEES); ANDY - LOCAL SATURDAY SIDE; STEVE - CAN I USE AN OVAL BALL? GAV - SPEARHEADS THE FUTURE FURY TEAM; BEN L - EH? FOOT WHAT?

↑ Me! Me! Use the L and R triggers to produce in- or out-swinging crosses.

"Like a drifting midfielder FIFA's gravitated towards the PES way of thinking"

Bonus info

BLUE BALL!
Every time the ball goes out after a challenge, each team will raise their hands to appeal for a throw for their side. It's a nice touch, even though there's no on-screen ref in the game to influence!

KEEP IT OFFICIAL
FIFA titles pride themselves on incorporating the official licence of every conceivable team out there, and hand in hand with lovely player likenesses come all the official kits, grounds, and tons of *FIFA*-sanctioned tournaments.

» (see our exclusive review on page 062), and after finally bowing to the baying crowd, it seems EA has sat up and taken notice. Like a drifting midfielder the new *FIFA* outing has gravitated towards the *PES* way of thinking, and actually plays a lot like Konami's lauded footy sim. Which is a very, very good thing. Seemingly minor touches like the ability to control players during throw-ins make for a much more fluid and dynamic experience.

There still remains the odd inherent *FIFA* flaw, however. Gameplay is still weighted in the favour of attacking play; it's much easier for strikers to split defences with a deft though ball than it is for defenders to put a successful challenge in. That said, this does lend itself to a more exciting, and frequently scoring, style of play. And it's not just when you're on the backfoot – tackling is always a tricky matter of precision timing and technique. Playing against a CPU opponent is no laughing matter either, as improved AI means they'll match your every move. What this does mean, is that you must play the game exactly as you would in real life. Training ground discipline is key here, because working triangles and playing intelligent through balls are the only way to win.

Unfortunately, the AI of your team-mates doesn't always match that of your opponents. Passing was always a dubious point in the previous titles, yet for all the advancement of other aspects of the game, direct a sweeping pass out wide to a winger and, annoyingly, the ball is sent backwards into the path of an advancing opponent. And why is the pass button when in possession the same as change player when not? Very confusing and infuriating when challenging and winning the ball.

But we split hairs. Much like the Manchester massive, it seems the footy-loving games fraternity is fiercely divided between the *FIFA* and *Pro Evo* camps. For some, the arcade feel of *PES* proves a stronger pull than the more complex and technical aspects of *FIFA*, but cynics may want to take a look at EA's refreshingly improved title, that continues to blur the once obvious divide between the two games. We'll be taking both titles online next issue (on sale 04 November), so don't miss it.

↑ Even lower league stadiums look spot on. Roots Hall groans as Southend United miss a sitter. Again.

In With The New

The little things make all the difference.

↑ Instead of wildly heading away a goal kick, use the First Touch feature to bring the ball down, and then lay off an accurate pass.

↑ You're a lot more mobile now when taking throw-ins, so shake off your marker then make an intelligent flick on.

The Summary

FIFA FOOTBALL 2005 THE FACTS YOU NEED TO KNOW

1	Gameplay has been significantly improved, with the latest instalment now providing a much more fluid and dynamic experience.
2	Stunning character animation and ultra-realistic player modelling means you can almost feel those crunching tackles flying in.
3	Massively deep career modes boast an almost incomprehensible amount of different teams, leagues and custom tournaments.
4	Brilliantly fun two-on-two multiplayer is bolstered by the mouth-watering prospect of Xbox Live play and online tournaments.
5	Team-mate AI can still be an issue, and the complex controls may frustrate those after a more rudimentary arcade experience.

The Verdict

The latest *FIFA* signing is far fitter and more skilful than previous bench-bound counterparts. A Galactico in the making.

8.9//10

PREVIOUSLY: Preview – Issue 34
COMING SOON: Hints – Issue 36, Live review – Issue 36

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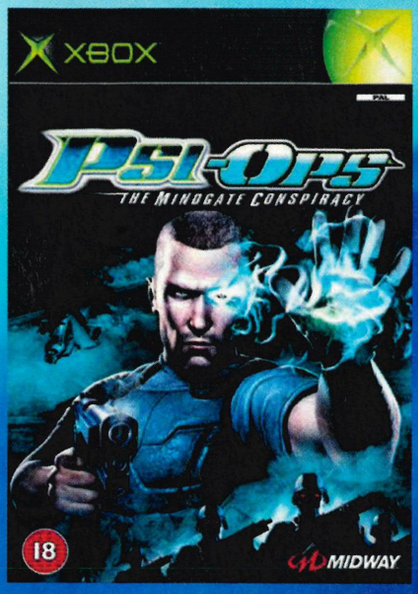

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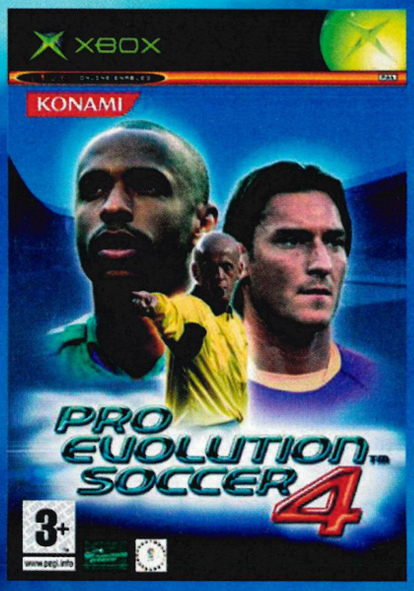

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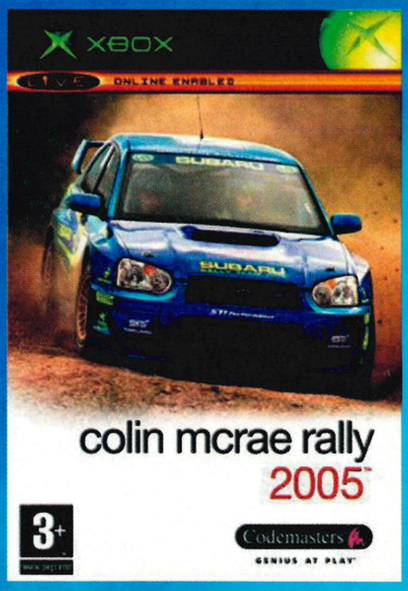

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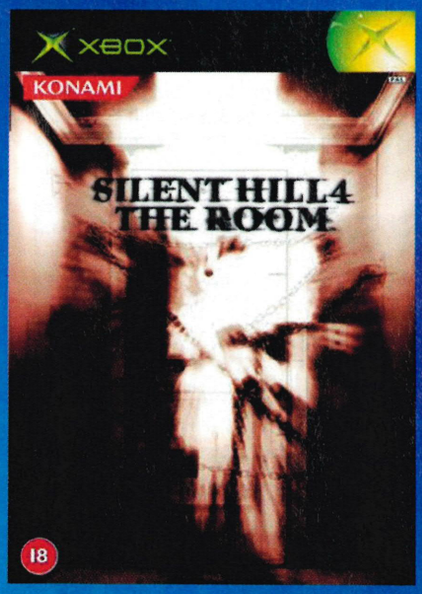

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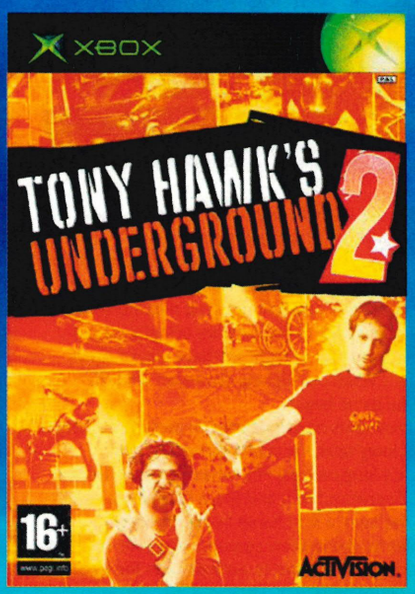

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Official Xbox Magazine ELITE

Official Xbox Magazine GAME OF THE MONTH

↑ Using the intuitive shooting techniques of *PES4*, slot one home and revel in the glory of the finest footy game ever made.

Pro Evolution Soccer 4

Darwin didn't predict the soccer species coming this far

Words: Andy Irving

Dev: Konami	Pub: Konami
Players: 1-4	Live: 2 players
Release: 04 Nov	
http://uk.konami-europe.com	

TAKE A LONG, deep breath. Go on. Smell anything? Freshly cut grass? Deep Heat rub? How about the stale odour of sweaty socks? Memories of school changing rooms and Games teachers who followed you into the shower take us right back to the days we actually played football. Some of us might not have played since, but that's when our lifelong obsession with the beautiful game began.

Developers have long tried to capture the holy grail of footy titles – accurate gameplay, and Konami's long-running *PES* series (formerly known as *ISS Soccer* on SNES and Mega Drive back in the '90s) has been a firm home fixture on Sony consoles for the last few seasons. However, the local lad done good is about to explode onto the transfer market once more. Yes, *Pro Evo* is moving on to bigger and better things, signing on the dotted line and making its Xbox and Xbox Live debut.

Realistic player animation has long been the key to an authentic footy experience, and luckily *Pro Evo* delivers like a perfectly weighted cross-field ball straight to the feet of bang-on accuracy. We could harp on about intro sequences of various games all day long, but like a shockingly good pre-game show, *PES4*'s opener is something to behold. Rendered players running, moving, shooting and heading, all in an unbelievably realistic manner? Yes please! More than just preceding eye candy, this really sets the tone for an incredible footy experience. In-game, every pixellated little prima donna moves exactly like they would in real life, incorporating all the physicality of running, shooting, heading and tackling. Tons of great additional little touches elevate *PES4* far above the jostling competition too. Just check out the way two players competing for the ball try to shoulder each other away, and failing that, pull each other's shirts until one goes down.

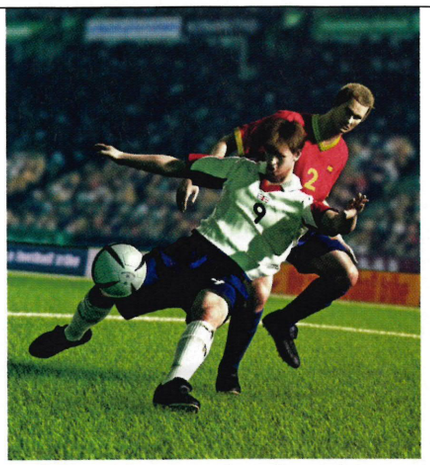
Getting to grips with these new skills, even for *PES* pros, is made easier than ever with the great new training modes (see Training Day, page 065). Free training allows you to take your team around a pitch without worrying about any competition, whilst Situational training allows you to hone dribbling, passing, shooting and moving off the ball. Even if you consider yourself a dab hand at the previous *PES* titles, it's well worth putting it in pre-season with this mode to gain the upper hand on unsuspecting mates.

And that's part of the beauty of *PES4* – the game can be played as casually or as deeply as you like. First-time players can quickly master the »»

Bonus info

GO FOR THE JUGULAR
Instead of merely covering their prized family jewels, as was tradition when faced with a free kick, players in a wall now follow UEFA directives. Check out the way they realistically cover their throats as well. Not that footballers are the most talkative people.

↑ Use Sprint to beat players to the ball, then tap Pass to flick it on.



↑ Every player moves with startling realism.

THE SLIGHTEST TOUCH
Scoring goals the easy(ish) way

MASTERING THE use of deft little flicks and touches is vital if you're going to challenge one of the very competent computer AI teams. Make full use of the wide range of controls to shoot your way to success.

1

↑ Crespo's got his back to goal when he receives the ball. Use the Right thumbstick and Black skills button to turn round the defender.

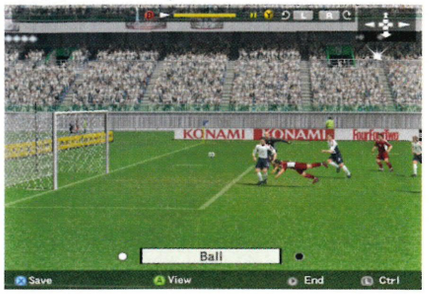
2

↑ You've got space, so open up using the sprint button (R trigger) to dash clear of the defender. Be liberal with its use or you'll lose possession.

3

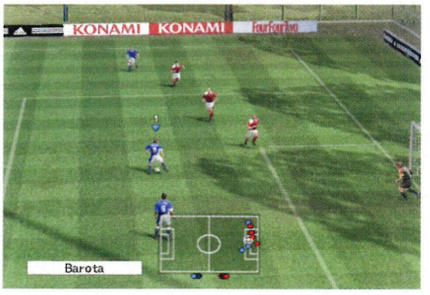
↑ The keeper's coming out, but keep a cool head and calmly slot the ball underneath his sprawling body. Eat my goal dust, goalie!

↑ James gets lobbed from 40 yards. Sea-man!!



↑ Diving headers look incredibly spectacular.

↑ Go easy on the power meter for placed shots.



↑ Tap the Right trigger to perform ace dummies.

↑ Henry heads, and amazingly, James manages to claw it over. That doesn't happen very often...

Bonus info

ON THE BOUNCE
A valuable skill to practise in the ace Training mode is how to perfect your Drive shot. Catch the ball at just the right moment on the half volley, and you'll be banging in 40-yard wonder goals in no time.

SHIMMY SHIMMY Y'ALL
As a striker, when faced with a one-on-one situation, players have a couple of options available. Either sprint past the advancing keeper with a tap of the Black button, or press Shoot (X) then quickly tap Pass (A) to

cancel it. The end result is a fancy little feint, which leaves a stranded keeper and an open net.

↑ Watch your superb strikes from tons of different angles. Back of the net!

»» rudimentary basics of dribbling, passing and shooting, thanks to the intuitive controls coupled with a well-measured learning curve - and translate them into fast and flowing gameplay. Spend some extra time with *PES4* however, and a whole stadium's worth of deep and complex tricks, shimmies, stopovers and variations on your regular shot are at your fingertips.

If close rival *FIFA Football 2005* (see review on page 058) is the pretty boy David Beckham of the genre, then *PES4* boasts somewhat uglier, yet infinitely better, Rooney-esque playability. The facial features of players in *PES* look nowhere near as detailed as in *FIFA*, and the overall rough and ready look of the game can't compete with the delicate finesse of EA's title. Not all European players are licensed (the German and Dutch players boast comical doppelgängers), and English Premiership clubs once again are substituted for geographical guises. The front end menu is trademark Konami; simple, ungainly text with minimal presentation.

However, if you're a keen aficionado of football titles, accurate gameplay wins hands down over metrosexual mannerisms any day of the week. And win it does, because Konami has managed to produce the most realistic and authentic football simulation ever to grace our television terraces. Because of the true to life nature of the game,

"The beauty is it can be played as casually or as deeply as you like"

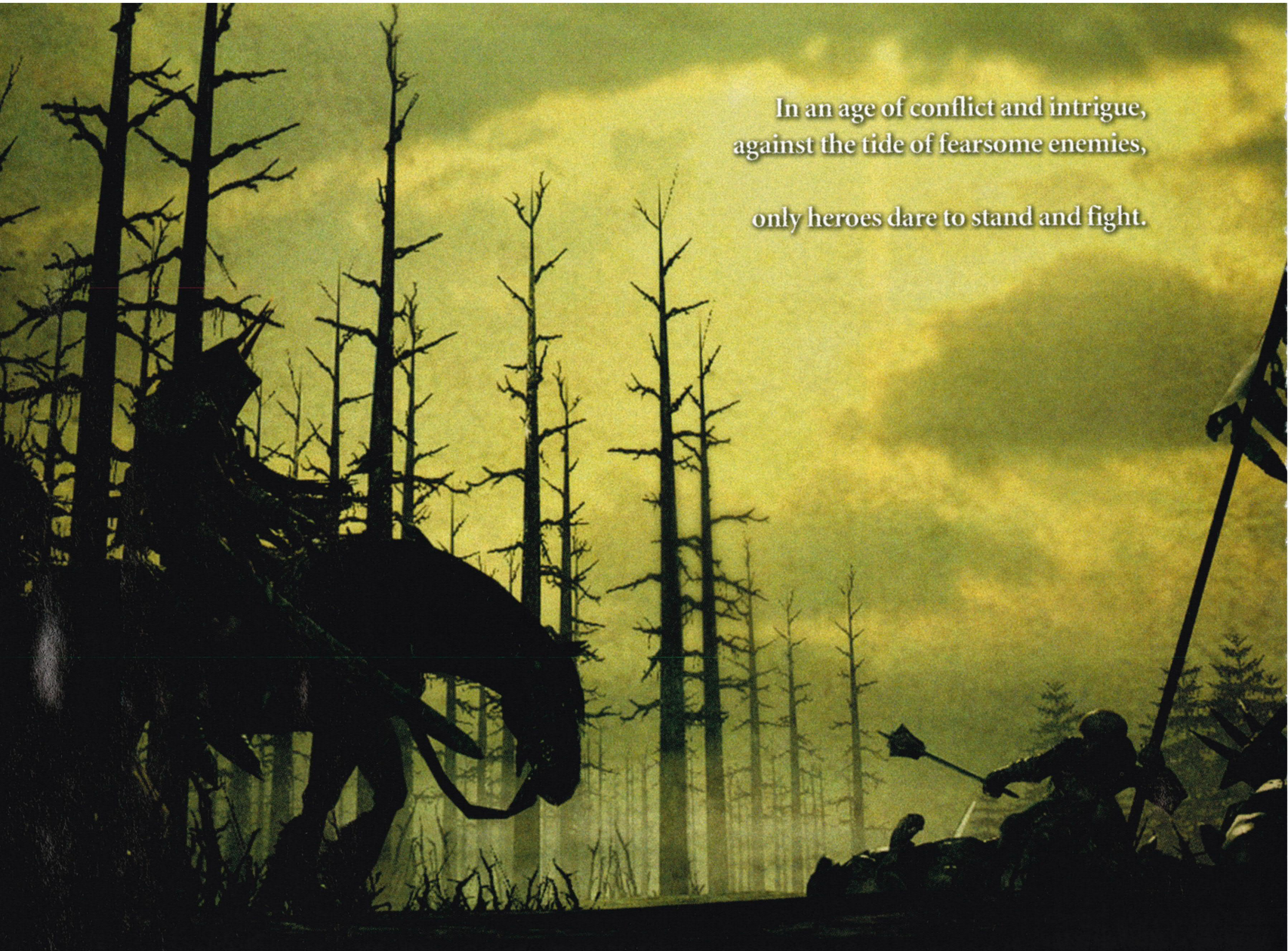
»» you've no choice but to really think about playing just as you would a real game of football. Playing one-twos, and constantly giving your team-mates a viable angle, is just as important as creative movement off the ball and tracking back with attacking strikers.

Astounding ball physics help this no end - and the way players react to awkward bounces is breathtakingly accurate. Wayward touches, along with wince-inducing shot deflections, really affect the flow of the game for the better. And on the subject of a steady flow, passing has evolved into a finely balanced mix of highly accurate short balls and looser, ambitious longer balls. Shooting is still initially easy to get to grips with for simple placed shots, yet chips, long drives and free kicks will take an age to completely master (see The Slightest Touch, left).

Your AI team-mates are surprisingly on the ball too. Displaying a massive range of movement, they'll frequently make intelligent runs off the ball, either into space or to draw defenders across goal. They're not too shabby at tackling either; switch from controlling a player near the ball to cover that forward making a surging run into the box, and those near the ball will still brilliantly track back and try to challenge the attacker.

Admittedly gameplay is more weighted towards attacking play than previous titles (again, like *FIFA Football 2005*), with through-balls, always a bit of a gamble in *PES3*, now almost guaranteed to split defences and reach the feet of strikers »»

ON FORM: MAKING A SUB MID-MATCH IS NOW EASIER THAN EVER. INSTEAD OF GOING THROUGH THE PREVIOUSLY CLUNKY FORMATION MENUS, ZIP STRAIGHT THROUGH THE CHANGE PLAYER OPTION INSTEAD.



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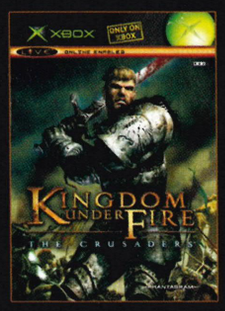

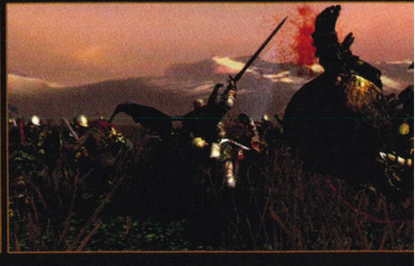

OFFICIAL XBOX MAGAZINE 8.9/10

"21st century strategy gaming has truly arrived on the Box with Kingdom Under Fire: The Crusaders..."

XBOX GAMER 8/10

"A fantastic game. Looks stunning and full of hidden depth."

XBOX WORLD 8/10

"Tactical and deliciously epic in scale."

XBM 8/10

"One of the very best console games of its kind."

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Bonus info

CONTENTIOUS DECISION
Although the offside rule is applied thoroughly throughout *PES4*, the linesman's decision often comes at the last moment - just like in real life. We loved the way after threading a through ball to a pouncing striker, they'd score and run off to celebrate, only to stare back at the camera with a mixed look of confusion and disappointment when the goal is disallowed. Just don't try and explain how it works to your girlfriend...

THE EYES HAVE IT
Referees have a physical presence in the game this time round, and are obviously the target of player appeals after a contentious decision. One guy who'll take no nonsense however is the menacingly looking Pierluigi Collina - he's the best referee in the world and one of the official faces of *Pro Evo 4*.

SAY WHAT?
Accurate commentary is always hard to pull off in a footy title without appearing sporadically comical and repetitive, but *PES4* does the best job we've seen yet. Peter Brackley does a stirling job on the mic, and sarcastic asides and opinions are offered from the ever-sardonic Trevor Brooking.

TRAINING DAY Putting it in pre-season

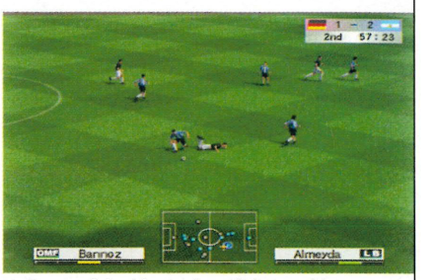
BETWEEN RANDOM bouts of shopping at Dolce & Gabbana, 'conversations' with supermodels and fleeing from hotel rooms (sunglasses on), footballers do actually work pretty hard on the training ground. Here are just three exercises to make you a world-class *Evo* player.

↑ **Practise Free kicks in Challenge mode. Hit the target and score points to progress.**

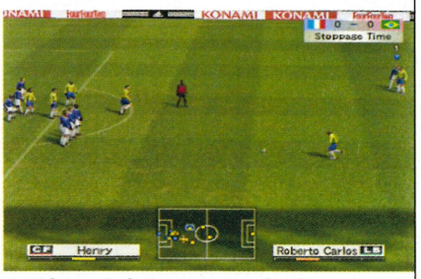
↑ **Keep possession against defending opponents. Hold those triangles together, boys.**

↑ **Dribble your way through the cones in the quickest possible time to score points. Not easy.**

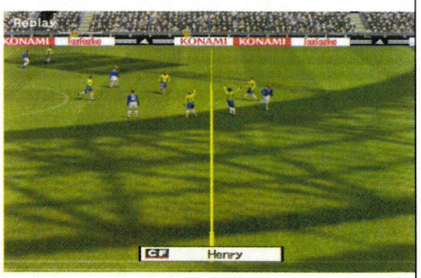
↑ **Didier Drogba deftly chips the keeper (L trigger + shoot). Guess he was worth 24 million after all...**



↑ **Be careful with careless sliding tackles.**



↑ **Roberto Carlos runs up to unleash.**



↑ **AI defences: great at playing the offside trap.**

> "The ball physics are astounding - the way players react to awkward bounces is breathtakingly accurate"

»» bearing down on defences. Tackling is tricky to master, but the choice of either rash, sliding tackles or intuitive pressing techniques are fantastically realistic. Players sprint uncharacteristically fast as well, but again this emphasises the more arcadey, high-scoring nature of the game.

↑ **The young midfielder Robbs one back for Chelsea.**

Aside from numerous single-player leagues and tournaments, *PES4* roars off the bench and smashes home its confirmation as the leading strike force of multiplayer sports titles. We've never had so much fun jostling around with three other sweaty men, and the enjoyment factor is amplified exponentially when three mates join in for some hotly contested action. Elevating this above the norm however, is the fantastic inclusion of Xbox Live. It's taken EA several seasons, but Konami has launched an all-out online attack, and *PES4* pounces on this teasing through ball of playable possibilities and hammers home a sure-fire winner. Gameplay should remain as smooth and silky as the offline modes, meaning Sky Plus is left back in the changing rooms as *PES4* comes right back to deliver the most scintillating form of interactive soccer entertainment around.

Chances are if you're a fan of football titles, you'll have played the *Pro Evo* series at some stage. Let's face it, it was the only acceptable reason to still own a PlayStation 2. But now Xbox's new signing has made such a convincing home appearance, that *Pro Evolution Soccer 4* has finally found its perfect strike partner. Lace up your boots for the most immersive, accurate, and moreover fun footy title ever made. Liquid football.

The Summary

PRO EVOLUTION SOCCER 4 THE FACTS YOU NEED TO KNOW

1. Fast and flowing gameplay make this the most accurate and authentic football simulation to ever grace a console.
2. Astounding player movement and superbly realistic ball physics make this a hugely immersive experience.
3. Massive range of moves to learn. Master the basics, and then spend an age discovering the joys of every little flick, feint and dummy.
4. Coupled with a brilliant same-screen multiplayer, Xbox Live play will elevate this to Champions League status as far as online games go.
5. Presentation is not up to the slick standards of *FIFA Football 2005*, though when the gameplay is as good as this, it barely matters.

The Verdict

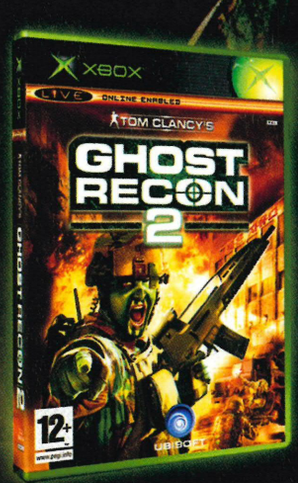
Sure to win hordes of new fans on Xbox, this is the most authentic footy experience available.

9.4//10

PREVIOUSLY: First look - Issue 33
COMING SOON: Hints - Issue 36, Live review - Issue 36

COUNTER-PRODUCTIVE: PES4 FEVER HAS SWEPT THE OXM OFFICE THIS MONTH. WE'VE ALL BEEN PLAYING IT SO MUCH, 'LUNCHTIME' SESSIONS HAVE BEEN KNOWN TO RUN UNTIL 4PM!

SOME GHOSTS ARE FROM THE AFTERLIFE.
SOME SEND YOU THERE.



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↑ When your mortal buddies bite the dust, ditch human vehicles for more powerful Skynet tanks.

Terminator 3: Redemption

He Will. Not. Stop. Ever. Until all other videogames are dead

Words: Andy Irving

Dev: Paradigm	Pub: Atari
Players: 1-2	Live: None
Release: 17 Oct	
www.t3game.com	

IF YOU BELIEVE in the law of diminishing returns, then the second movie tie-in from a very average film should be a big disappointment, right? Well, of sorts, though just like the desperate endo-skeleton at the end of the first *Terminator* movie, *Redemption* makes a damn good fight of it.

The futuristic action kicks off with a reprogrammed Arnie fighting for the human resistance against the mighty Skynet. And kick off it does, because *Redemption* allows Arnie to flex his mechanical muscles and indulge in some seriously slick fighting. The on-foot action is satisfyingly violent and hectic, making for a very entertaining third-person blaster. The auto lock-on function means charging through waves of Terminators and Skynet vehicles is a riot, so put your CPU-powered brain on hold for some great, thought-free blasting.

However, our unfeeling friend doesn't boast a hefty combo list for nothing, so get up close and personal with the murderous mechanoids and put the boot in. Or fist. Or any object that comes to hand in fact, because street signs and other assorted debris are all fair game to try and quell the rise of the machines, and it's brilliant fun smashing your way through the aluminium armies.

If you played our *T3: Redemption* demo way back in Issue 28, you'll know the game involves a fair bit of vehicular action, and here's where events really start to go off. Each mission usually requires some kind of pursuit, and one of your human allies will either rock up with a suitable vehicle, or public vehicles will be on hand to be 'commandeered' in Arnie's own inimitable way. The controls (the Left thumbstick moves and steers, whilst the Right thumbstick separately aims your weapon) are a bit tricky to get to grips with, and may feel alien to anyone familiar with the more intuitive controls of, say, *Halo*'s Warthog.

The graphics may look a bit dated now, but at least the action never lets up for one second, and provides an absolutely mental, balls-out gaming experience. Tons of enemies and huge explosions are thrown at players at a breakneck pace, and really make for an exhilarating time. Trust us, using force is the only way to safely navigate the environments when bridges are collapsing, buildings are exploding and everyone's trying to kill you. Upgrade points are awarded for completing a mission within a set time limit too, again encouraging speedy, scintillating gameplay.

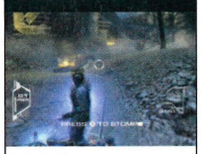
That said, the later, purely driving-based levels set in the present day do drag their impressive predecessors down a bit. Modern-day man's vehicles limp weakly behind the futuristic might of Skynet tanks, and feel slow and sluggish. Shortcuts are the only way to successfully chase down the fleeing T-X but, because of their obscure nature, victory is dependent on memorising an exact route after some very frustrating trial and error gameplay.

But don't get us wrong; *T3* is full of neat little touches. Arnie's trademark 'Scan' vision is fully customisable, (charge time, damage infliction etc), and its kill-enhancing nature means you'll be spending more time in the red than Nick Leeson.

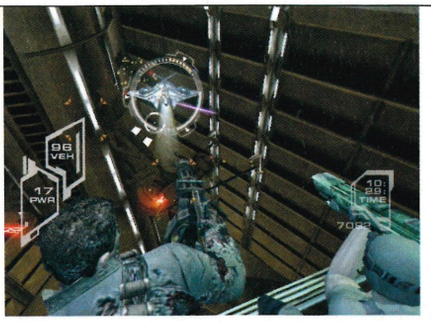
A solid shooter that's only let down by rudimentary presentation and frustrating driving levels, *Redemption* does go some way to redeeming the reputation of *Terminator* tie-ins.

"Smash your way through the aluminium armies"

Bonus info



STAMP OF APPROVAL
Certain combos will tear power cells from advancing T-800s and enable them to be used as grenades, whilst others let Arnie stamp on the fallen robots and use the resulting burst of electricity to recharge their own power supplies – encouraging you to really mix up the blasting and bashing action.



↑ Descend all the way down Skynet's deep shaft.

↑ The coolest way ever to reload a shotgun.

↑ Driving and blasting is initially tricky to master.

↑ Use your enhanced vision to pick out targets.

The Summary

TERMINATOR 3: REDEMPTION THE FACTS YOU NEED TO KNOW!

1	Absolutely ballistic vehicular combat. There's so much going on it's gonna make your eyes bleed.
2	Players are encouraged to use a great mix of on-foot blasting and hand to hand combat.
3	Punishing trial and error gameplay, especially during later driving missions, resulting in frequently replaying entire levels from the start.
4	Action and excitement-wise this is bang on the money, though poor graphics look decidedly last-gen.
5	After the umpteenth run/shoot/hop aboard a vehicle scripted mission, gameplay does become rather repetitive.

The Verdict

Ignore Arnie, remove your CPU chip and indulge in some mindless, repetitive blasting. We're sure he'll be back.

7.0//10

PREVIOUSLY: Demo – Issue 28, Preview – Issue 33
COMING SOON: Hints – Issue 36

38 WEEKS OF VICTORIES, DEFEATS, HIGHS AND LOWS, JUBILATION AND DESPAIR

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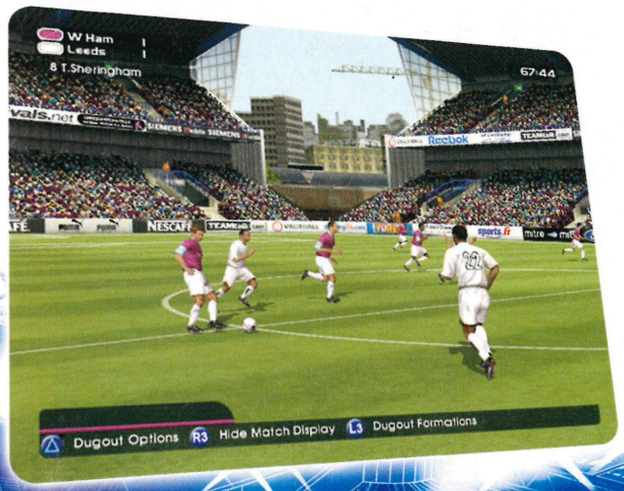

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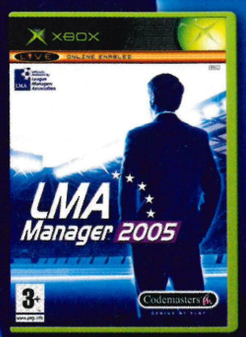

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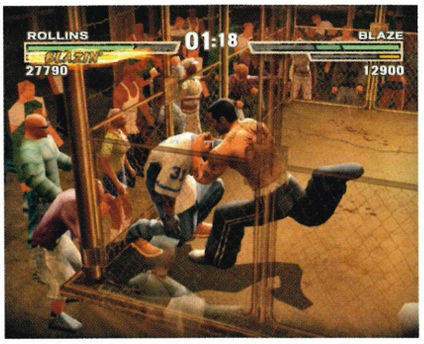
↑ Grab bottles and weapons from the audience and you're pretty much promised a knockout.

↑ Different techniques lead to different kills.



↑ Kneeing someone is brutal but very effective.

Official Xbox Magazine ELITE

ON THE DISC

Def Jam Fight For New York

Hands up who wants to see Lil' Kim wrestle Carmen Electra?

Words: Ben Lawrence

Dev: EA	Pub: EA
Players: 1-4	Live: None
Release: Out now	
www.defjamfightforny.com	

HERE WE ARE, standing in front of a mirror in our pants. We're looking fine. We've got enough bling wrapped round our neck to make a novelty skipping rope, and just beyond our crib Ghostface, Ice T, Joe Budden, Lil' Kim, Ludacris, Method Man, Redman, Sean Paul, Slick Rick, Snoop Dogg, Xzibit, Elephant Man, Busta Rhymes, Carmen Electra and just about all the other live and kicking R&B stars are queuing up to crack our skulls open with a lead pipe. Hell, we wouldn't be surprised to see Tupac and Biggie kicking up a *Thriller* vibe and shuffling down the street waving about a detached limb or two.

Def Jam Fight For New York is one badass sonofabitch game, a wrestling title melded with the best bare-knuckle action and all-out fat-tongued trainer action you can squeeze on a disc. It's a fully customisable scrap, and once you enter the various arenas there's every chance you'll either come out ruler of the NYC underground or in easy to manage, bite-size pieces.

Once you've designed your fighter (the range is near limitless, with thousands of goodies, jeans, trainers, tops and haircuts to unlock), you unleash his kicky-punchy-headbutty fury on the stars. Henry Rollins (your personal trainer) teaches you up to three combat disciplines from street fighting, kick boxing, martial arts, wrestling and submission fighting, which you can then blend together to form your own hybrid moves and styles. Build up enough wins, using enough variety in your attack, and you'll be rewarded even further with new killer moves and a greater array of cloth to stick on your already weighed-down hangers.

You can tell *Def Jam* stems from the world of WWE thanks to the co-operation between EA Canada and wrestling specialists AKI, as the fighting (especially the four-man brawls) feels more Hulk Hogan than *Soul Calibur* - but it's the slower, more deliberate pace that gives *Def Jam* its appeal. You can feel every rib crack, every bone splinter, and see every expression as smashed bottles work their way into facial tissue. It's nasty, but it's beautiful too, having taken the concept of the wrestling genre and mashed it up in such a way so as to be accessible to us heathens who don't know a clothes line from a handshake.

Stylistically, *Def Jam* is a crippling blow to lesser contenders. Lighting, motion capture, fabric textures, facial mapping - the whole shebang is frighteningly intimidating, and sucks you in like a backstreet harlot. You'll feel real ripples of dread when the likes of Ghostface step into the fray, especially since you don't know what fighting style you're up against. It's all about improvising with the scenery (heads through jukeboxes do the trick), thinking quickly about laying the best moves on your enemy, and working through a surprisingly thorough and involving campaign mode.

The fact that every R&B star has lent their voice talent to the game only serves to highlight the obvious; *Def Jam Fight For New York* has been lavished with attention and is all the better for it. Now that you've read the review, why not pop in the exclusive playable game disc and take a look for yourself? While the demo is rated 15, it should be noted that the final game will in fact be rated 18. It's as fun as it as violent. Word!

↑ If rammed into a fence, backflip over your foe then kidney punch him.

"Sucks you in like a backstreet harlot"

Bonus info

STONE THE CROWS! The leader of a rival gang in *Def Jam* is known as Crow, who's

played ably by the one and only Snoop Dogg. He dispatches random grunts every once in a while to track you down and kill you.

The Summary

DEF JAM FIGHT FOR NEW YORK THE FACTS YOU NEED TO KNOW!

1. More than 35 real-life stars all motioned-captured, face-mapped, and lending their own voices to the blend make it super-realistic.
2. The mix of fighting styles mean you'll constantly be replaying to find your favourite method of putting someone down.
3. Stunningly realised, the environments, effects and licensed music make this into one hell of a hip-hop head hammerer.
4. Fully customisable characters, from the rings on their fingers to the tattoos on their backs. This is what it was like to own a Barbie.
5. The slower speed at which the fighters smash each other may put some off, but WWE fans should lap it up.

The Verdict

A thoughtful and well-constructed brawler that isn't scared to offend - and is all the more intimidating for it.

8.9//10

PREVIOUSLY: Preview - Issue 29
COMING SOON: Hints - Issue 36

↑ 'Stevie Stevie' Gerrard blasts one under the flailing arms of Calamity James.

Club Football 2005

Diehard supporters will love it, but what about everyone else?

Words: Audley Jarvis

Dev: Codemasters	Pub: Codemasters
Players: 1-8	Live: None
Release: 08 Oct	
www.codemasters.com/clubfootball2005	

ASSUMING YOU support one of the featured teams, or can find a Continental club edition that doesn't grate against your domestic allegiances, the second season of Codemasters' *Club Football* continues to pack in plenty of club-specific content and a decent spread of game modes. And some okay football.

The best new addition this year is the Precision Trigger - a useful feature that makes your player keep the ball under close control in order to ghost past a marker or buy an extra yard. When it works it's the business. Well, better than just running straight into defenders and repeatedly losing the ball anyway. Basic passing and shooting controls are easy to pick up, with a second tier of more advanced passes worth learning for the full repertoire. You can also make a number of on-the-fly tactical calls. Passing is generally quite accurate, although receiving players occasionally refuse to move the two yards required in the event of an underweighted pass, allowing opposing players to nip in and steal the ball from considerably further away than that.

Domestic matches are played at an authentically quick English pace, so you need to think and move quickly when in possession. Fluent attacking football is encouraged and, occasionally, rewarded. Opposing teams are hard to break down though, even the supposedly lowly ones, and Xbox-controlled keepers are able to make formidable saves with morale-sapping regularity. Scoring isn't easy then. On the other hand, winning the ball back when you've lost it involves far too much shadow chasing. It doesn't look or feel like your players are getting properly stuck in when ordered to make a standing or block tackle. Since the refs remain pretty harsh, going to ground with a crunching slide tackle is a risky move - however tempting it might be. We found the most effective ball-winning method was to send in two players at once, although this tends to pull your team all out of shape after a while.

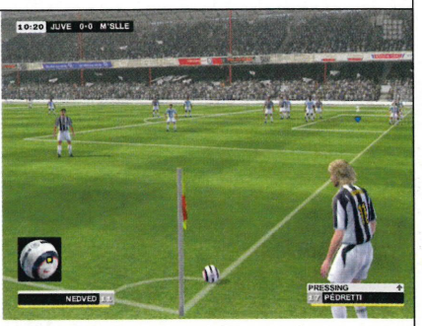
There are a couple more inconsistencies that knock the gloss off what is otherwise a fairly decent football game. The worst offender is when AI-controlled players on your side decide to make a late, rash tackle and incur the wrath of the ref - at times like this it's almost like the Xbox has decided to cheat. And when opposing players opt to skew the ball high or wide when stood in front of an empty goal it just looks plain daft.

There are over 250 teams across Europe to play and squads are all up to date with okay - but not startling - player likenesses. Stadiums are accurate enough, but the one-dimensional crowds look terrible. Be aware that when you enter a Domestic League or the Super Cup you'll have to play as the club edition you've bought, which is a bit limiting. Thankfully, you can play as any team you wish in Exhibition mode. Players you make using the Create-A-Player tool can only be played in the colours of the *Club Football* edition you've bought; they can't play for other teams. Oh, and the new game engine doesn't yet support Xbox Live play, so you'll need another person in the room if you want to play against real opposition. Although a good game in its own right, *Club Football* is destined to appeal primarily to diehard supporters of clubs in the series, rather than everyday football fans.

"A spread of game modes and some okay football"

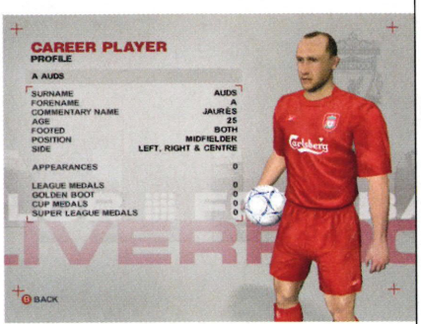
Bonus info

CITY LIMITS
If there isn't a Premiership club edition in the series that you like, try going Continental. Euro teams include Real Madrid, Juventus, Paris Saint Germain, Bayern Munich, AC and Inter Milan, Marseille, Barcelona and Ajax.

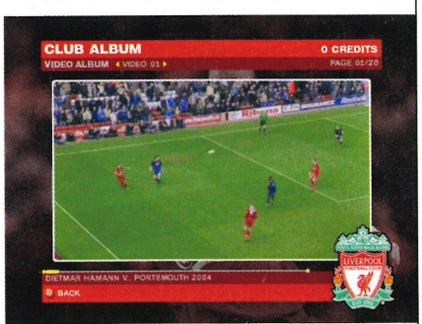


↑ Nedved gets ready to loft one in for Juve.

↑ United's defence comes up short. Again.



↑ Create your own likeness for the first team.



↑ Spend your credits on classic club videos.

The Summary

CLUB FOOTBALL 2005 THE FACTS YOU NEED TO KNOW!

1	Stacks of club-specific content, but it's a shame you can't play through either the Domestic League or the Super Cup as another team.
2	The Precision Trigger is a welcome addition that puts more skill into rounding defenders or freeing up space to get a cross in.
3	Fast, mostly fluid gameplay with plenty of tactical options. AI inconsistencies occasionally spoil the samba football party, though.
4	Creating a player for your favourite team with Career Player is a nice touch, but nothing that hasn't been done before.
5	Players display some useful moves and clever footwork, but their likenesses are at best average. Crowds look terrible.

The Verdict

Boasts some cool new tricks, modes, and goodies for the fans, but it's not quite up there with the big boys yet.

7.5//10

PREVIOUSLY: Preview - Issue 30, Gallery - Issue 33
COMING SOON: Hints - Issue 36

AUDERE EST FACERE: THE TOTTENHAM MASSIVE OWEN AND PHIL WERE ABSOLUTELY OVER THE MOON THAT CLUB FOOTBALL 2005 BOASTS AN ALL-NEW SPURS-SPECIFIC GAME. MAKE THE MOST OF IT THOUGH BOYS, THE VIRTUAL LEAGUE IS ALL YOU'LL WIN THIS SEASON...

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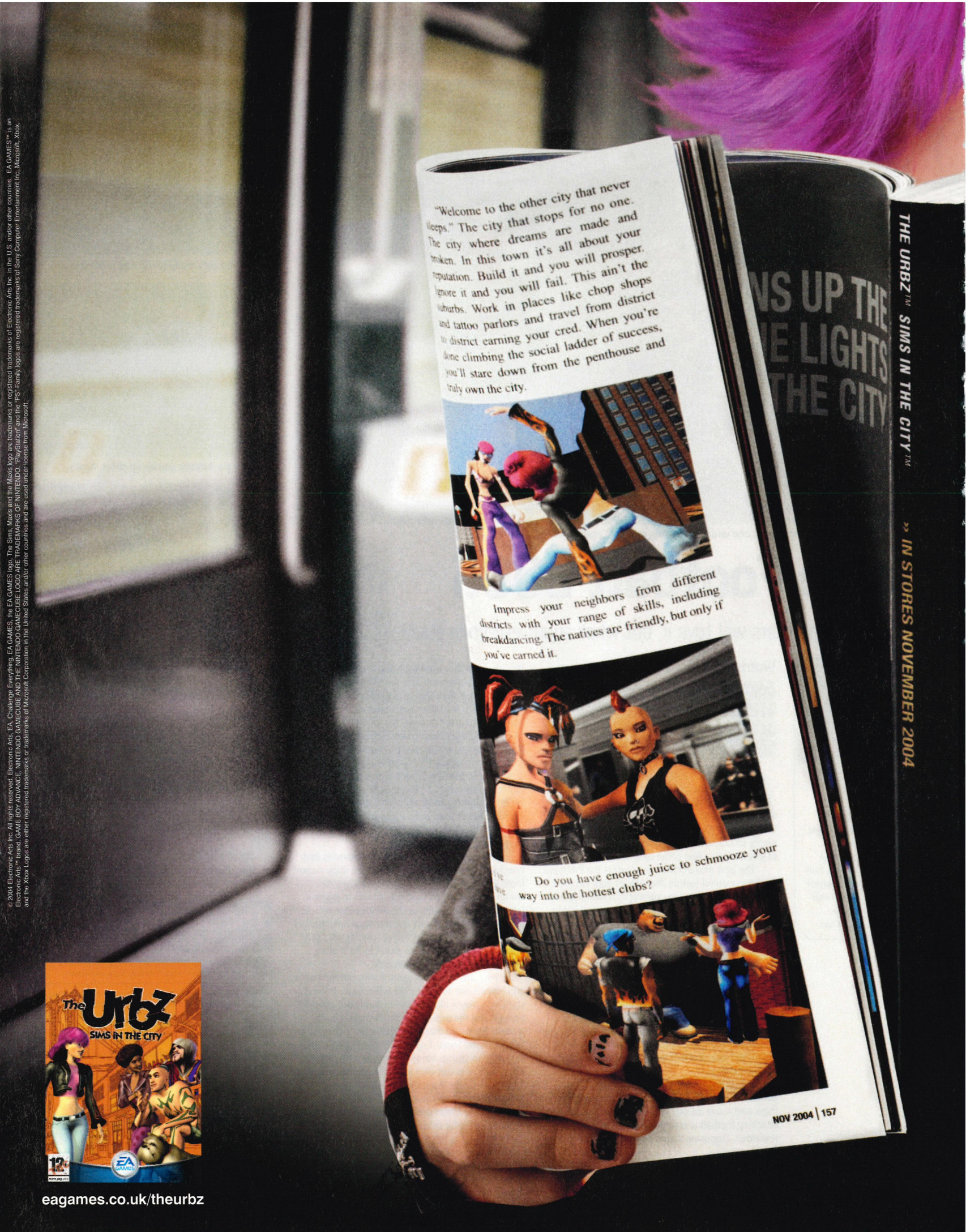

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Future Tactics: The Uprising

A turn-based ruckus voiced by Cockney barra' boys

- Dev: Warthog
- Pub: Koch Media
- Players: 1-2
- Live: Aware
- Release: Out now
- www.future-tactics.com

Words: Ben Lawrence

TURN-BASED strategy games - love 'em or loathe 'em, one thing you won't be is indifferent. Thankfully, we're suckers for a little turn-based skulduggery - just so long as there are enough weapons, the camera never obscures the gameplay, and the maps you fight in are designed with strategy in mind. If all three of those points are met, chances are you're onto a winner. *Future Tactics: The Uprising* has just scored a hat trick.

A merry band of drifters has been uprooted from its home because of an alien horde and, between bouts of selling pegs and trotting about the country like gypsies, they form a resistance. Armed with individual weapons, each has a unique strength - be it sniping, explosives, stealth etc.

All the maps (ranging from disused mines to snow-covered glaciers) are fully destructible and, unlike *Worms 3D* (Issue 22, 7.3), if you dislodge a boulder or wall and an enemy is below, they'll get a wallop, often ending up in a sticky mess or a whopping great crater. More often than not there'll also be a lead alien thrown into the fray, who'll target you and who you'll need to dispose of. Expect anything from a catapult high on a hill pelting your encampment to a laser-wielding crab - a fishier but no less intimidating enemy.

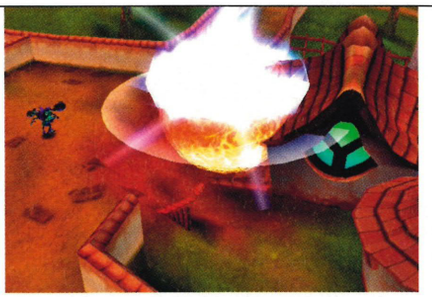
↑ Easy kills. They carry explosives with them!

Although *Future Tactics* doesn't quite have the humour or breadth of *Worms*, and the multiplayer game isn't as all-encompassing as it should be, the campaign mode is quite endearing (even if the voice talent is god-awful), and the *Trumpton* visuals are sweet, if somewhat last-gen. If you're a sucker for turn-based games then prepare for a game that will sate your appetite. Otherwise you may want to hold out for *Worms Forts Under Siege*.

Bonus info

PEEK-A-BOO

When in built-up areas you can actually blow the roofs off houses. Inside you'll not only find power-ups and goodies, but shelter from the stream of enemy bullets.



↑ Launch a grenade and watch the carnage.

"The Trumpton visuals are sweet but last-gen"

↑ The environments are completely destructible.

The Verdict

A cute take on turn-based games, with enough scope and design to hook in fans of the genre. *Worms* is better, though.

7.0//10

NHL 2005

An 'ice' improvement or a 'rink' outsider?

- Dev: EA Sports
- Pub: EA
- Players: 1-4
- Live: 1-2 players
- Release: Out now
- www.easports.com

Words: Ben Lawrence

PERHAPS THE biggest new feature for this year's ice hockey outing is the inclusion of Live compatibility. Not only has this lead to EA launching an interactive Ice Hockey World Cup (EA's forte this year with the online footy equivalent in *FIFA 2005*), but it also means we'll have a wealth of superior challengers to puck around with. This essentially adds months to *NHL 2005*'s appeal, and will turn the already feverishly loved title into a true competitive tussle.

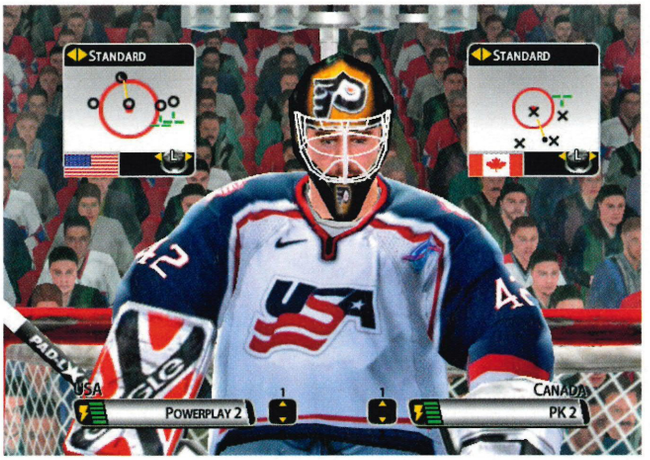
The game itself now features a new play-calling system which allows you to choose offensive and defensive face-off strategies every time the whistle blows. There's also an improved roster of dummy shots and tricks, including the chance to 'saucer' the puck away from the net and pass it back to a fellow offensive player, enabling you to score without warning. And, of course, if you're getting your head kicked in, you can call in assistance from a team-mate who'll either swipe in to break up the scuffle, or, fists flailing, will join you in the brawl.

Needless to say, the entire NHL line-up has been thoroughly updated to coincide with the actual leagues, and there are even fun additions such as the Free-4-All sessions that see four players fighting it out to score a golden puck. One goalie has to defend a single net against four guys all eager to put their slate over the line first.

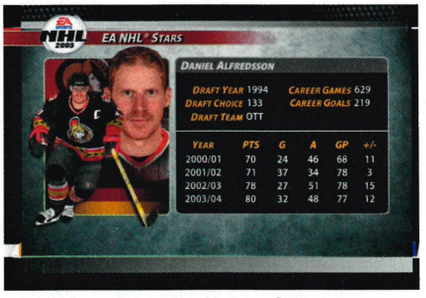
Stuff like this is hardly imperative to the success of the game, but the more EA crams into every update of the franchise, the better. But it's Live that counts, and we could be looking at the beginning of ever-expanding things in that direction. Be warned though, the majority of *NHL 2005* gamers online will be American and Canadian. You might get your ass whipped.

Official Xbox Magazine ELITE

↑ Slam home a goal and the crowd will go wild.



↑ Think you can get a puck past him? We'd like to see you try.



↑ All this year's stats are up and accurate.

The Verdict

The standard annual update, except this time it's got Live. The world of ice hockey just got a lot more exciting.

8.9//10

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↑ All girls are brazen hussies at heart, so knock up a potent Panty-Peeler to loosen their inhibitions.

ON THE DISC

Leisure Suit Larry: Magna Cum Laude

Smut and mini-games with a hint of American Pie

Words: Andy Irving

Dev: High Voltage	Pub: Vivendi Universal
Players 1-4	Live: None
Release: Oct 04	
www.leisuresuitlarry.com	

THERE COMES A time in every boy's life when he has to make the transition from testosterone-fuelled teenager to masculine maturity. Larry Laffer was a lecherous legend and star of numerous PC adventure titles, so who better then to guide his nympho nephew through the carnal calamities of college life?

The basic premise is simple. Larry Jnr, loser and lothario in equal measure, must attempt to pull as many cute girls as possible, ultimately appearing on reality dating show 'Swingles'. There's a whole bevy of beauties for Larry to get intimate with, but put your tongue back in your mouth because *LSL* has more cheese than Tesco's dairy counter. Littered with a hilariously naughty narration and dirty dialogue, this is toilet humour at its very best - crude, lewd, but very, very funny - sure to strike a chord with the majority of the games-playing demographic.

LSL accomplishes this through all manner of mirth-filled mini-games. Talking to girls is the best starting point, and you'll need some silky schmoozing skills to progress. Every guy gets hot under the collar when talking to chicks, so keep Larry's raging hormones under control by manoeuvring Larry's little tadpole (yep, really) through a minefield of gaffes, gripes and gas emissions, all of which lower your appeal to the girl in question. Think *Space Invaders* with sperm. In a great comic touch, hit one of these hazards and the conversation will change, mostly for the worse, so stay away from the ones shaped like parts of the female anatomy. Seriously.

Groovy gals like nothing better than dancing, so when they invite you to a little bump and grind, Larry's got to prove his mettle. For the dancing and trampoline games, simple rhythm is all you need. Hit the right buttons at the right time, as they pass through the relevant icon - just like a pornographic *Parappa The Rapper*. Frustratingly though, the game is slow to recognise each button tap, resulting in annoyingly difficult later, faster levels. When all else fails, alcohol is a great method for bedding girls, so challenge them to a game of 'Quarters'. Another great touch to the game is the more drunk Larry gets, the harder it is to aim.

LSL stays true to its adventure/RPG roots, and involves a hefty bit of exploration and conversation. Players get to explore progressively bigger environments as you unlock areas off campus. There are loads of characters to interact with too, most providing helpful advice or selling something that will aid your current objective. They'll buy snaps from you too, if your pervy pics (mainly of breasts and bums) are up to their standards.

Factor in the multitude of other mini-games on offer, and *LSL* does provide a hefty bit of entertainment. That said, the sum of its parts doesn't quite amount to the great game it should be. There's just something missing from the end result, and though the pleasingly simple gameplay is great fun in short spurts, *LSL* hasn't quite got the stamina for any schlong-lasting appeal.

Bonus info

BREAK THE SEAL
After taking part in drinking games Larry will more than likely be very intoxicated. To increase your co-ordination, buy a cup of coffee or relieve yourself in a public place, though doing this reduces your confidence meter.

↑ Squirt your juice over girls' breasts.

↑ Cut the cheese in a dapper-looking suit.

↑ Alcohol blurs the size of your massive head.

↑ Crank calls are fine till Court injunctions start.

The Summary

LEISURE SUIT LARRY: MCL THE FACTS YOU NEED TO KNOW!

1. A fantastic sense of toilet humour keeps the giggles coming thick and fast, and make this one of the most comical Xbox titles around.
2. Tons of different mini-games to get involved in, though the objectives are similar and repetition sets in very quickly.
3. Large environments are progressively unlocked, and there are loads of (albeit peripheral) characters to interact with.
4. Later levels of timing-based mini-games quickly become infuriating due to the poor button interface.
5. Despite the multitude of tasks on offer, the game seems to lack any real substance, and it's hard to really identify with the lead character.

The Verdict

Though one of the most unique Xbox games out there, *LSL* needs more than a jar of Viagra for any lasting appeal.

7.4//10

PREVIOUSLY: News - Issue 30
COMING SOON: Hints - Issue 36

NOW WHO'S KING OF THE CASTLE?

Lay siege in the first Worms game where you race to build huge forts amassing vast arsenals of crazy weaponry. Unleash hell in an attempt to crush your worthless opponents across 4 ancient eras. It's either conquer or be conquered!

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↑ The Wyrd Sisters' *YMCA* routine always went down a storm at the Monster Mash.

Ghost Master: The Gravenville Chronicles

Bust 'em? Nah. Rent 'em? Maybe. Master them? Definitely

Words: Andy Irving

- Dev: Sick Puppies
- Pub: Empire
- Players: 1
- Live: None
- Release: Out now
- www.ghostmaster.com

GHOSTS ARE GREAT. If it wasn't for the deliciously trashy *Most Haunted*, the lovely Yvette Fielding would probably be working in her local Tesco, wallowing in a pool of self-regret. And now we've firmly crossed over to the other side with *Ghost Master* and its ethereal army, intent on scaring mere mortals out of their wits.

You know the deal. Troublesome teenagers foolishly meddle with a Ouija board and awaken all manner of nasty ghouls and ghosties. Vincent Price obviously couldn't do the narration but his vocal doppelgänger provides an entertaining and wickedly camp commentary, perfectly encapsulating the real sense of fun that menacingly hovers around. Double entendres abound, mainly concerning scantily clad Frat girls.

Players must solve simple puzzles and challenges by using strange powers to scare and manipulate mortals. The game uses a fantastic and intuitive control method, where the L and R triggers access the Ghost and Human menus, and simple commands issued via the D-pad make the complex task of controlling several ghosts at any one time a piece of cake. Your ghouls aren't the most attractive things in the world but have great poltergeist powers to scare the human inhabitants of the manor.

Chase ghosts will frighten mortals away from a room (thus shepherding them into others), Tamper ghosts affect physical objects, Attract ghosts entice unsuspecting humans into certain areas, and Resist ghosts lower mortals' spectral tolerance to being scared witless – a massive help when Mediums, Witches and Priests are thrown into the mix. Give us Grotbags over these sultry she-devils, as big black moles and shocking green hair are infinitely better than their spirit-scuppering spells.

Although you can't technically die (you're already dead), each ghost does have an energy bar that's depleted by attacks from these evil enchanters. This can be replenished by momentarily placing your spectres back into the spirit world, though neglect to do this and your ghost will be sent straight to Limbo with no dinner or TV, leaving you one (or more) ghost down for the duration of the battle. And battle it is, because you'll only get a short window of opportunity after they've launched an attack to exert your powers on the wicked witches. This turn-based combat adds a neat touch of strategy to the game, with players forced to combine the various attributes of different ghosts to defeat enemies.

The great camera allows unfettered 360° access to each environment, and although the action does get somewhat confusing with several characters often crammed into a small space, once again the intuitive controls make light work of navigating and keeping on top of your spiritual shenanigans. The enemy AI isn't all that, but then given the rudimentary nature of the puzzles on offer, it still provides a suitable challenge.

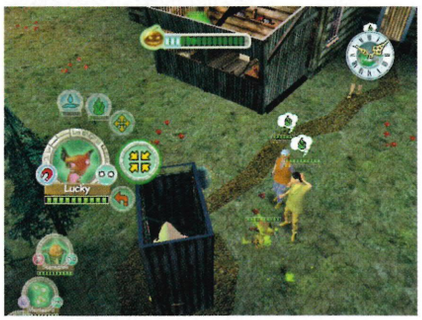
Ghost Master is a bit of an odd one. Taking a bit of everything from several genres, we're pleased to say the user-friendly result is more *Casper* than ectoplasmic glob. Spookily satisfying.

Bonus info

MAY THE POWER OF GOD COMPEL YOU...
The best way to defeat Witches and Priests is

to lower their resistance (with a Resist ghost obviously), and then after they've attacked you, hit 'em with a good old straightforward scare. Who needs guns when you can jump out from behind a cupboard?

↑ Use Tamper ghosts around electrical objects.



↑ Recycled curry scares mortals off a treat.

↑ Not tonight love, I've got a splitting headache.

↑ We could think of several ways to do that...

The Summary

GHOST MASTER: TGC THE FACTS YOU NEED TO KNOW!

1	Novel concept and absorbing gameplay make this a refreshing break from other puzzle games/god sims out there. And we like that.
2	The intriguing puzzles aren't overly complicated, but provide enough head(less) scratching to keep budding banshees satisfied.
3	A fantastically camp and cringe-inducing narrative accentuates the humorous atmosphere and fun sense of the title.
4	A great camera and an intuitive control system make giving relatively complicated commands and navigating the environments simple.
5	Not the prettiest title around. A gruesomely great intro leads into disappointingly blocky and bland graphics.

The Verdict

An innovative and addictive title that melds several genres together, and comes up wailing like a happy banshee.

7.5//10

PREVIOUSLY: Preview – Issue 28
COMING SOON: Hints – Issue 36

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↑ This disgusting blob of meat spews out hundreds of little maggots. Zap them with your torch!

Obscure

Come to Leafmore High and earn your A* in terror

Words: Ben Talbot

Dev: Hydravision & MC2	Pub: Ubisoft
Players: 1-2	Live: None
Release: Out now	
www.obscure-game.com/fr	

THANK GOD for monsters. Just imagine what the world would be like if American teenagers were allowed to run about gleefully untroubled by the threat of being eaten alive or torn limb from limb?

By asking you to keep the little oiks alive, *Obscure* defies the golden rule of high school horror, which dictates that all teens must die horribly. But there's no pleasure in watching the five heroic juveniles get slaughtered when you consider that the monsters are giant prehistoric vegetables (plus that always equals Game Over). Despite a lacklustre generic plot, *Obscure* adds some fairly revolutionary devices to the survival horror formula. Most notable of these is the 'tag team' system that means you can take a companion along with you to add some firepower and solve teamwork-based puzzles.

While the AI for your chosen companion is very competent, their trigger-happy temperament becomes a serious drain on your ammunition. Crucially though, you'll never have to worry about them getting lost or stuck on corners - their pathfinding is excellent. You can also switch characters at any time with one button press.

But what's so pioneering about this? After all, *Resi Evil 0* featured two characters simultaneously. The answer is clear when you stick another pad in port 2 and a friend takes over from the AI. Best of all, Player 2 can start and relinquish control at any point (like *Brute Force* - Issue 18, 8.5), letting you get back on with the game when he/she goes home.

With five teenyboppers to choose from, both players should be able to find a special ability that suits them. For example, Stan picks locks, Kenny can sprint and Shannon gives you verbal clues. Brilliantly, if any one of them gets their head bitten off by a monster, the game just carries on and you take control of one of the remaining heroes. Essentially, this gives you five lives to complete the game, but keeping them all alive until the end is a major challenge. There's good reason to try though, because each survivor unlocks new goodies at the end of the game, plus you get a different ending.

Excluding the team-based play, *Obscure* still falls foul of the traditional survival horror artificial difficulty. Frustratingly, your auto-targeting only kicks in when the monsters are three feet away. This isn't a problem in the confined corridors and rooms, but outdoors it's a major ammo-waster.

Equally annoying is the insistence on revisiting the same areas twice. While nowhere near as guilty as *Silent Hill 4* (Issue 34, 7.0), it's still troubling for a game of this length.

But arguably, longevity is *Obscure*'s biggest problem. Taking only five-six hours to complete (on 'medium'), it ends far too swiftly; particularly because it's very enjoyable and polished up to a beautiful shine in a graphical and audio sense. Replaying it with a friend increases the lifespan, but you'll finish it even more quickly in co-op.

This is a shame, but not one that means you should miss out on *Obscure*. It's undoubtedly a fun game and one that admirably injects new life into a tired old genre. Short but sweet.

"Each survivor unlocks new goodies at the end of the game, plus you get a different ending"

Bonus info

SUN IS SHINING
One of the most novel ideas in *Obscure* is that the monsters are vulnerable to light (weird for mutant plants). In the first half of the game you are encouraged to smash windows to let the light shine through and keep the nasty creatures at bay.

DISHARMONIC
Yank rockers Sum 41 and Span provide the game's soundtrack, along with the Vienna Symphony Orchestra. You unlock music videos for the first two groups by completing the game.

↑ There's not much left of the janitor.

↑ Hygiene standards in the canteen are poor.

↑ Spoiler alert! The last boss is a giant monster!

↑ These creeps can kill with just a few hits.

The Summary

OBSCURE THE FACTS YOU NEED TO KNOW!

1	Graphics are very crisp and the environments packed with detail and interactive objects. Plenty to do and look at.
2	Having five characters with different abilities adds a tactical dimension. It's great that the game continues even if you lose a few.
3	AI-controlled assistants work well but having a second player join you is superb fun. Inspired.
4	Using light to combat enemies is an ingenious concept but only really explored in the first half of the game (it's night in the second half).
5	The game's just too short with too many repeated locations. Not as bad as some other survival horror games though (*Resi Evil*, cough!).

The Verdict

Would have scored higher if it had been longer. Still enjoyable though, especially with the genius two-player feature.

7.8//10

PREVIOUSLY: Preview - Issue 34
COMING SOON: Hints - Issue 36

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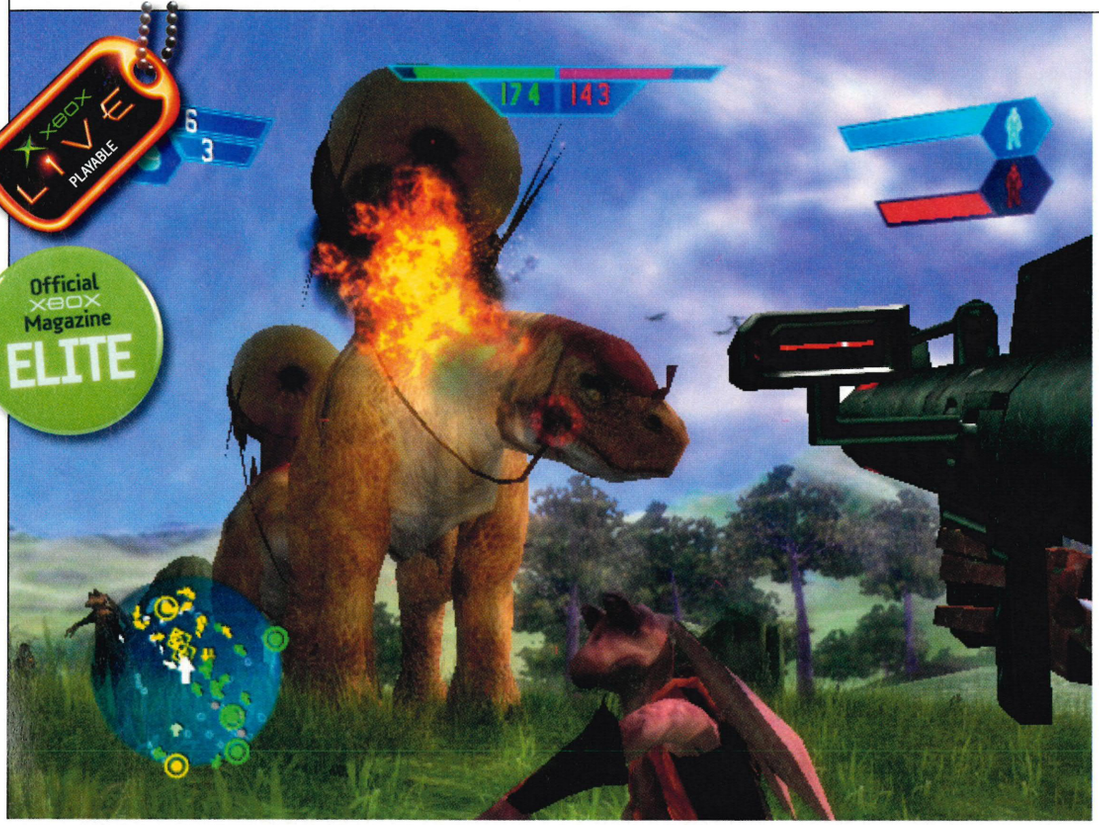
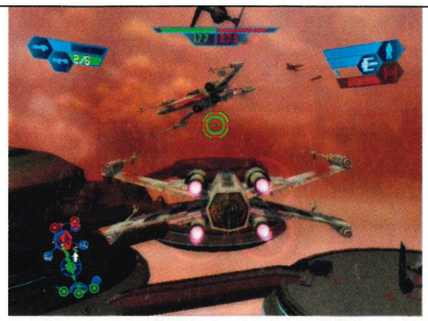


↑ Target the Gungan's shield generators on the back of these beasts and their defences will crumble.



↑ Dogfights above Bespin: what's not to like?

↑ Go first-person and *Battlefront* really hots up.

Star Wars Battlefront

This is the game you are looking for. Don't move along, don't move along...

Words: Ben Lawrence

Dev: Pandemic	Pub: LucasArts
Players: 1	Live: 2-24 players
Players: 2-16 S.Link	Release: Out Now
www.lucasarts.com	

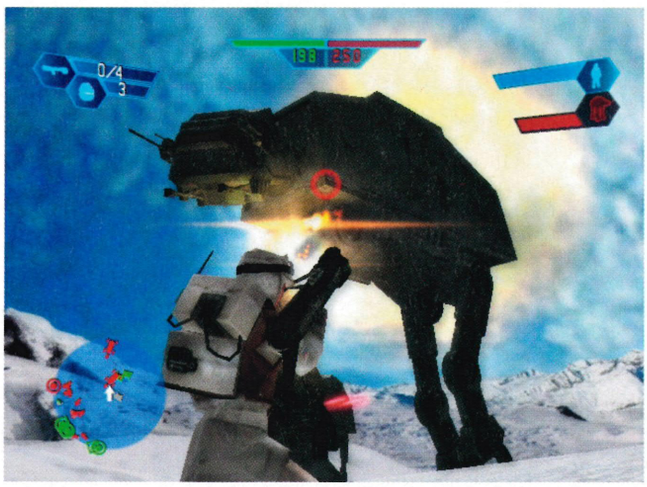
LONG HAVE WE waited, long have we suffered the likes of *Obi-Wan* (Issue 03, 3.3) (yuk) and *Jedi Outcast* (Issue 10, 6.5) (mmm?). And for what? For this. For the *Star Wars* game you always hoped you'd have the chance to play, for a *Star Wars* game that rewards you abundantly for being a fan, and for a *Star Wars* game that lavishes you with every detail, droid and blaster from every moment of every film. This, even more so than *KOTOR* (Issue 20, 9.5) for those of us without a disposition for RPGs, is the ultimate *Star Wars* game. The ultimate.

From the icy wastes of Hoth watching lumbering AT-ATs quiver into view on your telescopic lens, to the log-swinging Ewok craftsmen trapping Scout Walkers between felled trunks like chop-sticks, everything is here, and you get a hand in it all.

The premise is simple. Epic battles (land, not space, but watch out for *Battlefront 2* if our source at LucasArts is anything to go by) are re-enacted and you can replay them exactly how you'd choose if you were there. Up to 24 players can go at it on Live, blowing each other into smithereens, just as a lone player can go against 23 bots in Campaign mode. You have to obliterate one side and overthrow their command posts before they do it to you - easy.

There's very little to distinguish Live and single-player modes, such is the quality of bot AI, and although *Battlefront* is very much a multiplayer title, unlike other titles specifically tailored to be played in company, the single-player campaign will make you grin as wide as the galaxy itself. Environments are recreated to a perfection little seen in games. Sweeping vistas, music that dances off your goosebumps, cameos from Vader and chums, and a crazy collection of vehicles will have you returning time and time again. You even get to see glimpses of *Episode III* and the Wookiee planet Kashyyyk.

Such is the madness on screen, don't be surprised to be caught in the middle of huge pyrotechnic firefights which can threaten to overwhelm you with their ferocity. There literally is no lagging, slowdown, or loading of any kind; you're just plunged into it. To help you survive the brutal assaults you can play via either first- or third-person perspectives, and the control systems are fluid whether you're galloping over the dunes of Tattooine (watch for the Sarlaac's tentacles) or steaming towards a crippled AT-AT, a tauntaun under you, and a rocket launcher in hand for any survivors.



↑ Don't waste your time. AT-ATs can only be felled with a Snow Speeder.

Bonus info

LAUGH IT UP
Want to kill Ewoks and Jawas? If you do they'll drop anything from extra health to rocket-launcher ammo. Beware though, if another sees you shoot his mate, he'll either run or attack you.

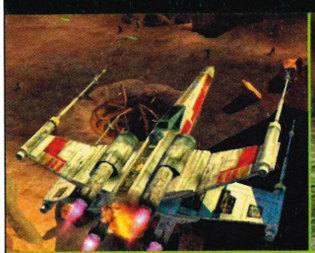
↑ *Episode II:* it's okay, we suppose.

SUPER TROOPER

Okay, so there's a little artistic licence going on...

ONE NEW ADDITION is the Dark Stormtrooper. Equipped with a jet-pack, he can vault over high places and fire from above. Because he can leap buildings in a single bound, he's ideal when fighting in the streets of Mos Eisley.

ONE CAREFUL OWNER The five best vehicles for securing victory



↑ X-WING
The classic rebel craft. It's fast, fairly resilient, and makes you look damn cool when blasting Imperials. More manoeuvrable than the tie-fighter.

↑ SPEEDER BIKE
Ideal for zipping from one end of the map to the other. Great for flanking moves and capturing unmanned command posts.

↑ SCOUT WALKER (AT-ST)
With a high vantage point and rapid blaster fire you can survey everything then obliterate it. A bit cumbersome and slow, and susceptible to Ewoks.

↑ SAIL BARGE
Fairly slow but great for mounted attacks in large numbers. Grab your men, transport them to an attack point, then unleash merry hell.

↑ AT-TE
The AT-AT is cooler, but this is sturdier and will take a lot more damage. You can wipe out dozens of enemies and carry troops too.

↑ Scout Walkers are deadly. Avoid them or drive them... just make sure you're nowhere near when an enemy is inside; you won't stand a chance.

Bonus info

IMPRESSIVE
Keep a close eye out for Jedi or Sith lords who'll arrive for some of the battles. If you stand side by side and fight with them it makes kills so much easier and you look damn cool as well.

OOPS-A-DAISY
If you want to bring down an AT-AT you'll need a partner (AI or real) in the gunner's seat of your snow speeder. He'll fire the grappling hook, you do the flying. Easy peasy.

"It's a multiplayer title, but single-player will make you grin as wide as the galaxy"

» The choices you make very much dictate the outcome of battles, too. The AI is so perfect that if you were to sit back and watch, numbers on each side would deplete steadily until the battle's won. With a little interjection from you and depending on how good a strategist (and shot!) you are, the fight will sway either way. By giving the simplest of orders you can command men to hold their ground or follow you into the fray, thereby altering, almost imperceptibly, the tide of war. Don't worry though, the strategy is just another asset, not a necessity for success. That of course comes down to your trigger finger, and ability to fly through spitting hot laser fire in skies that are literally shredded by Imperial hate.

We can't quite get across just how playable *Battlefront* is, other than saying again that this is what you always hoped a *Star Wars* game would be. Apart from a constant need to keep inverting your axis (if you play inverted) and only one basic mode of play, be it single-player or multiplayer, this is as perfect as you had hoped it would be. A tremendous, sweeping, beautiful game and further evidence, if it were needed, that Xbox Live is the way forward for gaming. Wow.

↑ Speeder Bike drivers make excellent shots.

The Summary

STAR WARS BATTLEFRONT THE FACTS YOU NEED TO KNOW!

1. Vast, intricate maps make for a range of stunning battle sequences. Your head will hurt figuring how best to defeat your enemy.
2. The range of vehicles is mind-blowing. Jump on a tauntaun or go for a zip around Endor on a speeder bike, it's up to you.
3. Too few multiplayer options mean its appeal could be limited. If you like capturing bases all the time though you'll be fine.
4. Cameos! From Vader to Dooku, via Mace Windu and Luke, the film's heroes live out their roles in the story as you fight around them.
5. Overall map selection is limited and you'll quickly find your favourites. More choice wouldn't have gone amiss.

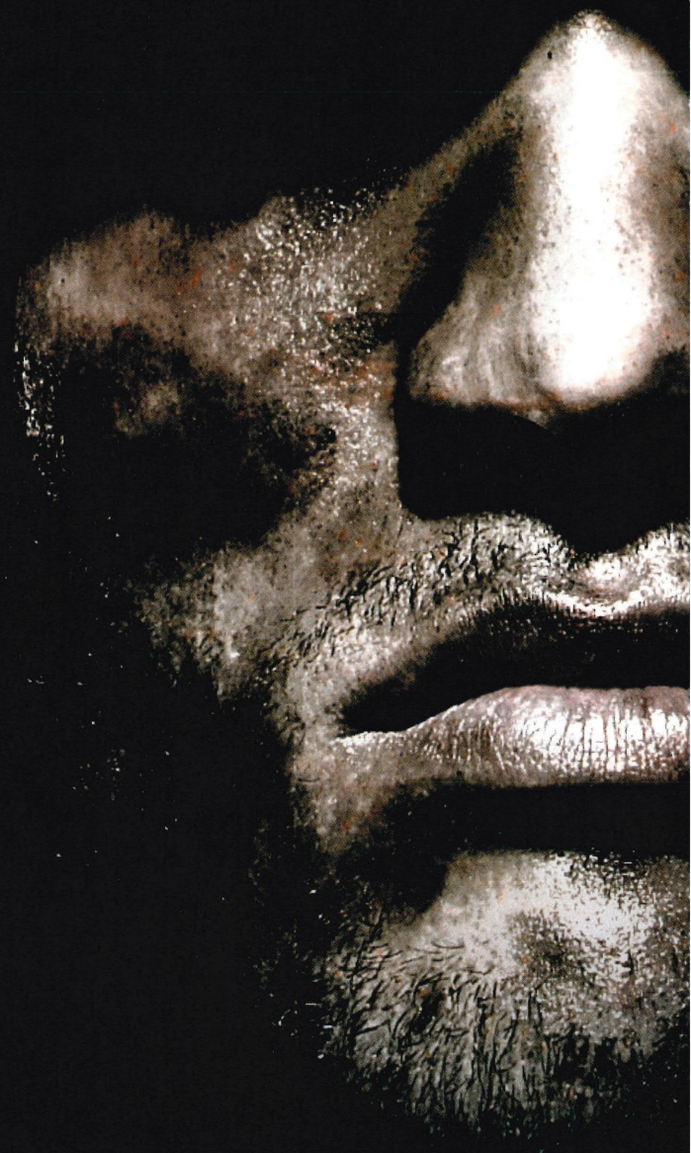
The Verdict

Breathtaking. Truly one of the most remarkable *Star Wars* games ever. A joy to play from start to finish, every time.

9.0//10

PREVIOUSLY: News - Issues 25 & 29, Exclusive Access - Issue 32
COMING SOON: Hints - Issue 36

JEDI LIVE: WE VERY RARELY PLAY EPISODE I OR II BATTLES ON LIVE, INSTEAD CONCENTRATING ON CLASSIC STAR WARS. GUESS IT SHOWS WHAT OLD GITS WE ARE...



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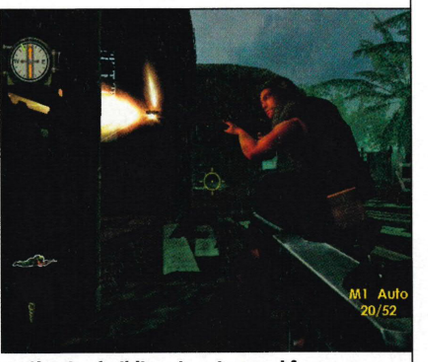
↑ Don't let him do an Indiana Jones on the bridge. Shoot him in the face before he starts getting all choppy-choppy.



↑ Clearing buildings is quite good fun.

↑ You can take out grunts from miles away.

Men of Valor: The Vietnam War

Marlon Brando has left the building

Words: Ben Lawrence

Dev: 2015	Pub: Vivendi Universal
Players 1-2 Split	Live: 2 players
Release: 29 Oct	
www.2015.com	

THE VIETNAM WAR is currently the war of choice for developers. It's officially cool, and no longer the stigma of American failure it once was - Hell, we've got Iraq now! You want napalm and conscience-free peasant slaughter? You've got it in abundance. But, as if to ram home the point that the Vietnam conflict was still an almighty balls-up, *Men of Valor* goes straight for the heart as well as the jugular.

Deep in Vietcong territory, the scripting between your squad is as hardcore as it is heartfelt, with banter between the men rich and cinematic, clearly aiming to set up the realism that flows throughout the rest of the game.

Health packs, ammo - any kind of resource has to be scoured from dead bodies. Vietcong booby traps are littered everywhere, and your machine-gun has a horrible habit of spitting lead anywhere but into the crafty Cong creeping through the undergrowth. War is no picnic, especially this war, and *Men of Valor* is out to prove it. That might also explain the almost comedic overuse of blood sprays whenever you hit any target.

It's not all limb-shredding realism though, even if that's what it feels like when you find yourself crouched in sodden reeds, bullets fizzing over your head like bees. This is especially evident where the AI is concerned. Your squad is cannon fodder, unable to be controlled beyond the ability of following you in whatever direction you've set off on. The enemy AI is deeply suspect too, often so inconspicuous and daft in their attack pattern they might just as well put a gun under their chin and be done with it. With every enemy on a scripted attack pattern, success often relies on your replaying certain areas time and again, then plugging them before they've even fired a bullet.

One level in particular highlights the scripted, limited game design. You're waist high in a stream when, high up on the banks, a swarm of Vietcong attack. The logical approach would be to find high ground and get the hell out of the water. Unfortunately, because of tight rails and the lack of a jump button, you can hardly climb out above your socks - let alone onto safer ground. Once this would have been acceptable, but by today's standards it just isn't - especially when programming restraints take away clearly wise gaming manoeuvres you'd want to use.

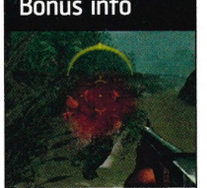
Thankfully, a major strength of *Men of Valor* is the broader level designs themselves, not necessarily your navigation of them. Whether you're storming a bunker on the crest of a hill before it's torn apart by napalm, or taking cover behind an increasingly unstable tank that looks as though it's about to explode, the action rarely lets up - and you can keep that trigger finger twitching until you're piled high with corpses.

Of course, it also helps that you can get additional cover from a friend (either Live or offline co-op), and that adds even more to the sense that you're actually involved in something a little more than just your standard FPS. With a little more scope, a little less limitation, and a little more to distinguish this from the other Vietnam games around, this could have been a classic.

↑ Grenade launchers do amazing amounts of damage - use them wisely.

"You can keep that trigger finger twitching"

Bonus info



MELON POPPER
If an enemy gets too close make sure you pop one in his head. Not only will it put him down immediately, but it'll look pretty smart too. Hell to wash out of your clothes, though.

The Summary

MEN OF VALOR: THE VIETNAM WAR THE FACTS YOU NEED TO KNOW!

1. Cool use of scripting makes you feel as though you're more involved than in a lot of other Vietnam games.
2. A lot of it is on rails and littered with scripted enemies. This was good back in the day, but plays a little dated now.
3. If you don't like the colours green or brown you're screwed. The whole thing is awash with them and it never lets up!
4. Great death and explosion animations make those nasty kills even more satisfying. You might even end up enjoying the slaughter!
5. A little more thought and attention paid to AI would have helped. Kills are easy when an enemy comes and stands in front of you.

The Verdict

Neither a groundbreaker nor a stinker. As it is though, it's found its niche firmly in the 'wet weekend blaster' category.

7.1//10

PREVIOUSLY: First Look - Issue 21, Preview - Issue 30, News - Issue 33
COMING SOON: Hints - Issue 36

LADY KILLERS: EVEN THOUGH THE VIETCONG ARE MAINLY MEN, YOU WILL BE REQUIRED TO SHOOT WOMEN TOO. THAT'S NOT NOT VERY NICE!

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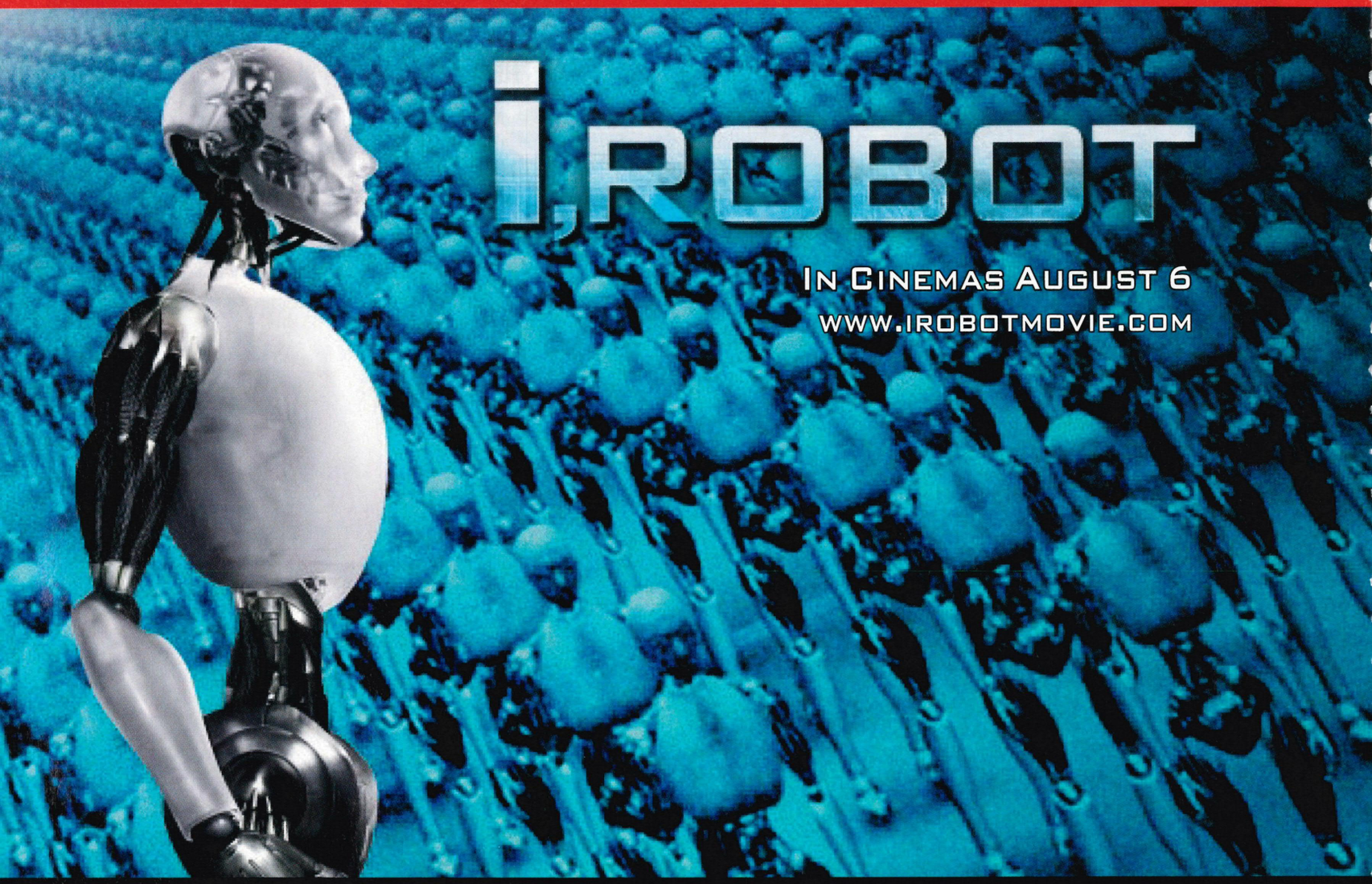

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Street Fighter: Anniversary Collection

Like a diamond anniversary: nostalgic but creaking in places

Dev: Capcom	Pub: Capcom
Players: 1-2	Live: 2 players
Release: Out now	
www.hyper-sfii.com	

Words: Ben Lawrence

TATSUMAKI Senpukyaku! Shoryuken! Um... Judo Chop! Yes, it's been 15 long years down this old videogaming highway, but still those cries ring out across the land as misty-eyed nostalgia has us looking back on the *SF* collection. Bundled together are *Street Fighter II* (*World Warriors, Championship Edition, Turbo, Super* and *Super Turbo* editions), and *Street Fighter III: 3rd Strike*, and what a weird sight they are.

Times have a'changed and, as fondly as we remember *Street Fighter*, we can't help but look upon it like an old dog. You love it but if it pisses on the floor one more time you'll put it down.

To add some spruce, this collection is online compatible and you can play any fighter against any other, whether it's Ken from the original *SFII* or *Turbo Edition* Ken with his extended Dragon Punch. But beyond that, very little has changed; it's all just been opened up and laid bare. Every *SF* character is here, but they're still animated at a framerate which these days wouldn't make submission.

Thankfully, despite the clearly creaking gameplay, the Xbox controller deals well with the demands of the multi-button combos, leaving your thumbs mildly aching rather than crippled (handy when those car-smashing levels have been included again), and there is a certain sense of feeling like a kid again when you get Blanka to frazzle his opponents, but we've grown up and moved on, just as this series should have done. Catching up with Chun Li and chums is fine and the replay value is bolstered by the chance to play all the character variations but it's one strictly for nostaligia buffs.

↑ When playing as Ryu it just wouldn't be the same without *that* move!

↑ Sagat remains one hard S.O.B to this day. Poor old T-Hawk!

↑ Poor Cammy feels Blanka's electric charge.

The Verdict

Street Fighter is regurgitated yet again, so we assume people are eager for it. Just be prepared for a touch of disappointment.

5.9//10

Metal Slug 3

A new game with retro roots. Welcome to sluggish heaven

Dev: SNK	Pub: Ignition
Players: 1-2	Live: None
Release: Out now	
www.snkplaymore.co.jp	

Words: Ben Lawrence

WE'RE ALL FOR this 2D retro malarkey. There's something quite 'end of the pier' about it that makes us feel all nostalgic, especially when the game in question is as enjoyable as *Metal Slug 3*. For a bargain-bucket price of £20 you're getting far more than just bargain-bucket gaming.

Like its predecessors, *Metal Slug 3* is a side-scrolling thumb-bruiser, an exercise in how long you can keep the momentum up while avoiding enemy bullets. Thankfully, the variety and speed at which you're thrown your prey comes thick and fast, often on Earth, but occasionally in the clouds, under the sea, or in deepest space. During the missions you'll either have a rocket pack strapped to your back, be sat in the cockpit of a helicopter, or sport some dashing Sean Connery-style diving gear, each of which serves as a substitute for an extra life. Get hit in the chopper and you'll eject rather than dying. They're a godsend because, without every help you can get, the action can become quite aggressive.

Again, this is countered by your weapons, which range from a flaming shotgun to a laser and everything in between. *Metal Slug*'s Japanese roots also show during weapon pick-ups as a naff voice-over screams "Rocket Lownchur!" whenever you equip one. It's daft but it's also endearing.

Metal Slug 3 won't last you an age, with only around half a dozen levels, but there are lots of sub-games, comedy missions that become unlocked and plenty of on-screen nonsense to keep you entertained. Look out for the zombies. If you get hit you'll become one (with projectile explosive vomit too), and if explosive zombie sick isn't worth 20 quid and a few hours of your time we don't know what is. Old skool, but hey, old's cool.

↑ Without animal helpers you're a goner for sure.

Bonus info

NELLY THE ELEPHANT

Look out for secret caves and routes as they'll throw up all manner of surprises. You'll normally find a helpful, heavily armed animal willing to give you a hand.

↑ This is Helen. Don't attempt to pet her.

"The voiceover is daft but it's also endearing"

↑ Just run and fire, run and fire, run and fire!

The Verdict

A knock-about piece of software ideal for those afternoons you've got a few hours to kill. It's not amazing, but great for £20.

6.7//10

METAL SLUGGING: WE'VE HEARD NEWS THAT METAL SLUGS 4 AND 5 WILL BE HEADED OUR WAY SOON TOO. WE'LL BRING YOU ALL THE NEWS AS WE GET IT!

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Official Xbox Magazine ELITE

XBOX LIVE PLAYABLE

Rocky Legends

The Italian Stallion is back. Seconds out, round two

Words: Shaun White

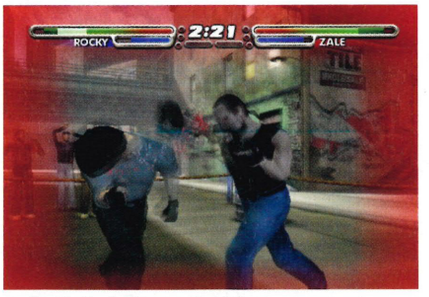
- Dev: Venom Games
- Pub: Ubisoft
- Players: 1-2
- Live: 2 players
- Release: Out now
- www.rocky-legends.com

MUSICIANS COMPLAIN about the dreaded second album, and the same could be said of games. Having established *Rocky* (Issue 09, 9.0) as a knockout from the off, the developer has to come up with something special to take it from a one-hit wonder to an established franchise.

Having already ripped the films apart in the original, where do you go from there? The game now centres on the central opponents from the first four films, with players controlling Rocky Balboa, Apollo Creed, Clubber Lang and Ivan Drago.

The majority of playing time will focus on the new Career mode. Controlling one of the four, players start at the bottom of the rung fighting on street corners, prison (in the case of Clubber Lang) or a back-alley gym. As you progress you move up the rankings, culminating in a world title shot against one of the leading lights. In between fights, it's back to the gym to sharpen skills with exercises dedicated to improve movement, speed, strength, and stamina. It's imperative to get the balance right - too much punch and too little puff will have you struggling should the fight go the distance.

From a gameplay point of view, *Rocky Legends* is virtually identical to the previous incarnation. It's still very much an arcade fighting game, but it's all the better for it. There's the usual array of hooks, jabs and uppercuts, and the Super Punch is as devastating as ever. Players must master blocking and weaving whilst varying punches if they're to come out on top. Standing toe to toe and slugging it out will see you hit the canvas in most fights.



↑ Rocky feels the wrath of the mean streets.

There are a few new touches, and none better than Fury mode which appears when you're on your last legs. By pressing Back, you're able to throw punches twice as hard and fast Unfortunately, you can't block, but at this late stage you'll try anything to get back into the fight.

This time round there's the welcome addition of Xbox Live, with gamers able to fight online in one-off bouts and form leagues. This perfectly complements the multiplayer mode which was a huge hit first time round and proves to be as good, if not better, this time out.

The one big question mark is over the longevity of the Career mode. Once you've taken one fighter to the top, you know what to expect when you replay the game through, so completing the careers for all four boxers might become tiresome. Especially as it reminds you how sluggish they are at the start.

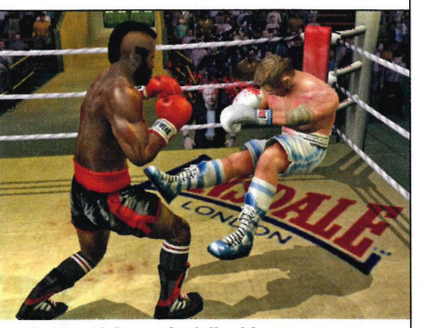
That said, this is still a great game. The graphics are much sharper than before and players of the original will feel at home from the opening bell. However, with the exception of Xbox Live it's pretty much the first game with a few bells and whistles. Overall, it's still a game that should grace any collection and Rocky proves he can still deliver that knockout blow.

Bonus info

SHOP TILL YOU DROP

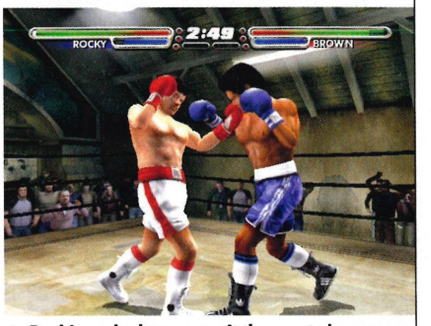
As you progress, you earn cash which can be used in the shop. You

can then use your newly earned wonga to unlock hidden characters, venues and DVD bonus footage of all five movie trailers.



↑ Clubber delivers the killer blow.

↑ Train hard and reap the rewards in the ring.



↑ Rock's early days weren't the most glamorous.

↑ Lose consciousness and your vision blurs.

The Summary

ROCKY LEGENDS THE FACTS YOU NEED TO KNOW!

1. Excellent all-out boxing action which beats the crap out of *Fight Night 2004* (Issue 29, 8.5) in terms of visuals and gameplay.
2. The new Career mode works incredibly well and controlling Creed, Lang and Drago is a major plus.
3. Just hearing the authentic *Rocky* theme is enough to get the adrenaline pumping. *Adriaaaaaaaaaaaan!*
4. The controls are easy enough to master, although it can be a drag starting again with a new character.
5. Unlockable movie clips will have you searching around for your old *Rocky* videos. Or running up the shops to buy the boxset DVD.

The Verdict

A sure-fire hit and the addition of Xbox Live makes this a game beat 'em up fans simply have to own.

8.6//10

PREVIOUSLY: Preview - Issue 30
COMING SOON: Hints - Issue 36

STILL NO OXM REMATCH: AFTER GAV'S BLAZING DEFEAT BY BEN T IN THE OFFICIAL ROCKY TOURNAMENT FOR THE ORIGINAL, BEN T IS STILL REFUSING TO GIVE HIM A REMATCH.

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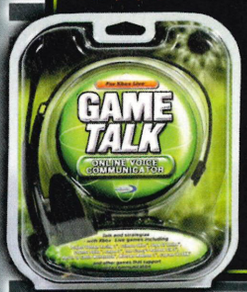

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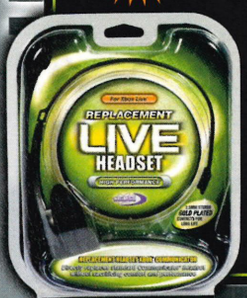

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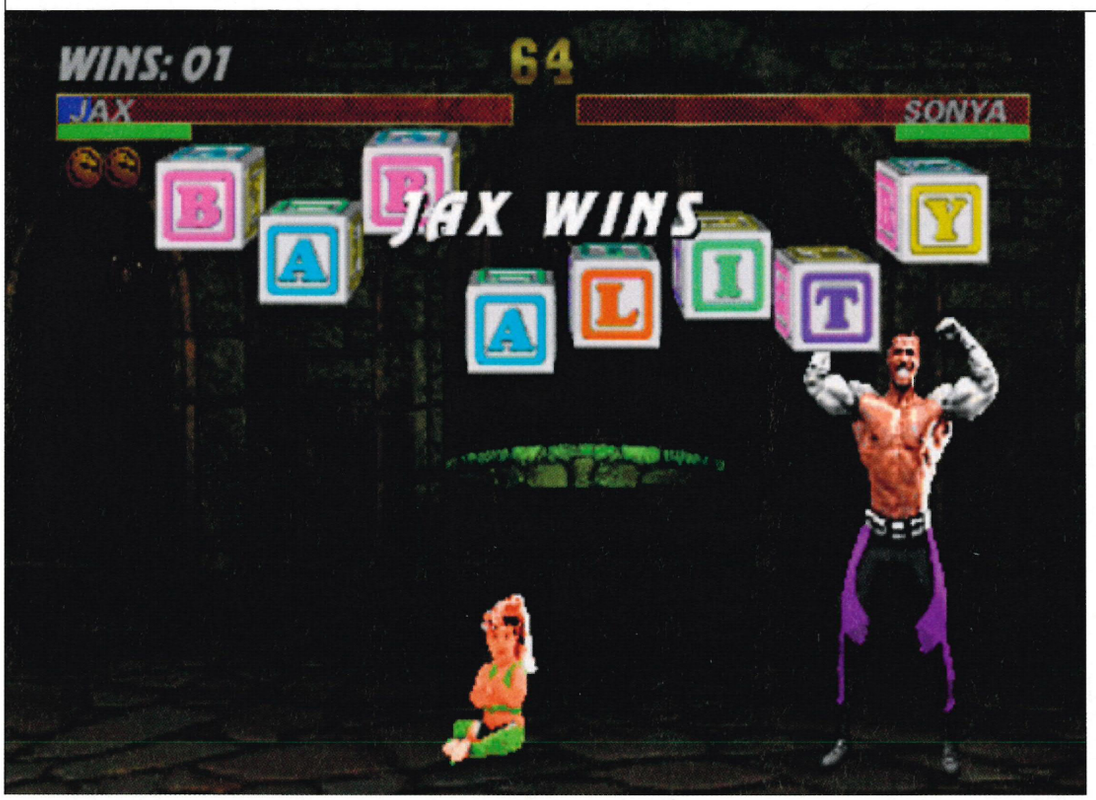


↑ **Out of the frying pan... into the creche. Jax had better be good at changing nappies.**

Midway Arcade Treasures 2

The games that refuse to die are back!

Words: Ben Talbot

- Dev: Digital Eclipse
- Pub: Midway
- Players: 1-4
- Live: Scoreboards
- Release: 29 Oct
- Live: Aware
- www.midwaygames.com

KURT COBAIN wrote "it's better to burn out than to fade away", but it's a pity he never played *Midway Arcade Treasures 2*. What strikes us most when playing games like *Mortal Kombat II*, *Xybots* and *Hard Drivin'* is just how innovative Midway was in the 1980s.

Hard Drivin' was way ahead of its time as the first ever 3D racing game. Featuring crash physics and action replays, you have to wonder if there would have ever been a *Burnout 3* (Issue 34, 9.4) if it weren't for Midway's creative genius.

Although not as much fun to play, *Xybots* was also a real groundbreaker. It was the original third-person shooter, using pseudo-3D similar to the original *Wolfenstein*. Surprisingly, *Xybots*, like many other games in this collection, also includes a two-player co-op mode. Out of the 20 classics on display, a massive 18 let your friends join in the fun. *Gauntlet II* even lets four players slug it out through the murky pixellated corridors of yore.

How much you enjoy playing the less ostentatious '80s games like *Timber* and *Wizards of Wor* probably depends if you grew up with them. That's why playing an arcade-perfect version of *Mortal Kombat II* really gets our nostalgia glands racing. There's something so cool about that game; the fatalities, babalities and characters like Baraka that help it stand the test of time. Hardcore fight fans will hate us for this, but we'd still rather punch someone's torso off than do a super dragon punch in *Street Fighter Anniversary Collection* (see page 087).

In any case, this overall package is a far more worthy tribute to the games that built an empire. One crucial factor is the inclusion of archive movies, video interviews and scans of promotional material. While there aren't as many new interviews as we'd have liked, it still makes fascinating viewing and adds bags of value.

Equally valuable is the inclusion of Xbox Live scoreboards. Imagine the kudos of being number one in the world at *SpyHunter II*, and best of all, there's no way to cheat! Midway has even been kind enough to include multiple boards for each game. For example, there's a unique set of scores for *Gauntlet II* depending on your character class.

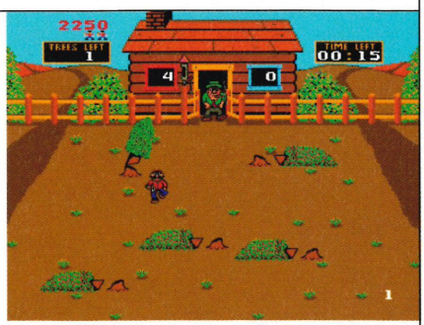
Arcade Treasures 2 has its fair share of crusty titles you won't play, but the good ones are absolute gems. £15 is a bargain price to relive your misspent youth, if only for a few precious hours.

↑ ***Primal Rage* is satisfyingly gory, although it's a real button-basher.**

Bonus info

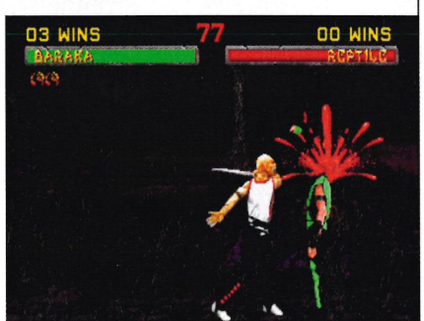
FATALITY!
After doing the Kombat Tomb Stage fatality in *MK2*, hold Down on two controllers. The body will slowly slip from the spikes and fall to the ground!

"A worthy tribute to the games that built an empire"



↑ ***Timber!* Chop down trees for points. Snore.**

↑ **Play *Narc* before the remake arrives.**



↑ ***Mortal Kombat II* had all the best fatalities.**

↑ ***Hard Drivin'* is still astonishingly good fun.**

The Summary

MIDWAY ARCADE TREASURES 2 THE FACTS YOU NEED TO KNOW!

1. Xbox Live scoreboards are a vital feature, giving you a good reason to go back and play these games more than once.
2. *Mortal Kombat II* and *3* are here! We're still slightly narked that the original game isn't included (you'll find it in *MK: Deception*).
3. Every game is the original arcade version, not some substandard 8-bit console conversion.
4. Eighteen out of 20 games feature multiplayer modes – a mixture of versus and cooperative play.
5. Presentation is slightly clunky and we'd have liked more archive material but at least some has been scraped together.

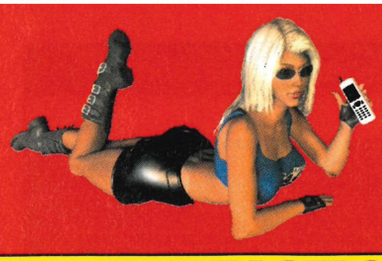
The Verdict

The games are much better than the first *Treasures*'. Presentation could've been better but otherwise it's superb.

8.0//10

PREVIOUSLY: News – Issue 33
COMING SOON: Hints – Issue 36

HIDDEN TREASURE: YOU CAN ACTUALLY FIND A HIDDEN VERSION OF PONG IN MORTAL KOMBAT 2. PLAY 250 BATTLES IN A ROW (CONTINUING EVERY TIME YOU LOSE) AND YOU'LL BE TELEPORTED TO THE PONG DIMENSION!



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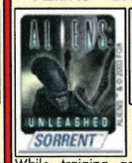

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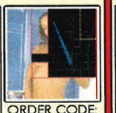

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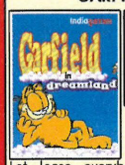

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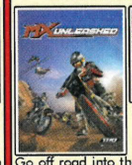
MX UNLEASHED™



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Go off road into the dirt and mud, and smoke the competition. Tricks earn cash to upgrade your bike.

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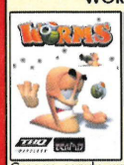
Speed across various terrains in a high-powered rally car. Have you got what it takes to be Colin McRae?

WORMS



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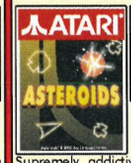

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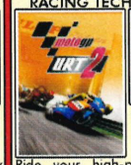

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Enter the world of strategy hit Anno 1503. As pirate or explorer embark on the adventure of your life.

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ORDER CODE: **MGU289 SANDS**

Control the movement of time and save the day in this update of the classic platform adventure.

PRINCE OF PERSIA® HAREM ADVENTURES

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The classic platformer comes to your mobile. Battle your way past deadly traps and fiendish puzzles.

CALL OF DUTY

ORDER CODE: **MGU289 COD**

Make your country proud by killing the enemy menace, in this exciting World War II game.

RAYMAN® 3

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Stop the hoodlums from causing too much havoc in Rayman's latest adventure.

CONNECT FOUR

ORDER CODE: **MGU289 C4**

Connect Four's simplicity combined with multiplayer addictiveness is an unmissable gaming experience.

SOLITAIRE

ORDER CODE: **MGU289 SOL**

The cards are on the table, and it's up to you to take them all off again. Can you deal?

FRUIT MACHINE

ORDER CODE: **MGU289 SLOT**

An amazing fruit machine simulator giving you the thrill of gambling without losing your shirt.

TOM CLANCY'S® SPLINTER CELL PANDORA TOMORROW

ORDER CODE: **MGU289 PAN**

A terrorist threat is looming over the world, so once again Sam Fisher is sent to do what no one else can!

TOM CLANCY'S® SPLINTER CELL

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As Sam Fisher, you'll have to use all your skill to take down the terrorists, just don't get caught.

XIII

ORDER CODE: **MGU289 XIII**

Stop the terrorists and solve your own personal identity crisis, in this high action shooter.

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Rayman swaps Lums for Pins, as he looks to make a strike. Can you 'spare' him a hand?

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Now's your chance to really fight the election with the first & only political boxing game for your mobile.

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Hunt the five deadliest sharks on the planet. Select your bait, wait for a bite and then fight to reel it in.

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Step up to the oche and test out your darts skills. Have you got what it takes to score 180?

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Total Club Manager 2005

Even Peter Stringfellow could learn a thing or two here

Dev: EA | Pub: EA
Players: 1-4 | Live: None
Release: 29 Oct
www.totalclubmanager.com

Words: Andy Irving

AS DEEP AND involving as they are, management games require a lot of patience. To its credit, *Total Club Manager* does everything to make this as exciting an experience as possible. Banging menu music grabs you by the lapels of your sheepskin and drags you kicking into the game.

Pick a team from the multitude of worldwide squads on offer (yep, take that obscure second-division Portuguese side to European glory and beyond), and immerse yourself in the almost incomprehensible number of squad options, from buying, selling and training players to taking care of the day-to-day running of the club.

After prepping your team to the best of your ability, match days roll around quicker than Lady Chatterly. Skip a game and an instant result is available, calculated on the relative strengths of each game influencing the random nature of a football match. But we'd much rather participate than spectate, and *TCM* allows players to view a real(ish)-time game, with the ability to significantly affect the outcome. Watch the game comfortingly surrounded by menus of player stats and possible dugout shouts. Simple, intuitive commands like Attack and Defend are complemented by more complex shouts like Pressing and Play Dirty. But utilise the fantastic Football Fusion option and you can take total control. Pop in your *FIFA 2005* disc (see page 058), and you can physically play through the virtual fixture. It may be a bit of a faff swapping between discs, but aficionados won't find a more immersive football experience.

TCM stands out as one of the more accessible titles in a fairly niche market. It might not have the technical weight of its PC counterpart, but it leads the league of management sims on Xbox.

↑ Give your layabouts orders from the bench.

↑ Drive a hard bargain when buying and selling players.

↑ Watch a real-time match in all its glory.

The Verdict

TCM encourages new talent to swell its ranks and enforces the fact it's still the guvnor of Xbox managerial games.

8.7//10

LMA Manager 2005

Official Xbox Magazine ELITE

Budding Ron Managers look no further

Dev: Codemasters | Pub: Codemasters
Players: 1 | Live: Content Download
Release: Oct 2004
www.codemasters.co.uk/lma2005

Words: Audley Jarvis

MOST PEOPLE RECKON they could do a better job than the gaffer. That's why football management sims are so popular. How else to explain the appeal of spending countless lost hours poring over statistics in the hope of unearthing the new Rooney? Everybody wants to be the boss. It's the only plausible explanation.

LMA Manager 2005 offers more than mere number crunching, though. It incorporates a real-time strategy element into live and fully animated 3D matches - where your tactical calls from the dugout actually affect what happens on the pitch. Sure, there are managerial responsibilities off the pitch to contend with too, but this real-time match element is what elevates *LMA Manager* into something all the more involving and entertaining.

Playing your part in one of the live matches is a bit like watching a game of *Club Football* (also by Codemasters) on automatic, except that you're able to issue instructions. If you've got a Live headset then you can use it to bark instructions directly at the game unfolding before you.

This year's edition comes with several notable new features and leagues, making it the biggest *LMA* yet. There are leagues in two new countries, Holland and Portugal, to test out your foreign management potential, plus the domestic Championship, League 1, League 2 and cash-strapped Conference to battle your way out of. Add to this the Scottish, Spanish, Italian, French and German leagues, plus scoutable teams from South America, and you've got a truly huge pool of players to choose from. Xbox Live also makes a comeback for this year's title, so once again player statistics will be periodically updated. Prepare to lose sleep.

↑ Real-time matches are easy on the eye.

Bonus info

LOOK WHO'S TALKIN'

Commentary comes from the BBC's finest, with Barrie Davies on the mic during the game, and post-match summaries provided by Alan Hansen and Gary Lineker.

↑ Your boardroom will rate your performance.

"This year's edition is the biggest LMA yet"

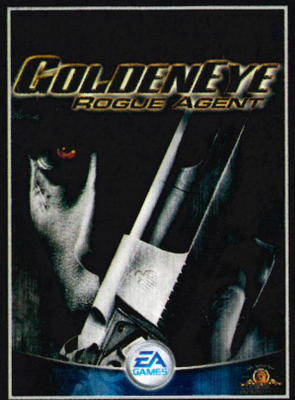
↑ Home Park. Theatre of dreams. But not today.

The Verdict

Slowly but surely, it will take over your life. Is that healthy? Depends entirely on whether your team's winning...

8.5//10

THE RIGHT MAN?: SVEN'S COME UNDER A LOT OF FLAK RECENTLY AS ENGLAND MANAGER. OUR SHOT TO REPLACE HIM? IT'S GOT TO BE EL TEL, HASN'T IT?



PEGI rating to be confirmed

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As a rogue MI6 agent claw your way to the top of the criminal underworld. Fight alongside, and against Bond villains like Odd Job, Dr. No, and Goldfinger. Your ruthless campaign from the streets of Hong Kong to Dr. No's Crab Key Lair begins at eagames.co.uk/bond

MGM INTERACTIVE

PlayStation.2

XBOX

NINTENDO GAMECUBE.

**Online play not available on all platforms. See back of product packs for details. INTERNET CONNECTION required for online play.

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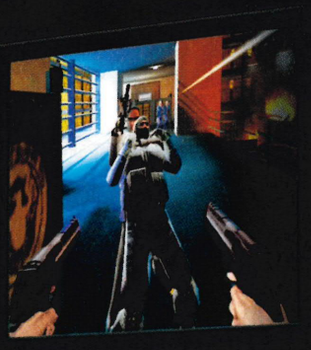

- Obliterate intelligent enemies who react to your every move with the new E.V.I.L. AI™ engine.
- Show no mercy in split-screen and online multiplayer action.**
- Unleash mayhem with the awesome powers of your upgradeable cybernetic eye.

GOLDENEYE ROGUE AGENT

EA GAMES

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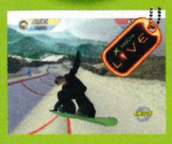
Official Xbox Magazine ELITE Elite Directory

The best of Xbox games that scored 8.5 and more!



AMPED 2
REVIEWED: Issue 23
TYPE: Extreme sports
"Stunning graphics. Dead easy to pick up and play but furiously addictive"
SCORE 8.9 XBL: ★★★★

BALDUR'S GATE: DARK ALLIANCE
REVIEWED: Issue 08
TYPE: Action RPG
"Absorbing RPG with a healthy dose of hack 'n' slashing"
SCORE 8.5

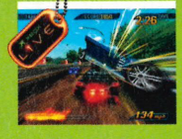
BEYOND GOOD & EVIL
REVIEWED: Issue 26
TYPE: Adventure
"Diverse and delicious. This isn't about violence, but about story, subterfuge and character"
SCORE 8.9

BLINX: THE TIME SWEEPER
REVIEWED: Issue 09
TYPE: Platformer
"Takes platform gaming into uncharted territory. Essential"
SCORE 9.3

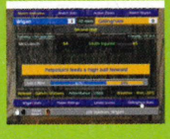
BROKEN SWORD: THE SLEEPING DRAGON
REVIEWED: Issue 23
TYPE: Adventure
"A detective game that will stick with you after you've finished"
SCORE 9.0

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



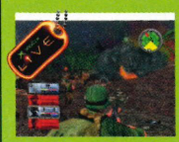
BURNOUT 3: TAKEDOWN
REVIEWED: Issue 34
TYPE: Driving
"Essential arcade racer, brimming with deliciousness"
SCORE 9.4



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

COLIN McRAE RALLY 2005
REVIEWED: Issue 34
TYPE: Driving
"Every bit as good as *04* with the added extra of online play"
SCORE 8.5



CONFLICT: VIETNAM
REVIEWED: Issue 34
TYPE: Squad-based shooter
"Bigger and tougher than its *Desert Storm* siblings. It'll suck you in and love you long time"
SCORE 8.5

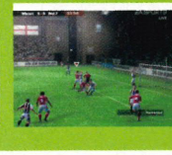
CRIMSON SKIES
REVIEWED: Issue 23
TYPE: Action
"A great package that's been playtested to death - and it looks gorgeous"
SCORE 8.9 XBL: ★★★★★

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

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

FABLE
REVIEWED: Issue 34
TYPE: Action adventure/RPG
"Confident, flashy and polished beyond belief. There's no way you won't love it"
SCORE 9.4

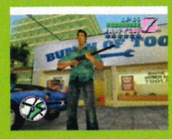


FIFA FOOTBALL 2004
REVIEWED: Issue 23
TYPE: Sports
"Incredible player models, fluid animation, ridiculously pretty. The best Xbox footy title"
SCORE 8.7

FIGHT NIGHT 2004
REVIEWED: Issue 29
TYPE: Sports
"Absorbing, sweat-drenched title. Dazzling graphics and a groundbreaking control system"
SCORE 8.5

FULL SPECTRUM WARRIOR
REVIEWED: Issue 30
TYPE: Strategy
"Fantastic strategy. Captures the visceral atmosphere of war"
SCORE 9.2 XBL: ★★★★

GRABBED BY THE GHOULIES
REVIEWED: Issue 23
TYPE: Action adventure
"Very polished. Top animation. A sure-fire crowd-pleaser"
SCORE 8.9



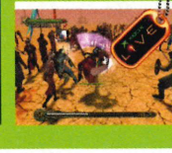
GRAND THEFT AUTO DOUBLE PACK
REVIEWED: Issue 25
TYPE: Driving
"PS2 port, but a benchmark of crime titles yet to be beaten"
SCORE 8.9

HALO
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

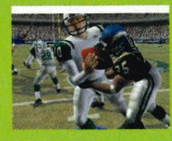
INDYCAR SERIES
REVIEWED: Issue 18
TYPE: Driving
"You won't find a better racing sim on Xbox. Very technically demanding"
SCORE 8.6

JET SET RADIO FUTURE
REVIEWED: Issue 02
TYPE: Platformer/ Extreme sports
"Supremely playable and very stylish. Huge, intricate levels"
SCORE 8.9



KINGDOM UNDER FIRE: THE CRUSADERS
REVIEWED: Issue 34
TYPE: Strategy
"Very atmospheric strategy with exhilarating combat"
SCORE 8.9

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

MADDEN 2005
REVIEWED: Issue 34
TYPE: US sports
"Incredible visuals, great commentary, brilliant play. You'll be busy for months"
SCORE 8.5

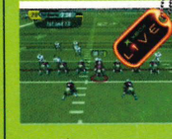
MASHED
REVIEWED: Issue 31
TYPE: Racing
"Without doubt one of the finest multiplayer games ever, but single-player is a bit weak"
SCORE 8.6

MAX PAYNE 2: THE FALL OF MAX PAYNE
REVIEWED: Issue 25
TYPE: Action/Shooter
"Definitive blockbuster action title bursting with new ideas"
SCORE 9.2

METAL ARMS: GLITCH IN THE SYSTEM
REVIEWED: Issue 23
TYPE: Action/Shooter
"Gorgeous graphics, engaging characters, stacks of variety"
SCORE 9.0

MOTOGP 2: URT
REVIEWED: Issue 17
TYPE: Bike racing
"Stupendous visuals. Brilliant bike customisation. So thrilling it'll make your knees bleed"
SCORE 9.4 XBL: ★★★★★

MTV MUSIC GEN. 3
REVIEWED: Issue 30
TYPE: Music
"Essential for anyone with aspirations of headlining at Ministry. Playable and friendly"
SCORE 8.5

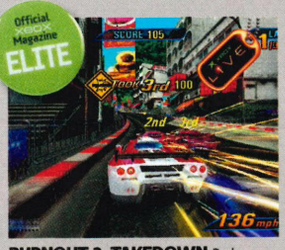


NFL FEVER 2004
REVIEWED: Issue 22
TYPE: US sports
"Easy to get into, with an emphasis on action rather than stats. Xbox Live play too!"
SCORE 8.7

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

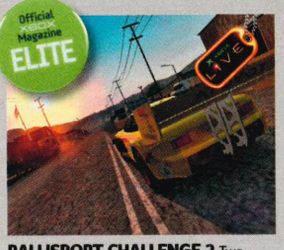
TOP 5... Racing Games

Want the best in break-neck speeds and cutting-edge racing? Welcome to the showroom of the star racers...

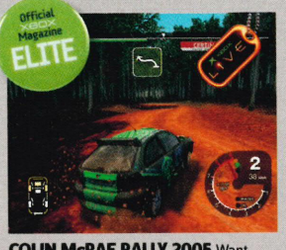


BURNOUT 3: TAKEDOWN Perhaps the finest racer for sheer entertainment. Break-neck speeds and great smashes. One of the finest games you'll play, racer or not.
Issue 34, SCORE 9.4, XBL: see page 113

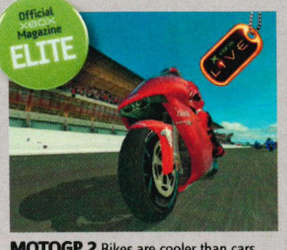
PROJECT GOTHAM RACING 2 Sleek, smooth, and dripping with exclusive sports cars, it's the ultimate showcase of elite driving experiences. Lots of Live content, too.
Issue 23, SCORE 9.3, XBL: ★★★★★



RALLISPORT CHALLENGE 2 Two parts pure excitement, one part mudbath; this is a massive, sprawling arcade-flavoured racer. Dirty, dirty stuff and you'll love it.
Issue 30, SCORE 9.0, XBL: ★★★★



COLIN McRAE RALLY 2005 Want realism, concussion, Live play, and a full roster of rally cars? Look no further. This is the epitome of painstaking development.
Issue 34, SCORE 8.5, XBL: TBA



MOTOGP 2 Bikes are cooler than cars and this baby proves it. It's an oldie now but it holds up well against the new boys. And this is even before the third one arrives!
Issue 17, SCORE 9.4, XBL: ★★★★★

OUTRUN 2
REVIEWED: Issue 34
TYPE: Driving
"Top presentation and brilliant controls. Fast and furious racer that'll please old and new fans"
SCORE 8.5

PANZER DRAGOON ORTA
REVIEWED: Issue 15
TYPE: Action/Shooter
"Cutting-edge looks and classic blasting. Gorgeous"
SCORE 8.8

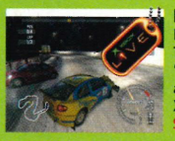
PHANTASY STAR ONLINE EP. I & II
REVIEWED: Issue 17
TYPE: MMORPG
"This should be the most addictive online game ever"
SCORE N/A XBL: ★★★★★

PHANTOM CRASH
REVIEWED: Issue 10
TYPE: Mech shooter
"Extremely enjoyable. Frantic action backed up with an impressive career mode"
SCORE 8.5

PRINCE OF PERSIA: THE SANDS OF TIME
REVIEWED: Issue 26
TYPE: Adventure
"The Prince is the new King of platformers. Truly outstanding"
SCORE 9.0

PROJECT GOTHAM RACING 2
REVIEWED: Issue 23
TYPE: Driving
"Gorgeous and ace to play. The definitive driving experience"
SCORE 9.3 XBL: ★★★★★

PSI-OPS
REVIEWED: Issue 33
TYPE: Third-person shooter
"Inventive powers offer hours of fun. Outstanding AI compensates for poor story"
SCORE 8.6



RALLISPORT CHALL. 2
REVIEWED: Issue 30
TYPE: Driving
"Edge-of-your-seat racer. Looks and plays great, with brilliant Xbox Live multiplayer"
SCORE 9.0 XBL: ★★★★

RED DEAD REVOLVER
REVIEWED: Issue 30
TYPE: First-person shooter
"Frantic, fun and reasonably demanding. Highly polished arcade entertainment"
SCORE 8.5

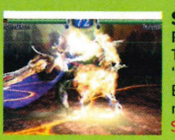
RED FACTION II
REVIEWED: Issue 18
TYPE: First-person shooter
"Plenty of missions and a ludicrous 60 multiplayer maps. Excellent fun"
SCORE 8.6

RETURN TO CASTLE WOLFENSTEIN
REVIEWED: Issue 16
TYPE: First-person shooter
"Superb single-player; outstanding on Xbox Live"
SCORE 9.2 XBL: ★★★★★

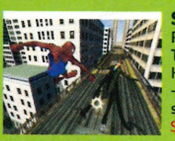
ROCKY
REVIEWED: Issue 09
TYPE: Sports
"Brilliantly evocative, this is dramatic multiplayer scrapping at its finest"
SCORE 9.0

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

SEGA GT ONLINE
REVIEWED: Issue 24
TYPE: Driving
"Live-enabled update. Huge single-player career mode and virtually limitless on Live"
SCORE 8.7 XBL: ★★★



SOUL CALIBUR II
REVIEWED: Issue 21
TYPE: Beat 'em up
"The most fluid fighter ever. Easy to pick up, tough to master, graphically superb"
SCORE 9.1



SPIDER-MAN 2
REVIEWED: Issue 32
TYPE: Action
Huge environment to explore - you'll be smashing and swinging in no time"
SCORE 8.6

SPLINTER CELL: PANDORA TOMORROW
REVIEWED: Issue 27
TYPE: Action adventure
"Enhances everything that was good about the original"
SCORE 9.3

STAR WARS: KNIGHTS OF THE OLD REPUBLIC
REVIEWED: Issue 20
TYPE: RPG
"One of the most compelling games on any console ever"
SCORE 9.5

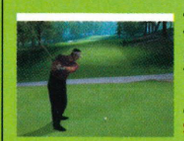
STEEL BATTALION: LINE OF CONTACT
REVIEWED: Issue 29
TYPE: Mech action
"The best robot game ever. Evil learning curve but worth it"
SCORE 9.0

SUDEKI
REVIEWED: Issue 32
TYPE: RPG
"One of the best-looking games on Xbox. A brilliant, vibrant adventure romp with great AI"
SCORE 8.7

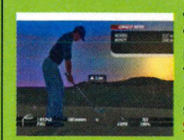
THE CHRONICLES OF RIDDICK: EFBB
REVIEWED: Issue 33
TYPE: First-person shooter
"Intuitive controls. Stylish, atmospheric and violent"
SCORE 9.0

TLOTR: THE RETURN OF THE KING
REVIEWED: Issue 23
TYPE: Action
"Recreates the film beautifully. A blockbuster action game"
SCORE 8.5

THIEF: DEADLY SHADOWS
REVIEWED: Issue 31
TYPE: Stealth
"Captivating, atmospheric, with massive replayability"
SCORE 8.9



TIGER WOODS PGA TOUR 2003
REVIEWED: Issue 11
TYPE: Sports
"Great swing system. Loads of modes. Fantastic courses"
SCORE 8.5

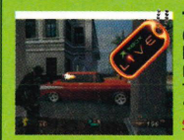


TIGER WOODS PGA TOUR 2005
REVIEWED: Issue 34
TYPE: Sports
"Drives the perfect line between simulation and arcade action"
SCORE 8.7

TIMESPLITTERS 2
REVIEWED: Issue 09
TYPE: First-person shooter
"The most complete FPS package on Xbox. Rife with features. Just buy it"
SCORE 9.3

TOCA RACE DRIVER 2
REVIEWED: Issue 29
TYPE: Racing
"The most realistic, detailed racer ever. Gorgeous graphics, incredible variety and handling"
SCORE 9.1 XBL: ★★★★

TOM CLANCY'S GHOST RECON
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: ★★★★★

TOM CLANCY'S RAINBOW SIX 3: BLACK ARROW
REVIEWED: Issue 33
TYPE: First-person shooter
"Looks ace and only £20!"
SCORE 9.0

TONY HAWK'S UNDERGROUND
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: ★★★★

WAKEBOARDING UNLEASHED FEAT. SHAUN MURRAY
REVIEWED: Issue 17
TYPE: Extreme sports
"Outrageous arcade action"
SCORE 8.6

WORLD CHAMP. SNOOKER 2004
REVIEWED: Issue 31
TYPE: Sports
"Tension-filled fun for anyone remotely interested in snooker"
SCORE 8.8 XBL: ★★★

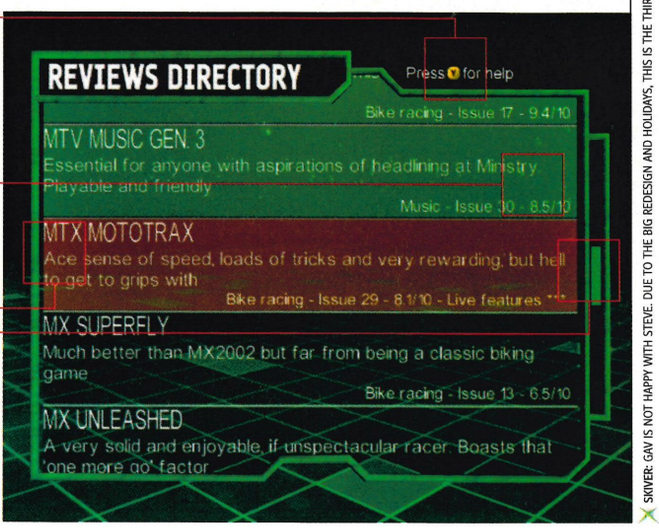
XIII
REVIEWED: Issue 23
TYPE: First-person shooter
"Unique, stylish and captivating. You can't afford to miss this superb FPS"
SCORE 9.0 XBL: ★★★

Official Xbox Magazine ELITE

ON THE DISC

Full interactive Reviews Directory

The ultimate guide to Xbox games... We've slipped it onto our disc



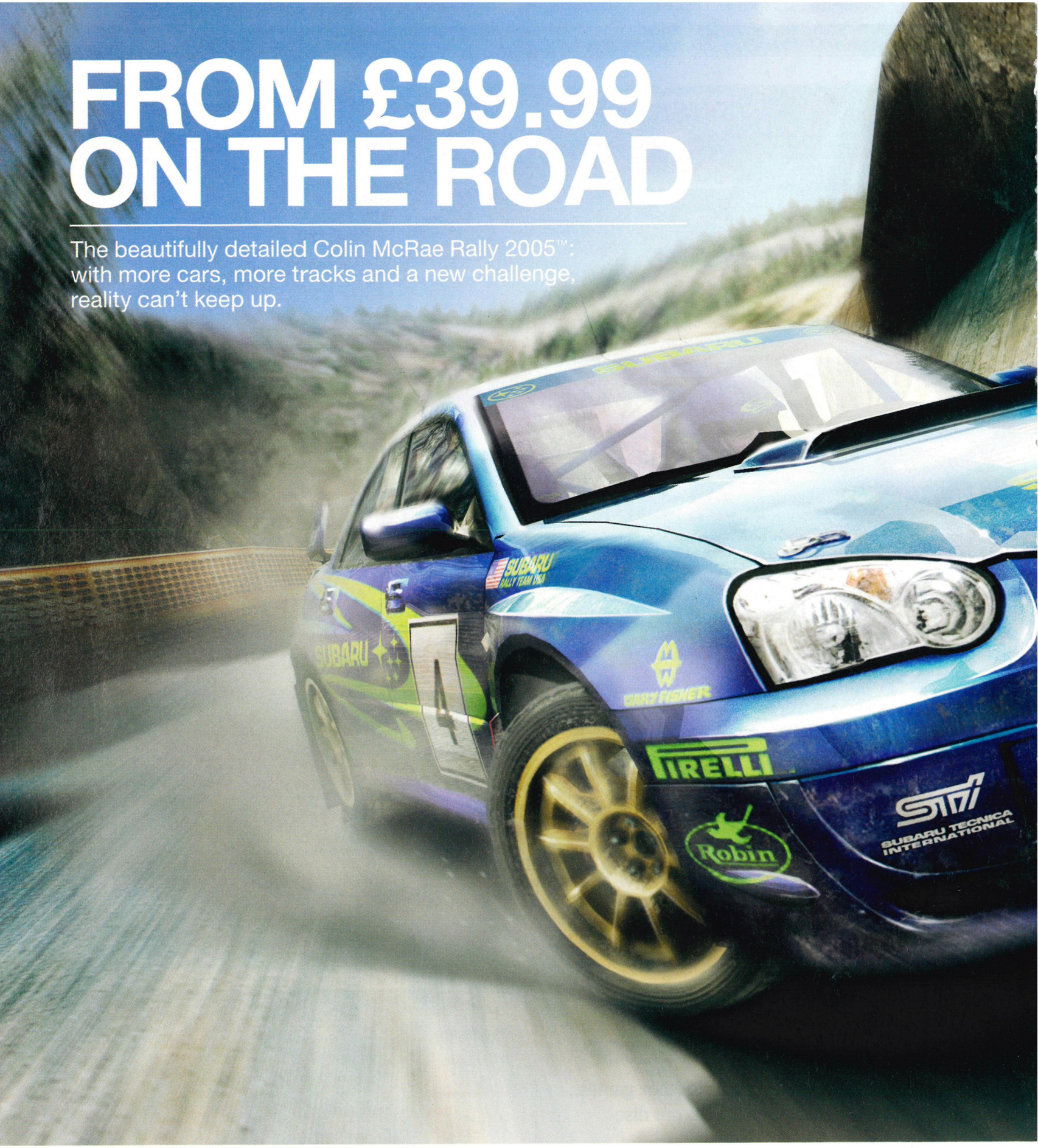
If you forget what any of the different colours mean, press the Y button to bring up a handy help menu.

The bottom bar indicates the game type, the issue the review appeared and the review score out of ten.

A game highlighted in orange is Xbox Live-enabled. A game in bright green is an Xbox Elite title.

The scroll bar indicates how far down the list you are. You can progress one game at a time with the D-pad.

SKIVER: GAV IS NOT HAPPY WITH STEVE. DUE TO THE BIG REDESIGN AND HOLIDAYS, THIS IS THE THIRD DEADLINE IN A ROW THAT OUR EDITOR HAS AVOIDED. GAV IS READY TO CRACK.



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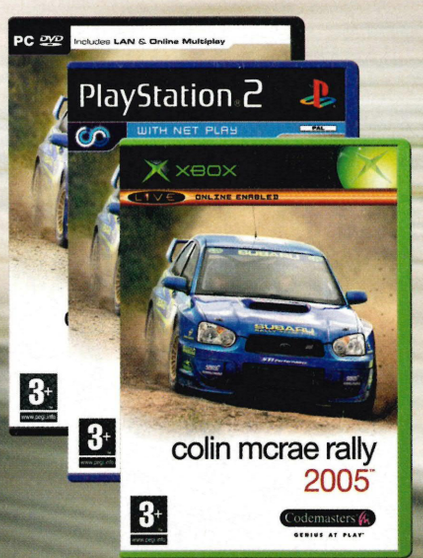
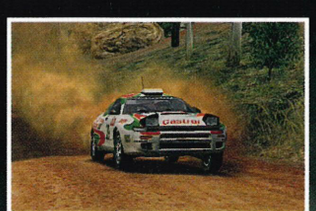
colin mcrae rally 2005™

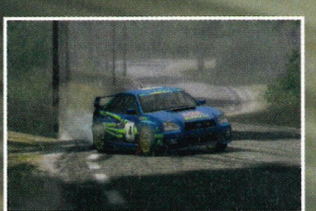
second to none



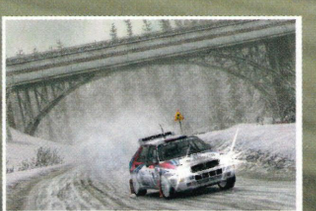


more content
Test yourself in an all-new career mode, with more cars, events and stages.

more detail
Live the experience with realistic collisions, unique car damage, enhanced surfaces and stunning landscapes.



more challengers
Race head-to-head on-line with up to 7 other contenders.



more choice
Select your own conditions for a unique drive every time.

"THE MOST ADDICTIVE AND REWARDING RALLY GAME AVAILABLE" 9/10 XBOX WORLD

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GENIUS AT PLAY™

13 Halloween Horrors

Have you got what it takes to play 13 of the scariest games ever created?

IF YOU THOUGHT Halloween was a time for mutilating pumpkins, playing Trick or Treat in a bedsheet and watching John Carpenter's seminal stalk 'n' slash horror flick from behind the sofa, think again. It's the night the dead will rise from their graves, hungry for human flesh, until the first rays of dawn send them scurrying back to their lairs. Or at least that's the way it will play out in your bedroom if you've got what it takes to stay awake all night and feed your Xbox what it really craves: fear.

Let's face it, you didn't buy the most awesome console on the planet to pass the time chasing Sonic round in circles. No, admit it. What you really want, what you have been gagging for, is serious sweat-inducing, stomach-churning shock therapy that will leave you gibbering but exhilarated when you emerge from your own personal vault of horror having survived the ultimate experiment in terror.

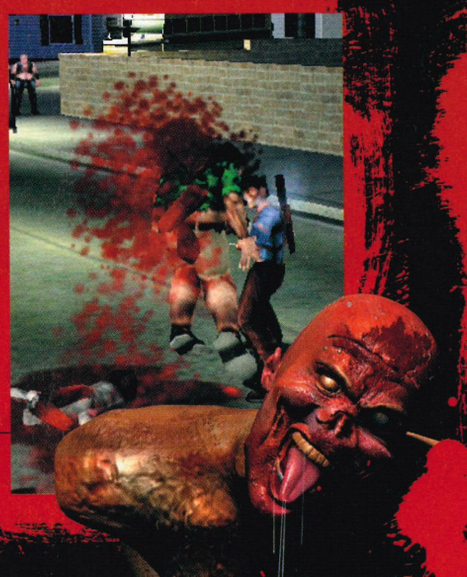
Over the following pages you will find 13 of the scariest and goriest Xbox games guaranteed to shred every nerve in your body (plus a couple for light relief), rated out of six for gore, graphics and general creepiness. The ultimate game will therefore be awarded the coveted 666 rating.

Evil Dead: A Fistful of Boomstick

(Issue 18, score: 6.7)

ASH, THE WISECRACKING anti-hero of the *Evil Dead* movies, is back and has sworn to rid Dearborn of the flesh-gnawing deadites. For a game based on a low-budget gore-fest, this is lamentably low on claret, but makes up for it by allowing our hero to take out two zombies simultaneously – one sliced 'n' diced with the chainsaw and the other shotgun-blasted. A neat twist allows Ash to travel back in time, but make your own map or you'll be lost without the familiar landmarks.

Gore Score: ★★★★
Graphics: ★★★★
Fear Factor: ★★★



Van Helsing (Issue 30, score: 7.0)

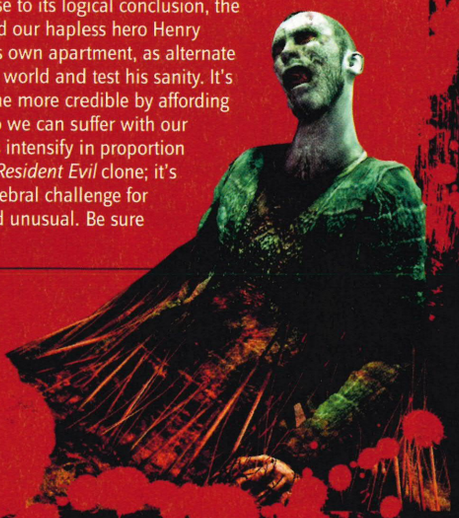
LET DOWN BY Stephen Sommers' overblown dumb-but-fun monster convention? Think Jackman's a big sissy? Reckon you can do better? If so, why not strut your slaying stuff by pitting yourself against the Count, the werewolf and a horde of blood-sucking harpies in this big-budget 're-imagining' of Castlevania. With the same arsenal of weapons as old muttonchops, you get to crash the best parties in Transylvania and smack down those mischievous children of the night. Combat is slick, the weapons are cool, the creatures are well executed (literally) and the sets rough but suitably gothic. What more do you want? Beckinsale in leathers?

Gore Score: ★★★★
Graphics: ★★★★★
Fear Factor: ★★★★

Silent Hill 4: The Room (Issue 34, score: 7.0)

TAKING THE *Silent Hill* franchise to its logical conclusion, the developer has now condemned our hapless hero Henry Townsend to a living hell in his own apartment, as alternate realities bleed through into his world and test his sanity. It's a virtual nightmare made all the more credible by affording us a first-person perspective so we can suffer with our character as his horrific visions intensify in proportion to his paranoia. But this is no *Resident Evil* clone; it's an absorbing, psychotronic cerebral challenge for connoisseurs of the bizarre and unusual. Be sure to visit real soon.

Gore Score: ★★★★★★
Graphics: ★★★★★
Fear Factor: ★★★★★★



The Thing (Issue 08, score: 7.4)

JOHN CARPENTER'S lurid 1982 creature-feature sets the scene for Vivendi's genuinely creepy squad-based survival horror in which you have to suss out which of your buddies is host to a shape-shifting alien monstrosity before he scoffs the lot of you. The game benefits from the same claustrophobic Antarctic setting featured in the movie, an atmospheric soundtrack and gross-out transformations (including the classic spider-head scene) plus some realistic retching effects. But what sets it apart from the glut of formulaic beastie-blasters is the trust/fear feature which forces you to choose who lives and who dies. Rely on 'em or fry 'em: it's your decision.

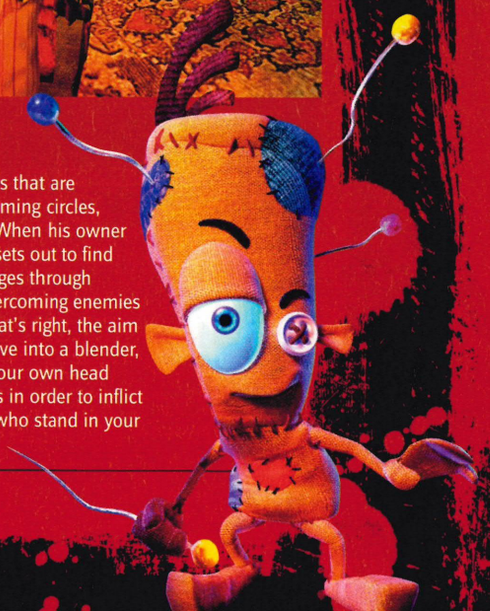
Gore Score: ★★★★★★
Graphics: ★★★★★★
Fear Factor: ★★★★★★

Voodoo Vince

(Issue 22, score: 7.9)

'UNIQUE' AND 'ORIGINAL' are words that are bandied around quite liberally in gaming circles, but this platformer is the real deal. When his owner is abducted, Vince the voodoo doll sets out to find her. Hitching a ride on a rat, he trudges through swamps, sewers and graveyards overcoming enemies by inflicting pain on himself. Yep, that's right, the aim of the game is to duff yourself up, dive into a blender, bring an avalanche of rubble onto your own head and impale yourself on pin cushions in order to inflict as much pain as possible on those who stand in your way. Pure genius.

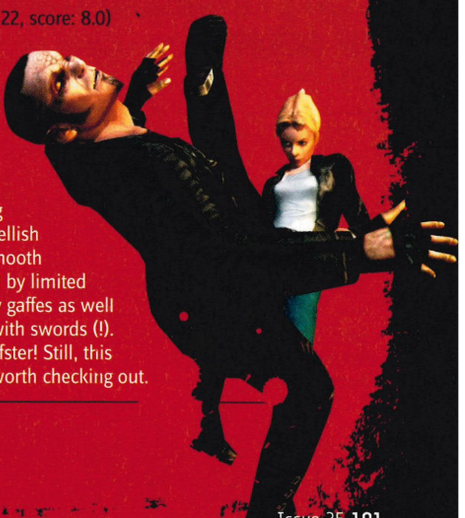
Gore Score: ★★
Graphics: ★★★★★
Fear Factor: ★



Buffy The Vampire Slayer: Chaos Bleeds (Issue 22, score: 8.0)

A RATHER NAFF title obscures a pretty cool game, as Sunnydale's diminutive blonde kicks demon butt and stakes vampires where it hurts. Based on a 'lost' episode from season five and featuring the voices of several members of the original cast, it pits the Scooby Gang against The First and a host of his hellish spawn. Atmospheric settings and smooth playability are slightly compromised by limited moves and a catalogue of continuity gaffes as well as allowing vampires to be staked with swords (!). And Xander even outclasses the Buffster! Still, this game and its predecessor are well worth checking out.

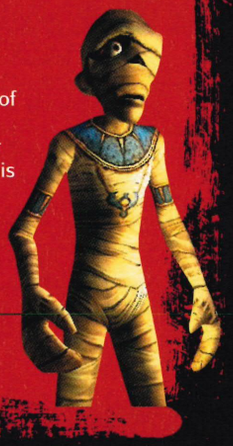
Gore Score: ★★★
Graphics: ★★★
Fear Factor: ★★



Sphinx And The Cursed Mummy (Issue 27, score: 8.1)

IN THIS CASE the mummy's curse is not a dose of the trots but a cowardly streak which sees your bandaged sidekick hiding behind you whenever there's trouble. And there's trouble aplenty in this *Zelda*-inspired third-person platform adventure which raids more tombs for old clichés than Lara ever did. If you want to lose yourself in an alternate universe for a weekend, *Sphinx and the Cursed Mummy* is your pleasure portal.

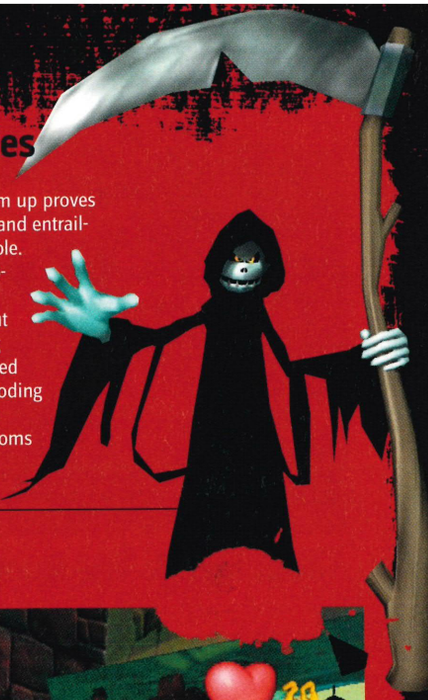
Gore Score: ★
Graphics: ★★★★★
Fear Factor: ★★



Grabbed By The Ghoulies (Issue 23, score: 8.9)

RARE'S CARTOONISH haunted house beat 'em up proves that you don't need disembowelled corpses and entrail-eating zombies to fuse a gamer to their console. *Ghoulies* is a witty, imaginative, pacy pick-up-and-play adventure pitting a lad against a house full of monsters that don't fight fair. But then neither do you. You have to avoid being electrocuted, cursed, tossed around and puked on with only a garlic-firing blunderbuss, exploding cola cans and assorted household objects to keep the gruesome guests at bay. With 50 rooms to explore there's plenty of repeat value. A trick or a treat? Definitely the latter.

Gore Score: ★
Graphics: ★★★★
Fear Factor: ★



Harry Potter And The Prisoner of Azkaban (Issue 31, score: 7.4)

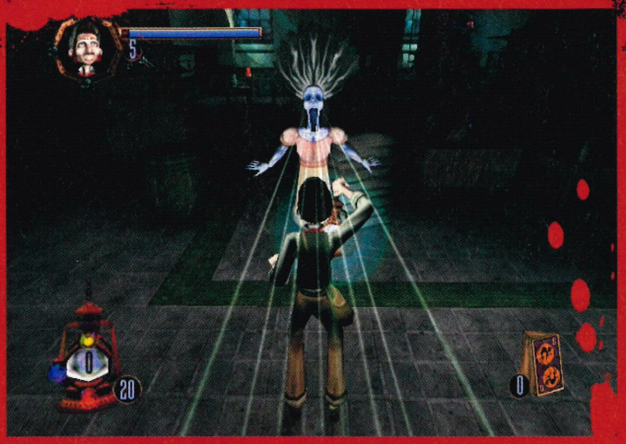
BY FAR THE BEST and darkest entry in the *Potter* franchise, this third offering benefits from infinitely better graphics than its predecessors and the fact that you can choose to play as either Harry, Hermione or Ron. The controls are also more responsive and easier to master, plus the minigames, such as duelling, are more worthy of your skills and are not the mere fillers they were before. You can also skip the Quidditch match without pulling a sickie. The only groan is the fact that it's possible to complete the whole game in a day and there's a long, long wait till the next one's released.

Gore Score: ★★
Graphics: ★★★★★
Fear Factor: ★★

The Suffering (Issue 29, score: 8.0)

IMAGINE WAKING FROM a recurring nightmare to find yourself strapped to a chair in the gas chamber as the prison is besieged by the vengeful spirits of executed inmates and soul-eating fiends (designed by the legendary Stan Winston). Cheery thought, huh? That is the type of gonad-gripping intensity you are going to have to be man enough to handle if you are to endure the pleasure and the exquisite pain that is *The Suffering*. Fortunately, as the enigmatically named inmate Torque, you can morph into your beastly alter ego and take them on one by one. Prepare for trial by console.

Gore Score: ★★★★★★
Graphics: ★★★★★★
Fear Factor: ★★★★★★



The Haunted Mansion (Issue 28, score: 7.8)

A GAME BASED on a dodgy Disney film, which is in turn based on a theme park ride. It doesn't sound too promising but this is much more fun than the movie and, what's more, it doesn't feature Eddie Murphy! As fearless ghost catcher Zeke Holloway, you must snare the troubled spirits that inhabit this accursed mausoleum before you become one yourself. Uncomplicated controls, a gallery of gruesome cartoon characters, and enough puzzles to keep the average pre-teen out of trouble for a few hours add up to addictive, undemanding gameplay for all the family.

Gore Score: ★
Graphics: ★★★★★
Fear Factor: ★★

Project Zero (Issue 15, score: 8.0)

FIRST WE REMAKE the Japanese's spookiest movies, then we adapt them as games. Have we no shame? No, actually we don't, and why should we if the result is as disturbingly entertaining as this? Armed with only a camera, you must prowl the darkened rooms of a deserted mansion encountering restless spirits and gaining upgrades for the camera with every spook captured in your Kodak. Our only complaints are the anonymous grey environment, repetitive play, s-l-o-w pace and obstructive furniture, but atmosphere is what this game is all about, and it most definitely has that in spades. So, lights out, surround sound cranked up to 11...extra pair of pants...

Gore Score: ★
Graphics: ★★★
Fear Factor: ★★★★★

House of the Dead 3 (Issue 15, score: 7.1)

IT MIGHT SEEM perverse to describe a post-apocalyptic zombie slaughter-fest as beautifully rendered, but it's a fact: the backgrounds are high-calorie eye candy. Not that you get more than a couple of seconds to appreciate the aesthetic elements, as the mutant zombies are all over you before you can say 'bring it on'. The third version of this classic arcade FPS swaps your weapon of choice from a pistol to a shotgun, which means accuracy is out the window and trigger-happy finger-frenzy is the way to go. Exchange the control pad for a MadCatz Blaster gun and you'll know the grim satisfaction of gratuitous slaughter.

Gore Score: ★★★★
Graphics: ★★★★★
Fear Factor: ★★★

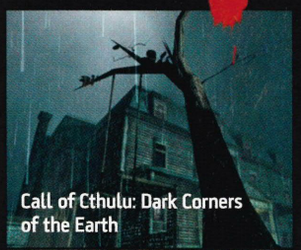
Forthcoming Games

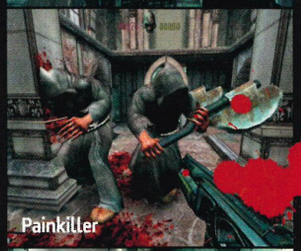
AN UNHOLY TRILOGY of titles is scheduled for release next year. For flesh-crawling, trouser-filling terror, few can beat the master of the macabre, H.P. Lovecraft, whose loathsome, half-formed horrors have been brought to life by Headfirst in *Call of Cthullu: Dark Corners of the Earth* (Bethesda Softworks). Set in the 1920s, it's part survival horror and part detective puzzler similar to *Silent Hill* but boasts hallucinatory insanity effects.

In FPS slaughter-fest *Painkiller* (Dreamcatcher), you're heaven's hitman, the last defence in the unholy war against the Underworld. Graphically superior to standard shooters thanks to the higher polygon count, it offers a climactic twist in the tale... assuming you make it that far.

But for visceral horror, nothing will out-gross *Doom 3* (Activision), in which you're trapped alone in an isolated base on Mars overrun by the hordes of hell. id Software has re-imagined its genre-defining masterpiece and upped the ante with next-gen graphics, real-time animation and state-of-the-art physics to bring your worst nightmares to life. Prepare to meet thy doom...

Thirsty for more? Then check out Midway's mind-bending *Psi-Ops: The Mindgate Conspiracy* (Issue 33, 8.6) and Empire's haunting *Ghost Master* (see page 078). Don't miss 'em!

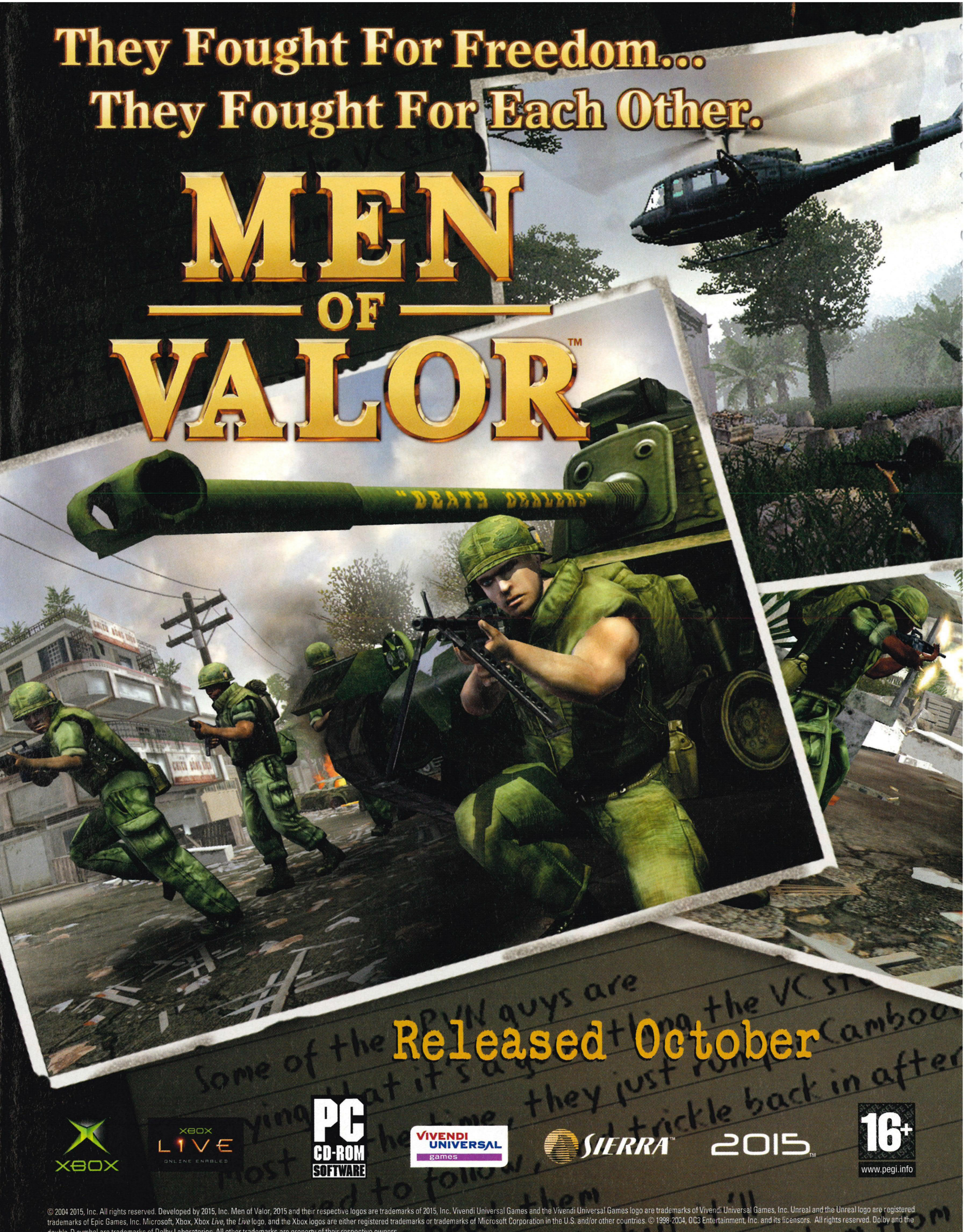

Call of Cthulu: Dark Corners of the Earth


Painkiller

Doom 3

They Fought For Freedom...
They Fought For Each Other.

MEN OF VALOR™



Released October

XBOX

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Play:More

PLAY:MORE is about getting more from your games. From tips and cheats to in-depth Masterclasses, you'll find everything, explore everywhere and beat everyone.

It's about playing games until the disc wears out. It's about demonstrating your expertise, proving you're the best and taking your place among our elite community of Xbox gamers. It's about winning stuff, beating the challenges and earning respect from your fellow gamers.

Play:More is where you make *Official Xbox Magazine* your magazine.

DEMO: OUTRUN 2

LIVE REVIEW: BURNOUT 3

GUIDE: FABLE

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BT

Unlock the true potential of Xbox Live with Broadband from BT for online console gaming and challenge gamers worldwide with the latest Xbox Live games

Featuring a massive multi-event Career Challenge and online head-to-head rallying for up to eight players, Colin McRae Rally 2005 is the adrenaline-fuelled drive you've been waiting for.

Offering the most diverse selection of rally cars to choose from, drivers will be pummelled through a staggering 300+ stages. Beyond the Career Challenge, there's even more adrenaline-fuelled rally gaming with the title's online gaming modes.

And just when you thought a McRae game couldn't offer any more detail or visual splendour, the game's development team has crammed it in: the new bonnet cam and an improved chase cam gives a real sensation of speed and undulation.

Colin McRae Rally 2005 is the most complete and rewarding rally experience featuring online multiplayer rallying at its very best.

Now you can take the challenge online and Broadband from BT for online console gaming has everything you need.

To find out more about this service, log on to www.bt.com/xboxlive. Plus sign up to Broadband from BT for online console gaming and receive an Xbox Live-compatible router for only £20 (online purchases only).

1Mb Broadband
Up to 20x faster than standard dial-up
was ~~£40.99~~
now only £29.99* a month

On Your Disc...

WE HAVE oodles of trial versions for you this month, starting with the excellent *OutRun 2*. This one can be played alone or against three players on Xbox Live, and there's more multiplayer fun to be had with our offline trial version of *Def Jam Fight for New York*.

Adventure fans are in for a real treat with trial versions of *Leisure Suit Larry* and the suspenseful *Silent Hill 4: The Room*.

You can also take two trips to Vietnam. *Men of Valor: The Vietnam War* is a chaotic FPS, while *Conflict: Vietnam* is a squad-based shooter with four hardened troops to control.

Rounding it all off in supreme fashion is the awesome *Kingdom Under Fire: The Crusaders*. There are four massive missions to complete! Don't forget to check out the Game Saves too (page 108).

OutRun 2

ON THE DISC | Official Magazine ELITE | XBOX LIVE PLAYABLE

Reviewed: Issue 34 | Score: 8.5
Players 1 | Live: 1-4 Players

THE ALL TIME-CLASSIC racer returns, and this time it's with an Xbox Live twist. This month's trial version includes both a single-player and online mode for up to four retro racers.

Single-player mode is simple to get into and even easier to get completely hooked on. All you have to do is race through three stages on the road map as stylishly and quickly as possible. There are two wonderful Ferraris to choose from: the F50 and 360 Spider.

In the full version of *OutRun 2* there are multiple routes to choose from, each one becoming progressively more difficult. However, in this trial version you'll notice that the turn-offs have been blocked, keeping you on easy street. The three stages - Palm Beach, Deep Lake and Castle Wall - still provide plenty of thrills though, especially because there are loads of other cars to avoid.

Xbox Live play is basically the same, although this time you'll have to contend with three real-life foes instead of the normal traffic. Anything goes, including smashing the opposition off the road or drafting behind them to build up speed. The race ends at the moment the winner crosses the finishing post.

Prize Challenge

We want you to complete the demo race (in single-player mode) in the fastest time possible. You can use either car but must be playing in the demo version of the game.

Our five fastest drivers will each win a copy of the full game of *OutRun 2* (Issue 34, 8.5) courtesy of Sega. If you achieve a qualifying score, we'll contact you to ask for a video recording or photo of your fastest time. Complete the coupon below and send it in before the closing date of Thursday 04 November 2004.

↑ **You could win a copy of the full game!**

Men of Valor: The Vietnam War

ON THE DISC

Reviewed: This Issue | Score: See page 085
Players: 1

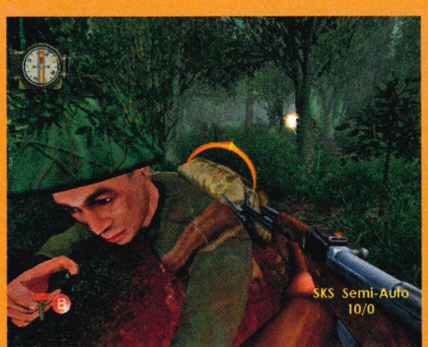
IN THIS EXPLOSIVE trial version, you play as Dean Shepherd, a Marine stationed in Vietnam in 1965. Smooth, Zook, Greaser and Hoss make up the rest of the platoon. You've been sent up the hills of Da Nang to investigate Vietcong rocket sites but have fallen into an ambush.

You're vastly outnumbered, and the only way to survive is to find cover. Stand behind a tree and hold the L trigger to zoom. You can now move left and right to lean out from cover and take shots at the enemy.

If you take a bullet, immediately hold down the B button until the red area on your health meter repairs. Search corpses by holding down the Y button and sometimes you'll be lucky enough to find a medikit or healing canteen.

Don't panic if you accidentally shoot one of your platoon - they can't be killed in this trial version. If they take severe damage, your buddies will simply take a lie down and recover after a short while! Keeping them healthy and bullet-free is in your best interests though, because they'll really help you pick off the tide of Vietcong sweeping through Da Nang.

Getting up close to a Vietcong soldier really isn't recommended - pot shots are a much better option. But, if you've picked up an SKS, you can attach a deadly bayonet. Press the Black button to execute your stabbing melee attack.



↑ **The VC: they don't like it up 'em!**

Replay

REACH THE climax of *Vietcong*'s Da Nang mission and you'll be forced to call in a napalm strike. There is nothing like a BBQ to finish a hard day - smells like victory!

Challenges

THINK YOU'RE hot stuff when it comes to Xbox? Challenges gives you the chance to become a gaming celebrity! There are several ways to make your mark: in the demo challenges, Xbox Live competitions and clan leagues. Some are for prizes, others just for glory. Check it out!

THE CHRONICLES OF RIDDICK: EFBB

Game Disc 33

THE CHALLENGE: Escape the level in the quickest time.

NAME	ADDRESS	BEST TIME
D BERESFORD	CARMS	02:30:00
ROSS THOMAS	WEST SUSSEX	02:31:00
OSKY	STOKE-ON-TRENT	02:32:95
PARBEER SIDHU	GLASGOW	02:55:00
DARYL SPIERS	EDINBURGH	03:07:00
CALEB EDEN	ANFIELD	03:45:61
JOHN O'LEARY	LONDON	04:27:06
MATTHEW MILES	LINCOLN	04:37:00
ILLESH KOTE	LONDON	04:45:00
MATT GRANT	CARDIFF	05:01:00

Congratulations to our top escapologist D Beresford, who takes his first ever league championship. He wins a copy of the game for his ridiculously fast time.

Issue 35 Challenges

Dear *Official Xbox Magazine*

Here is my Demo Challenge score for you to admire:

OUTRUN 2

Fastest time to complete single-player race:

.....

Name .....

Address .....

.....

.....

Telephone number .....

Either cut out or photocopy this coupon, fill it in, and send it to Game Disc 35 Demo Challenge, *Official Xbox Magazine*, 99 Baker Street, London, W1U 6FP.

NEXT MONTH: XBOX LIVE FOOTY ACTION AS FIFA FOOTBALL 2005 HITS THE GAME DISC.

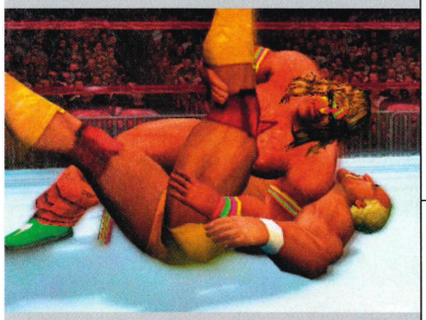
Game Saves

NO BOSS TOO tough, no mission too impossible, Play:More is determined to crack open every Xbox title and bring you the hottest downloadable game saves. This month, we've got saves for the following five games...

Beyond Good & Evil
All pearls, MDisks and species photographed, and on the last boss.

Colin McRae Rally 04
All stages and all cars, except the Audi Quattro, unlocked.

Hitman: Contracts
All levels completed on Silent Assassin rank and available.



Showdown: Legends of Wrestling
In Showdown Challenge 1990 with Sting and all classic levels unlocked.

Created wrestler Brock Lesnar
Created wrestler Kurt Angle
Created wrestler Triple H
Created wrestler The Undertaker

TimeSplitters 2
New maps: Doom*03, Crazy Course, Complicated, CentraDeath, Bunker, Bremer Bunker, Bang Bang, Aboooh.

How To...
Download your Game Saves

SAVES CAN BE found in the Game Saves and Extra Content menus. Highlight one and press the A button to download it. If the save is greyed out and can't be selected, you already have a save of this type on your Xbox hard disk. Simply go into the memory screen on your Xbox Dashboard, delete the save and, the next time you load the game disc, the option will reappear in white.

Silent Hill 4: The Room

ON THE DISC

Reviewed: Issue 34 | Score: 7.0
Players: 1

MOVE
LOOK
WEAPON SELECT
A ATTACK / INTERACT
B RUN
X EQUIP
Y TOGGLE MAP / SCRAPBOOK
L CENTRE CAMERA
R READY WEAPON
NOT USED
NOT USED

FOR FIVE DAYS, Henry Townshend has been locked inside Room 302 of the South Ashfield Heights apartment building. Chains seal the door from the inside, and your only view of the outside world is through the murky window panes (which have been nailed shut).

In this trial version, you wake up in the twisted alternate reality that *Silent Hill* fans already know well. Rust and blood spread like a disease across the walls and all you can do is explore the nightmare. After a while, you wake in the real world and must investigate parts of the room. Try looking through the peephole to see your neighbour Eileen Galvin at work, and peer through the window to view Cynthia on the prowl. There are also a couple of mysterious notes to pick up.

Once the hole has appeared in your bathroom wall, enter it to discover a portal to the South Ashfield Subway station. Here you'll meet up with Cynthia and will have to guide her past mutant dogs and a couple of eerie floating spirits.

Unlike the dogs, spirits cannot be killed using normal weapons. You'll have use evasive action because getting close to them causes you damage. Returning to the real world through the hole in the ladies' toilet will slowly heal you though.

Go back to the Subway and you'll discover the tokens needed to enter the King Street Line. Cynthia is missing and you have to track her down before something terrible happens.

Leisure Suit Larry: Magna Cum Laude

ON THE DISC

Reviewed: This Issue | Score: See page 076
Players: 1

MOVE
LOOK
CHANGE FOCUS
A INTERACT
B LOOK
X NOT USED
Y NOT USED
L WALK SLOWLY
R NOT USED
INVENTORY
NOT USED

LARRY LOVAGE IS hoping to end this semester with a first class degree in sexual magnetism. He's trying to seduce every girl on campus, starting with country music lover Sally Mae.

In this trial version you play through a series of mini-games. The first is a conversation with Sally Mae, where you control the dialogue. Move the sperm up and down to try and pass the green icons. Hit the mark and the conversation will run smoothly, boosting your confidence. Accidentally touching the orange icons makes the conversation turn sour, and your love meter (the heart at the bottom left) will decrease. In order to win the game, you must have a full heart at the end of the conversation.

There are two other mini-games to try. One is a dancing game where you try to copy Sally Mae's moves. Alternatively, the flyer-tossing game can be found outside. Searching around the campus will also yield hidden tokens and some humorous, smutty conversation. Failing a mission depletes your confidence levels, meaning that poor little Larry will slouch around campus rather than being his usual happy self.

It's impossible to 'complete' this trial version, you just play the mini-games over and over. Quitting out gives you a sneaky peek of the naughty fun you can look forward to in the full game.

Conflict: Vietnam

ON THE DISC | Official Magazine ELITE

Reviewed: Issue 34 | Score: 8.5
Players: 1

MOVE
LOOK (CLICK) FIRST PERSON
CHANGE CHARACTER
A ACTION
B CHANGE STANCE
X FIRE AT WILL
Y INVENTORY
L ORDERS
R FIRE
GROUP STANCE
THROW GRENADE

IT'S 26 JANUARY 1968 and the Vietnam War has just reached boiling point. Your platoon is making slow progress on the Ho Chi Min trail when the Colonel's APC runs over a landmine. Continuing on foot, it's your mission to search a nearby village for signs of Vietcong infiltration before clearing out the landing zone to the north.

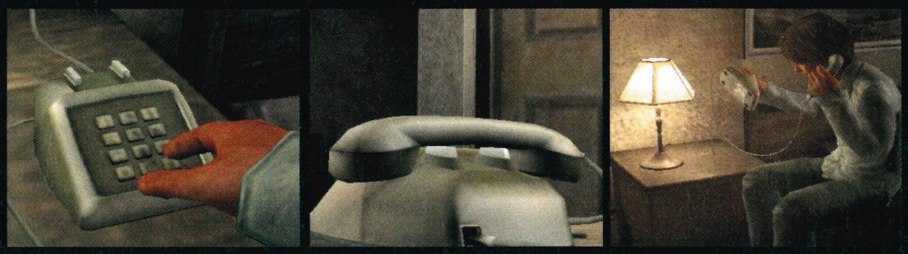
Cherry is the new recruit and, as such, has not yet attained any special skills. Junior is your expert sniper and Hoss is the heavy weapons specialist. Ragman is the leader of the group, but you can assign any character leader by selecting him with the D-pad and issuing orders with the L trigger. We recommend choosing one character you like best, and instructing all the others to follow and fire at will.

With all those bullets flying, it's inevitable that you'll lose a man along the way. Make sure you heal him with a medikit before his emergency energy bar depletes, otherwise it's game over.

If you're suddenly caught in an ambush, press the L trigger and the White button to make the whole team hit the dirt. This will make you a more difficult target. There are several secondary objectives to find aside from the main ones. Try destroying all of the four arms caches in the village (they're hidden underground), and make sure that every civilian escapes unharmed.

Replay

IN *SILENT Hill 4*, the phone cord in Henry's room is cut, but you can still make a call. Try ringing the Ashfield Bar across the road on 5553750.



Kingdom Under Fire: The Crusaders

Reviewed: Issue 34 | Score: 8.9
Players: 1

ON THE DISC | Official Magazine ELITE

GERALD OF Hironieden has a problem. Lucretia's Dark Legion is sweeping the land with a real contempt for humankind. In this excellent trial version, you can choose between the two opposing forces and play through four gorgeous missions.

Playing as Gerald, you can command your two bodyguards to assist during combat. Once you have more than 200, simply press X+Y or A+B together to execute. More supply points are earned for killing enemies. Lucretia has special attacks instead of bodyguards (all the other elves hate her). Do them by pressing Y.

In some missions you control more than one unit. Switch to other forces like the paladins or archers by tapping the L and R triggers.

Def Jam Fight for New York

Reviewed: This Issue | Score: 8.9
Players: 1-2

ON THE DISC | Official Magazine ELITE

HERE'S AN interesting fact: *Def Jam* was developed by AKI Corp, the same developer of N64 wrestling classics *WCW Revenge* and *Wrestlemania 2000* (widely regarded as the best grapplers ever). Create some bedlam in Brooklyn and some hell up in Harlem in Battle mode. You have five fighters to choose from and can brawl against the computer or another player.

Story mode pits you against Sticky Fingaz in a blazing warehouse rumble. Don't touch the fire surrounding the arena because it causes major energy drain. Once your orange power meter is full, press the Right thumbstick in any direction to activate your blaze, making your attacks more damaging.

Challenges

ANOTHER TOP challenge league for you. If you want to suggest a new challenge or have some results from an event you've organised, send them into the usual address. We're also going to be running regular leagues based on your entries for Play:More On The Disc.

TONY HAWK'S UNDERGROUND
Full game challenge
THE CHALLENGE: Highest combo in any level of *Tony Hawk's Underground*.

↑ You must use most of the map to qualify.

NAME	GAME DISC	COMBO
Davy Lloyd	33	154
Nathan McClean	32	127
Ben Lumber	33	111
Sam Dutton	33	105
Sean McNally	29	90
Joe Chivers	28	88
Your name here	TBA	Your score here
Your name here	TBA	Your score here
Your name here	TBA	Your score here
Your name here	TBA	Your score here
Your name here	TBA	Your score here

A high combo is easy to achieve, so we only accept *THUG* videos that include lots of skill. Record your high score onto VHS and see if it makes the league. All these entries have appeared on previous Game Discs.

Play:More On The Disc

EARN A PLACE in Xbox history and appear in your section of the Game Disc. Play:More brings you the maddest tricks, and we love to show Xbox Live clans causing mayhem.

Complete and cut out this coupon and attach it to the front of your VHS tape before sending. Entries must be less than ten minutes long and rewound to the correct starting position. Please don't have custom soundtracks playing.

Mitchell Sutton shows us how to reach Liberty and Ellis Islands in this clip. All you have to do is web-line the choppers and wait patiently for them to fly over.

There are loads of *Driv3r* movies on this month's disc but the Bentley Bros' entry stands out as being really well directed. We especially like the slow-mo bike crash.

Still wondering how Glynn Horsley managed to score seven million in our *Amped 2* challenge? Here's the proof as he jibs the entire ski lift rail, from top to bottom!

Car surfing isn't just a *GTA* trick. Adam Moffatt also manages to do it in *Driv3r*. Just watch what happens when he shoots the driver! That's some crash landing.

Phil Watson has unlocked the SLFA50X supercar for this incredible leap over Notre Dame. Beat Tokyo, New York and Paris Arcade modes in first place to try this yourself.

Play:More On The Disc

Name _____

Address _____

_____

Postcode _____

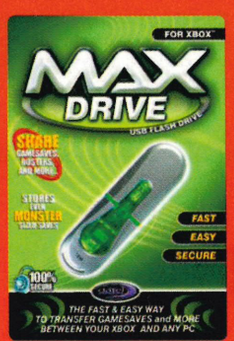
Description of my Top Play _____

❑ I have made sure that custom soundtracks are turned off.

WIN A DATEL MAX DRIVE!

EACH MONTH, we'll pick the five best entries and award you with a Datel Max Drive. To see if you've won, look out for a golden Play:More award, like the one shown here, on your entry in the mag. It's the ultimate Xbox accessory scoring 5/5!

Max Drive is the fast, easy and secure way to transfer files between your Xbox and any PC. Max Drive is available from all good videogame stores, or you can purchase it online instead at www.codejunkies.com



Replay

THIS DODDERING old fool doesn't move a muscle as the Bentley Bros' *Driv3r* truck comes steaming through. He must really like the swings!

STILL WAITING: WE STILL NEED MORE OF YOUR LONGEST GTA JUMPS TO CREATE A CHALLENGE LEAGUE. KEEP YOUR VIDEOS COMING.

LiveCalendar

Your official guide to the hot game releases, events and Xbox Live gaming sessions for the next month.

FRI 08 OCTOBER 2004

Fable is released with Live Aware compatibility. www.fablegame.com

SAT 09 OCTOBER 2004

SUN 10 OCTOBER 2004

World Cyber Games Grand Final in San Francisco. www.worldcybergames.com/wcg2004

WCG WORLD CYBER GAMES

MON 11 OCTOBER 2004

Xbox Live Race Night - the night for *Burnout 3* racing. www.xbox.com/en-gb/burnout3

TUES 12 OCTOBER 2004

Xbox Live Just For Fun Night - the night for new players to get together. www.xbox.com/en-gb/live/calendar/default.htm

WEDS 13 OCTOBER 2004

THURS 14 OCTOBER 2004

The *Official Xbox Best Ever Magazine* goes on sale. For details, check out www.officialxboxmagazine.co.uk or see page 126.

FRI 15 OCTOBER 2004

FIFA Football 2005 hits store shelves. www.easports.com/games/fifa2005/home.jsp

EA SPORTS FIFA FOOTBALL 2005

SAT 16 OCTOBER 2004

Register for the *FIFA* Interactive World Cup! www.xbox.com/en-GB/fifainteractiveworldcup/default.htm

FIFA INTERACTIVE WORLD CUP 2004 EA SPORTS AND XBOX

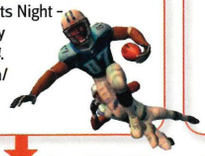
SUN 17 OCTOBER 2004

MON 18 OCTOBER 2004

TUES 19 OCTOBER 2004

WEDS 20 OCTOBER 2004

Xbox Live Sports Night - the night to play *NFL Fever 2004*. www.xbox.com/en-gb/nflfever2004



THURS 21 OCTOBER 2004

Xbox Live Old-Skool Night - all your favourite classics. www.xbox.com/en-GB/live/calendar/default.htm

FRI 22 OCTOBER 2004

LMA Manager 2005 is released with downloadable content. www.codemasters.co.uk/lma2005

SAT 23 OCTOBER 2004

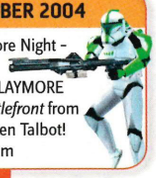
SUN 24 OCTOBER 2004

Xbox Live Chill-Out Night - the night for less competitive gamers. Try *Ghost Recon: Island Thunder* co-op play! www.ghostrecon.com

MON 25 OCTOBER 2004

TUES 26 OCTOBER 2004

Xbox Live Play:More Night - look out for our Gamertag OXM PLAYMORE on *Star Wars Battlefront* from 6-7pm and fight Ben Talbot! www.lucasarts.com



WEDS 27 OCTOBER 2004

THURS 28 OCTOBER 2004

Xbox Live Old-Skool Night - time to go old-skool with *Midway Arcade Treasures 2*. www.midwayarcade.com

MIDWAY

FRI 29 OCTOBER 2004

Sega's *OutRun 2* hits store shelves. www.sega-europe.com/index.html

SEGA PRESENTS OutRun2

SAT 30 OCTOBER 2004

Xbox Live Friends Night - the night to meet new gamers online. Check out the forum for details. http://forums.xbox.com/ShowForum.aspx?ForumID=196

SUN 31 OCTOBER 2004

MON 01 NOVEMBER 2004

Xbox Live Race Night - the night for *OutRun 2* racing. www.xbox.com/en-GB/live/calendar/default.htm

TUES 02 NOVEMBER 2004

WEDS 03 NOVEMBER 2004

Closing date for our *OutRun 2* Trial Version Challenge. See page 107 for more info.

THURS 04 NOVEMBER 2004

OXM36 on sale! www.officialxboxmagazine.co.uk

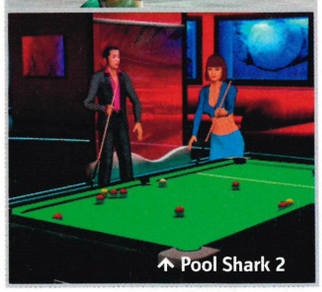
XBOX Official Xbox Magazine

Dates subject to change due to reasons beyond our control

Coming Soon

Better start saving for these...

GAME	GAME TYPE	RELEASED
Area 51	Shooter	2005
Backyard Wrestling 2	Wrestling	10/04
Battlefield: Modern Combat	Action	Late 05
Battlestations: Midway	Strategy	Summer/05
Black 9	Action	TBA
Blinx 2	Adventure	Spring /05
Call of Duty: Finest Hour	FPS	11/04
Conker: Live & Reloaded	Action	Spring/05
Crash 'n' Burn	Racing	12/04
Dead or Alive Ultimate	Beat 'em up	2005
Delta Force: BHD	FPS	2005
Destroy All Humans	Action	11/04
Doom 3	FPS	TBA
ESPN NCAA	Sports	TBA/04
Fight Club	Beat 'em up	12/04
Forza Motorsport	Driving	Spring/05
GoldenEye: Rogue Agent	FPS	Spring/05
Halo 2	Shooter	11/04
Iron Phoenix	Beat 'em up	TBA
Jade Empire	RPG	Spring/05
MechAssault 2	Mech shooter	2005
Mortal Kombat: Deception	Beat 'em up	11/04
MotoGP 3	Racing	2005
NBA Live 2005	Sports	Spring/05
NHL 2005	Sports	Spring/05
NASCAR 2005	Sports	Spring/05
NFSU 2	Racing	Winter/04
Operation Flashpoint: CWC	Squad shooter	2005
Painkiller	FPS	2005
Phantom Dust	Action shooter	2005
Pool Shark 2	Pool	12/11/04
Pro Evolution Soccer 4	Football	11/04
Serious Sam 2	Shooter	TBA
Sid Meier's Pirates!	Action	Spring/05
SNK vs. Capcom: SVC Chaos	Beat 'em up	TBA/05
Snowblind	FPS	Summer /05
StarCraft: Ghost	Action	Winter/04
Star Wars: Rep. Comm.	FPS	Spring/05
SW KOTOR: The Sith Lords	RPG	Late 2004
TimeSplitters Future Perfect	FPS	Spring/05
Tom Clancy's Ghost Recon 2	Squad shooter	11/04
Tron 2.0: Killer App	FPS	Autumn/04
Unreal Championship 2	Shooter	02/05
Worms Forts Under Siege	Strategy	Winter/04



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LONE WOLF

Ghost Recon 2 Live modes revealed

WE caught up with Robbie Edwards, producer on *Ghost Recon 2*, to get the inside word on the game's Live modes.

"We have all the game types from the original, but now there's also split-screen support for both Xbox Live and System Link players, so you can have a guest player for each Xbox used." Most exciting of all is the new Lone Wolf mode, which pits one super-soldier against 15 lesser-armed players. "It's really cool!" enthuses Edwards.

It might sound a little unfair, but not when you consider that the Lone Wolf or IWS (Integrated Warfighter System) has full body armour, a M29 weapon system and the ability to call in devastating airstrikes. "It works like a cat and mouse game," says Edwards, "except the Lone Wolf is so incredibly powerful we're still not sure who's the cat and who's the mouse!"

Game Star of the Month

Name: Harry Thomas
Age: 16
GamerTag: Dead Lethal
Home town: South-East London/Surrey

DEAD LETHAL IS NO stranger to fierce competition. Long before the EGC 2004 (see Your Shout, page 112), he competed in the World Cyber Games UK Preliminaries 2003, coming a close second to rival *Halo* master Fenriz. Having qualified for the World Cyber Games Championship, DL travelled all the way to Seoul, South Korea, to duke it out against the best of the best. He came third in his group, just behind Frenchman Arthur Vankan and eventual World Champion Matt Leto.

With those awesome achievements behind him, DL was full of confidence approaching the EGC 2004. Old rival Fenriz was taking part and this was a prime opportunity to even the score.

"It was a great experience and I was proud to win my first *Halo* event - especially since I lost in the finals in the WCG UK preliminaries. The EGC was much easier than I expected, but since the EGC 2 will have *Halo 2*, everyone will have to start training all over again."

Challenges

ELITE GAMING CHAMPIONSHIP INDIVIDUAL HALO TOURNAMENT

First Round Scores

The Challenge: Achieve the most kills over three games of Slayer in Blood Gulch, Sidewinder and Hang 'Em High.

POS.	NAME	NATIONALITY	SCORE
1.	Isaiah Siadatan (Zola)	UK	151
2.	Fenriz	UK	143
3.	Magnus	France	141
4.	Lethal	UK	141
5.	Daniel Speer	UK	134
6.	Dread	UK	132
7.	Tom Petty	UK	132
8.	Jack Middlehurst	UK	131
9.	Jake Petty	UK	129
10.	Vincent Bailleux (fff multifrag)	France	126

The first round of this year's Elite Gaming Championship was totally insane, especially the Blood Gulch showdown! Zola surprised everyone by scoring 151 when the maximum is usually only 150. At the end of the carnage you could definitely tell who the major players were.

GAME WITH FAME

Rainbow Six 3: Black Arrow

Celebrity Challenge

The Challenge: Beat Welsh rappers Goldie Lookin' Chain in a game of *Rainbow Six 3: Black Arrow*.

GAMERTAG	SCORE
Kiljamdaman	19
Rock Mysticvirus	16
MM Weedmunchkin	15
Noob Majormown	13
TFU Roybott	13
King Manumission	10
PHD Mctuthill	10
Rock Misterfisteruk	10
Gaws Mrpunkstar	9
K57 Rossboard	7

The competition was tough, so tough in fact that Goldie Lookin' Chain's P Xain didn't get a look-in and came joint 14th. We reckon they were weighed down by all that fake gold (and booze). They were playing the Alpine level and you'll be able to see the entire thing on a future Game Disc.

Clans reunited They're [-1-], so why try harder?

HOW MUCH DO you play *Halo*? We doubt it's as much as Dread and Icon. The EGC 2004 Team Champions spend a colossal 50-70 hours each week fragging away at each other. Dread and Icon are experienced players, and they're the newest members of clan [-1-]. They've achieved a brilliant record so far though, beating BTC, [CHA], Badfelas and more. "We are a strong team led by Coldwire and Insurgo. There are five other team members - hellbringer, smunchy, Q, Dread and myself. I don't like to boast, but we are [-1-] of the best UK *Halo* clans."

They proved their prowess at the EGC 2004, though the final battle against Fenriz and Jack Middlehurst really tested them (48-50). You can read all about that in Your Shout (page 112) and see the full showdown on next month's Game Disc. If you want to challenge [-1-] to a *Halo* match, check out their website at one.1nsurgo.co.uk or join them in combat at the Elite Gaming Championships 2 (www.the-egc.com) in 2005.

↑ **Dread and Icon won £300 at this year's EGC. Not bad!**

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I AM A ROBOT! CHECK OUT GOLDIE LOOKIN' CHAIN'S OFFICIAL WEBSITE AT WWW.YOUKNOWSIT.CO.UK

YourShout

Reader events and reviews

Insane Halo action at London's Elite Gaming Championship

↓ Sixteen plasma screen televisions = *Halo* heaven.

↑ The Team event in full flow.

WHOEVER CLAIMS to be an elite *Halo* player, please raise your hand. Right now, there are a lot of hands in the air, probably too many to count. But that's no longer a problem because on 21 August 2004, the first Elite Gaming Championship hit London, aiming to sort out the Master Chiefs from the grunts.

Eager to learn some new tricks, Ben T dashed to Hounslow's civic centre where the impressive event was being held. Inside, the EGC had set up 16 widescreen televisions and linked Xbox consoles as well as two massive projection screens. The only thing participants needed to bring along was their favourite controller.

More than 60 players took part in the Individual and two-player Team competitions. Most were from the UK, but some had travelled all the way from France and Germany to kick our backsides. First up was the Individual competition. The players were divided into four leagues with 16 men apiece. After three games of Slayer (set in Sidewinder, Blood Gulch and Hang 'Em High), only the 32 highest-scoring players progressed to the second round.

With a maximum possible score of 151 frags, Zola really blew away the competition in the first round. Fenriz closely followed him with a superb 143 frags to his name. Other commendable performances came from Magnus and Lethal, who tied at 141 kills.

Snipers in Boarding Action proved to be a superb choice for the second round - one of the most frantic and exciting fragfests of the day. In Group One, Zola kept his nerve and won the game with 50 kills. Magnus (43) and Dan Speer (41) followed closely behind. Lethal headed up Group Two while Dread and Jack Middlehurst (42) tied for second place.

With only eight elite players remaining, the quarter-finals in Prisoner were played with greater caution. This suited the underdog Magnus just fine, defeating Zola (43) comfortably. It turned out that they were mostly playing for pride as Kunlan (34) and Jake Petty (32) lagged far behind the top two.

In the second quarter-final, the clash between Icon (50) and Lethal (49) lived up to the pre-match hype. A really even match, their intense rivalry meant that Fenriz (44) was just edged out while FFF Zephon (26) was left dwindling way behind.

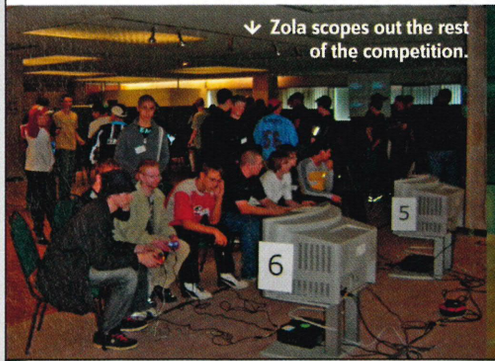
Lethal defeated Magnus (25-15) in the semi-finals while Zola clocked a similar score (25-17) against Icon. But what goes through the mind of a *Halo* genius, especially in the final? Sadly, it turned out that self-preservation was the main concern, with both finalists playing hesitantly. It didn't help that the Wizard map is a power-up hoarder's dream, making the final a little overwrought compared to the other rounds. Ultimately, Lethal was deadlier with the Plasma Rifle and destroyed Zola's championship dream (25-15).

In contrast, the two-player team final was out and out lawless. Hang 'Em High was the battleground for Jack Middlehurst and Fenriz to take on Dread and Icon. Despite a few dodgy misses using the rocket launcher, Dread and Icon built a fairly significant ten-frag lead until the very final stage of the match. At this point, Dread and Icon were severely shaken when their rivals grabbed a rocket launcher and made a massive fightback. It was too late though - Dread and Icon were the champs (50-48). You can read more about their exceptional victory in this month's Gamertag Network (page 111). Also, don't forget to check out next month's disc where you can watch the entire team final for yourself.

We'd like to thank the EGC for organising such a great event and for inviting us along. Check out www.the-egc.com for the full results, photos and registration for its *Halo 2* event in the spring of 2005. Next month, read about what happened at Game Stars Live in London's ExCeL centre.

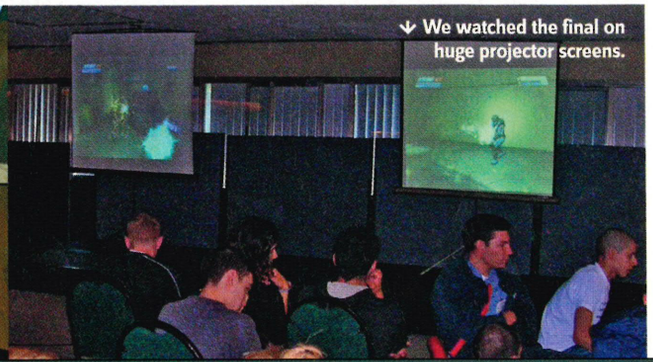
"Some players had travelled all the way from France and Germany"

IF YOU ARE running a major Xbox event or competition, let us know about it! Write to Your Shout, *Official Xbox Magazine*, 99 Baker Street, London W1U 6FP.



↓ Zola scopes out the rest of the competition.

↑ The team final was the highlight of EGC 2004.



↓ We watched the final on huge projector screens.

LiveReviews

We take another look at last month's review games and rate their performance on Xbox Live

Burnout 3: Takedown

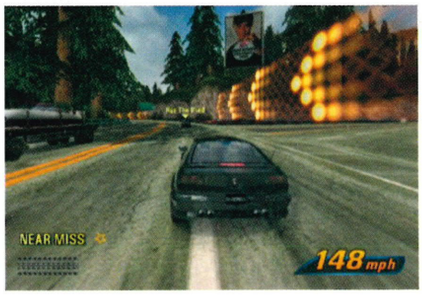
Joyride turns to gridlock as servers fail to cope

Reviewed: Issue 34	Score: 9.4
Players: 1-2 Split	Live: 2-6 players
Live: Scoreboards	

CALLING THIS an Xbox Live review might be misleading because *Burnout 3: Takedown* runs on EA's online servers and not the Microsoft servers we've come to love and rely on.

To date, only *Steel Battalion: LOC* (Issue 29, 9.0) attempted to run on private servers, and with mixed results. Heartbreakingly, *Burnout 3* suffers from almost identical connection problems, making it extremely difficult to find a stable lobby to join.

EA's online service is still embryonic and it's possible demand is unexpectedly high, but that's little consolation when you're being dropped from lobby after lobby. Persistence is vital, because this is the best online racer. The gameplay runs flawlessly and without lag. Six players can complete in Race mode (individual or team) and scoring a Takedown into a concrete pillar is 100 times more satisfying against a screaming online opponent. Crash mode lets two players cause major co-op catastrophes



↑ **You can't do Impact Time online.**

and is also great fun, but a big downside about both modes is that you have to unlock tracks and cars in the World Tour mode before you can take them online. Equally frustrating, people playing 50hz and 60hz can't play in the same games.

Despite new features like text messaging, most of the Live 3.0 functionality is absent. Overall, it's a sublime racer with horribly unstable servers. Let's hope EA can resolve these teething problems and boost *Burnout 3* to the five stars it deserves.

↑ **Unlike the AI-controlled cars, your human opponents put more effort into getting Takedowns than winning races. Online Takedowns unlock new cars.**

The Verdict

A brilliant online game, but only very patient gamers will enjoy it amidst major connection problems. Once they're fixed, we'll be happy to award it full marks.

2//5

Vietcong: Purple Haze

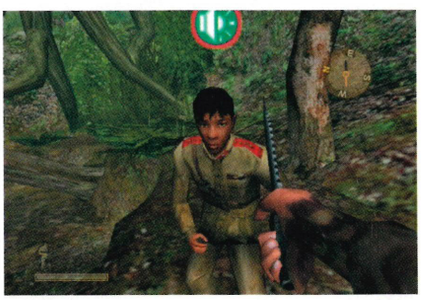
Prove yourself as king of the online jungle

Reviewed: Issue 34	Score: 7.7
Players: 1	Live: 2-10 players
Live: 2-6 Co-op	Live: Scoreboards
Live: Content Download	

INEVITABLY, PEOPLE are going to compare *Vietcong* to *Rainbow Six 3* because they share the same one-hit-kill intensity. If anything, the apprehension when crawling through this game's huge jungle levels is even greater because there's almost no chance you'll see the enemy coming.

It's graphically bland (with ropey character animation), but *Vietcong* runs smoothly online with almost no lag. There's a decent list of modes too, the best of which is co-op. With six players, this is even better than *RS3*'s Terrorist Hunt, especially because each player can have a different character class. The AI opponents are very aggressive in this mode - seize the initiative or they will storm your spawn point causing total carnage. Unfortunately, only three of the nine maps are playable in co-op.

↑ **The giant speech icon ruined Ben's attempt to hide in a bush.**



↑ **The first download is the Radio Relay map.**

The menu looks basic but it's easy to navigate and access features like content download, voice messaging and scoreboards. Rankings are based on kill ratio though, so it's easy to cheat to the top.

The gameplay (particularly weapon accuracy) isn't as refined as other Xbox FPSs', but *Vietcong* is distinctive and fun online, especially in co-op.

The Verdict

Look past the slightly dated graphics and there's plenty to enjoy. Lacks the refinement of some other FPS games but plays extremely smoothly on Xbox Live.

3//5

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LIVE DEMO: IF YOU'RE UNSURE ABOUT BURNOUT 3 ONLINE, WE'LL HAVE A LIVE-ENABLED TRIAL VERSION ON GAME DISC 37. WE RECKON THE LIVE GAME WILL BE FIXED LONG BEFORE THEN.

Hints&Cheats

This is the only place you need for all your freshest codes and unlockable extras for the latest Xbox titles. You should never be stuck on a game again!

CHEATS IN MOTION

OUTRUN 2
Issue 34, Score: 8.5

Enter the following codes at the codes menu.

↑ Unlock all cars: DREAMING

↑ Unlock all music: RADIOSEGA

↑ Unlock reversed tracks: DESREVER

↑ Unlock bonus tracks: TIMELESS

SILENT HILL 4: THE ROOM Issue 34, 7.0

Eileen Nurse Costume
On your second playthrough, search room 303 for a nurse costume. Keep it in your inventory until the end of the game and try to get either of the good endings. You will then be able to select it in your third playthrough.

Cynthia Nurse Costume
Complete the game with all four endings (using the same save file) and make sure you collect the nurse costume from room 303 on your fourth playthrough. On the fifth playthrough, Cynthia's costume will be different.

Unlock Chainsaw
Complete the game once. On your second playthrough, go to Forest World and look for the felled tree. The chainsaw will be there.

Unlock One Weapon mode
Earn ten big stars at the end of Hard mode.

Unlock All Weapons mode
Finish one weapon mode.

Unlock Sub-machine Gun (Eileen Weapon)
Earn nine big stars at the end of the game. In the next playthrough, you'll find the sub-machine gun in Room 102 of the Apartment World.

OUTRUN 2 Issue 34, 8.5

Enter the following code at the codes menu:
Unlock all missions: THEJOURNEY

MADDEN NFL 2005 Issue 34, 8.5

Cheerleader card #251: Finish the Cincinatti Bengals game situation in the mini-camp
Cheerleader card #260: Finish the Dallas Cowboys game situation in mini-camp
Cheerleader card #264: Finish the San Francisco 49ers game situation in mini-camp
Cheerleader card #273: Finish the St. Louis Rams game situation in mini-camp

For the following Cheat cards, get a gold in...
Cheat card #195: Ground Attack mini-camp drill
Cheat card #197: Clutch Kicking mini-camp drill
Cheat card #199: Swat Ball mini-camp drill
Cheat card #208: Pocket Presence mini-camp drill
Cheat card #209: Trench Fight mini-camp drill
Cheat card #210: Precision Passing mini-camp drill
Cheat card #211: Coffin Corner mini-camp drill

For the following Player cards, get gold in these drills (All-Madden difficulty)...
Player card #104: Clutch Kicking, mini-camp drill
Player card #147: Pocket Presence, mini-camp drill
Player card #2: Chase and Tackle, mini-camp drill
Player card #30: Coffin Corner,mini-camp drill
Player card #38: Ground Attack, mini-camp drill
Player card #42: Precision Passing, mini-camp drill
Player card #52: Swat Ball, mini-camp drill
Player card #99: Trench Fight in mini-camp drill

↑ ***Vietcong: Purple Haze*: take on the VC with God mode.**

SAMURAI WARRIORS Issue 34, 7.0

Create a new warrior with the following names to get the corresponding stat upgrade.

All stats: DAMASCUS
All stats: DOJI
All stats: MUSASHI
Sword, naginata, horse and archery: GUAN YU
Sword attack power: HONDA
Spear, naginata: KABUKI
Sword and spear attack power: KATO
Weapon: KOJIRO
Spear attack, defence: KONDO
Sword and horse attack power: KOTAROU
Sword, spear and horse: MUSASIBOU
Sword, spear: OKITA
Spear, horse and archery: OYU
Sword, spear: SAKAMOTO
Sword, spear: SAKON:
Spear attack and ranged defence: SASAKI
Jumping, speed and archery: SHIZUNA
Spear: ZHANG FEI

↑ **The bonus tracks in *OutRun 2* are superb. One of our favourites is based on the mighty Daytona circuit.**

VIETCONG: PURPLE HAZE Issue 34, 7.7

Unlock all missions: Highlight Options and hold L+R+Black+White
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↑ ***Samurai Warriors*: augment your officer by giving her a funny name!**

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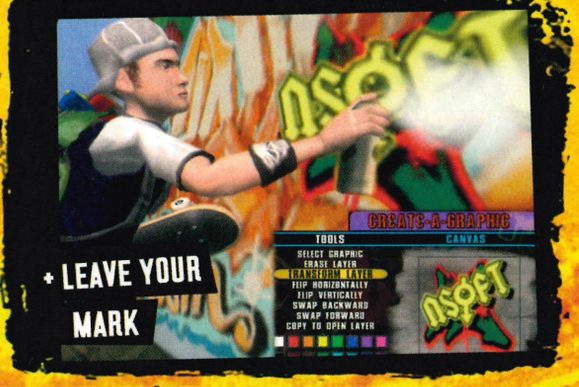

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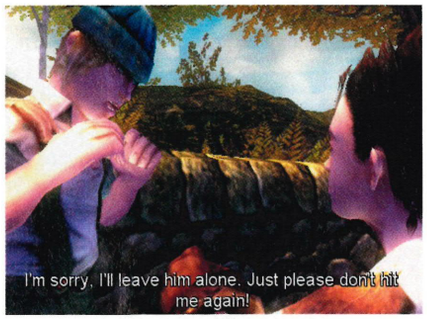
IN FABLE YOUR FATE is your own. Who you are, who you become and what you do depends purely on the choices that you make. In its mystical world of magic and combat, the paths available to you are almost infinite, giving you the freedom to mould both your physical and spiritual self into whatever form you see fit. However, with so much freedom and so many choices to make, it can sometimes become a little overwhelming, even for the most hardy of adventurers. Never fear though, because with *OXM*'s exclusive Masterclass, you need never feel lost again.

PROLOGUE

The start of the game allows you to make your first choices regarding your alignment, so make sure you choose carefully. To follow the good path, stand between the farmer's barrels. If you want to be a bad boy though, smash them up.

When you find the man cheating on his other half, turn down his bribe and tell his wife (good) or accept it and keep your trap shut (evil). When you stumble across the bully, give him a kicking and give the bear to the girl (good) or help him give the little boy a good drubbing and keep the bear (evil).

Next, head for the melee ring and talk to the Guildmaster. Hit the dummy seven times to acquire your first weapon. He'll then send you to the woods. Keep an eye out for the red dots on your map, as they're your targets (beetles). Once you've squished them like the bugs that they are, head back to the Guildmaster and inform him you're ready for your Apprentice training.



↑ **How you handle the bully will help decide which alignment path you take.**

↑ **The red dots on your mini-map will show you where your enemies are.**

↑ **Every single decision you make in *Fable* will shape who you become.**

Head for the melee ring and pick up a longsword, then beat Whisper to a pulp with it. Leave, then return here again to fight a cloaked man. Win and you'll be rewarded.

Go to the archery range and get the longbow from the Guildmaster and practice on the dummies. Your next port of call is an island to the south where your Will training begins.

As a final test, you'll have to defeat Maze. He won't attack you but is pretty good at teleportation, so make the most of your auto-targeting. Well done, you've just earned your Guild Seal.

CHAPTER 1 - WASP MENACE

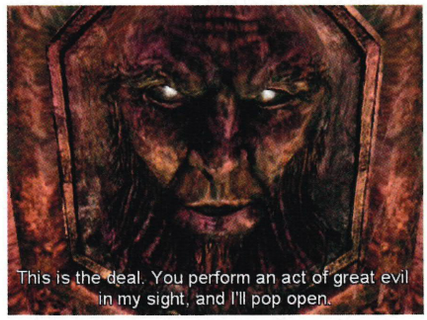
Go to the Map Table and accept the Wasp Menace quest. Follow the scared villagers to the Picnic Area to trigger the quest. Take out the small wasps, then turn your attentions to the queen. Using your bow on the latter is your best bet. Collect the Wasp Queen's head.

BOWERSTONE SOUTH

Ignore Beardy Baldy unless you want to end up looking like a trainspotter. If you fancy your chances at cards, head into the tavern and play Card Pairs. Be sure to chat to Maze outside the tavern who'll send you to the Guild to start the Orchard Farm quest.

ORCHARD FARM QUEST

Choose between the two Orchard Farm Quests. Protecting it is good, attacking it is evil. Once you've made your choice, travel south to the Greatwood Entrance and hook up with Whisper,



↑ **Demon Doors require a riddle to be solved or a quest to be completed before they open.**

↑ **You must learn how to fish if you want to find *Fable*'s well-hidden items.**

BIG HEAD
To make extra cash, take Boasts before each quest. These can vary from completing a mission without being hit to completing a quest in just your underpants.

DEMON DOORS
Demon Doors guard powerful or valuable items. Each door has a riddle to solve or task to complete e.g. marry a lady with a title. If you can't solve these immediately, you can return later and open the doors when you've completed the task or solved the riddle.

CASH INJECTION
It's early in the game, so you could probably do with a bit more cash, right? After you've done the Orchard Farm quest, head for Lookout Point where a trader will pay you well if you protect him as he makes his way to the farm. Ch-ching!

who will be doing the opposite quest to you. On your way to the farm, stop off at Fisher Creek and take some fishing lessons. If you're a goody goody then protect the merchants travelling through Greatwood, but if you're evil, give them a hard time instead. These merchants also have pretty fairly priced goods, so it's well worth making the most of their generosity.

If you've taken the attacking quest, then it's up to you to kill all the guards and guide the bandits to the barn. Then, while they're robbing it, use your bow to take down the guards who appear from the west after every third barrel is stolen.

Protecting the farm simply means wiping out all of the bandits. Make sure they don't get any barrels to the barricade. Either quest will finish with a one-on-one fight with Whisper. Parrying her attacks then hitting her with flourish attacks of your own is your best path to victory.

BACK AT THE GUILD

Return to the Guild and choose one of the three quests that are on offer there: Hobbe Killing Contest, Hobbe Cave and Trader Escort. Before you do one of these though, you may want to take the Bandit Toll quest, which is given to you when you enter the Greatwood Gorge. The trick here is to take out the bandit leader as early as you can. The quest is easiest with the bow, but if you're fighting up close and personal, make good use of your Force Push spell.

HOBBE CAVE

Swing by the Rose Cottage and speak to the grandmother, who'll tell you about the quest and give you a Hexagon Key. Go south to the Greatwood Caves and chop through the undergrowth blocking your way to the southwest path. At the Hobbe Cave entrance, attack the mages first and finish off the rest of your opponents with a combination of Force Push and flourish attacks.

Once inside the cave, help the thief in the first room, then leave him there until you've cleared a path to the Focus Chamber. Inside this chamber there's a boy being held by a nymph. If you're

↑ **You'll have to defeat this ugly bunch before you can rescue the boy.**

feeling evil, swap the boy for the bandit or attack the nymph as quickly as you can before it can summon too many waves of Hobbes. To lead the boy out of the cave, clear each area before getting him to follow you, and be especially wary of the Moonlit Tunnel. Once out, take the boy back to grandma and pick up your prize.

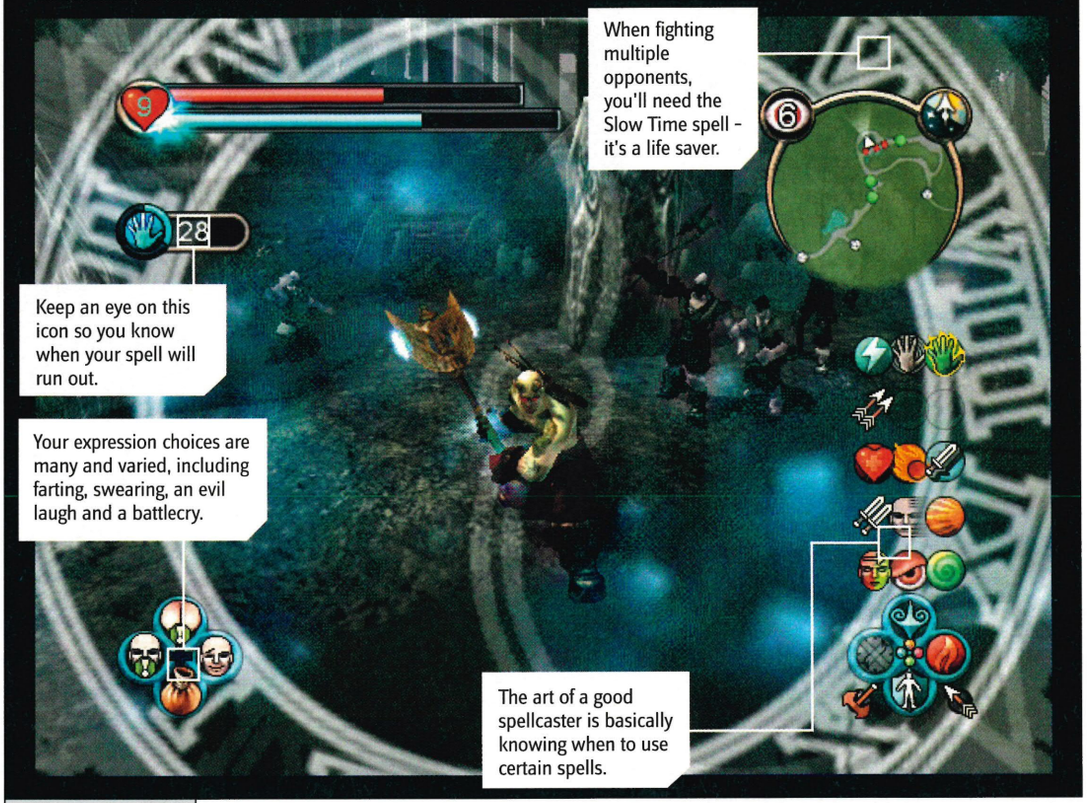
CHAPTER 2 - TRADER ESCORT

After accepting this quest, go through the southeast cave of the Greatwood Caves and meet the two traders there. A short way into the quest you'll find another trader who might be carrying a dangerous infection. Take him with you if you're good, or leave him behind if you're evil. Tell them to wait in safe places while you clear the road ahead. This is particularly important when you enter the Darkwood Entrance map, where you'll have to fight off a load of Balverines in the marshes. If you use your bow, strafing while firing is a good tactic to use. If you choose to fight them up close, use Slow Time then get round behind them and hit them for all you're worth. Next, use your bow to clear the swamp of mushrooms and bring the traders up to this point before entering Darkwood Lake alone. You'll have to fight off countless bandits before you can go back and get the traders. Now lead them to Darkwood Camp and through to the next map, but beware of the Earth Troll. It's a tough opponent, so keep your distance, strafe, and use your bow and Fireball spell to take it down. Finally, follow the traders to the bridge and claim your reward.

BARROW FIELDS

It's well worth spending some time here and exploring, especially Grey House, which will reveal some storyline nuggets and some great items, but you'll have to take out a legion of shambling skeletons too. Just remember that the dead hate fire and you'll be fine.

SPELLCASTING SCENE Spells, fights and farting



HOBBE-KILLING CONTEST

You'll have three and a half minutes to kill more Hobbes than Whisper. The easiest way to win this contest is by staying close to her, waiting till she softens up a load of Hobbes, and then killing them yourself.

↑ **Coin Golf is just one of Fable's many fun mini-games.**

↑ **Your look will influence how NPCs react to you. This face won't win you many friends.**

OAKVALE

You'll want to head for the Heroes Guild, but exploring the area first is rewarding, especially the graves in the northwest and the nearby axe-carrying statue. If you fancy trying a minigame, you'll find a tough but entertaining one in the tavern.

↑ **Attacking an opponent from behind is deadly.**

TWINBLADE

Once you've accepted the Twinblade quest, go west and through the hollow trunk on the beach. You'll now be at the entrance to Clifftop Path. Shoot the bandits from afar and make your way to the gate. If you don't fancy killing them or you need to be stealthy, make use of boulders and barrels so the bandits don't see you.

Find five pieces of bandit gear in the first five chests to get through the next gate. You'll need a Bandit Camp Pass to get into the camp and you can get one by winning the Spot the Addition game (use Slow Time to make this easier) in the pub tent.

To get into Twinblade's tent, follow the south-west path and find the two prisoners held in cages. Take out the guard and nick his key to open these. The prisoners will scarper and, while all hell breaks loose, use the distraction to access Twinblade's tent.

Fighting Twinblade is anything but easy, so be ready for a right royal ruck. However, he may be a great fighter but he's out of shape, so use your extra speed to get round behind him (rolling is probably the quickest way of doing this) and do some real »»

ON THE DEFENSIVE: USE THE Y BUTTON DURING MELEE COMBAT TO EFFECTIVELY BLOCK ENEMY ATTACKS.

Sidequests

THE WITCHWOOD STONES BANDITS

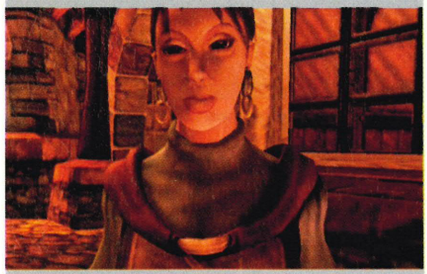
If you're entering Witchwood Stones from the south for the second time, you'll meet a man who'll either ask you to aid his wife or help rob someone. The proceeding event will depend on whether you're following the good or evil path.

In the first scenario, the man will lead you into a bandit ambush. Some nearby guards will be able to help you make short work of these thieves, after which you should go north and find the man who tricked you. If you let him off he'll give you a Resurrection Phial.

The second scenario is similar, only this time you're being led into a guard ambush and you'll be helped out by bandits. When you've given the guards a thrashing, you can get payback by tracking down the man who set you up. He'll give you a Resurrection Phial, but kill him anyway, as it'll help make you even more evil than you already are.

PLAYING WITH DOLLS

If you're into doll collecting (hey, some boys are, apparently), then here's where you can find them all. The first assassin at Knothole Glade will drop the Doll of You when you defeat his hooded arse; the Whisper Doll is won at the Coin Golf game at Oakvale; the Briar Rose Doll won at the card-matching game at Bowerstone South; the Scarlet Robe Doll won at the Card Sorting game at Knothole Glade; the Thunder Doll purchased at the Arena shop; the Twinblade Doll won at the Spot the Addition game at the Bandit's Camp. Once you've collected all of these dolls, take them to the teacher located at Bowerstone South, who'll exchange them for the Jack of Blades Hero doll (sounds a bit unfair to us, but hey, what's a hero to do?). You can then sell this doll for the best price you can get.



↑ Seduction tactics work on other ladies.

BEDDING A LADY

If you want to get it on with Lady Grey once you get hitched, then here's how to get your end away. Sometime between sunset and midnight you'll find her in her bedroom in Bowerstone Manor. Now's the time to pounce, though be careful as she's a snooty cow and will take some persuading. Before you pay her a visit though, get into your best gear and get your hair done nicely, oh and an expensive present will soften her up too. Once in her room, flirt and posture for all you're worth and if she likes what she sees and hears you'll be up to the nuts in nobility before you know it.

↑ Protect Knothole Glade from Balverines.

» damage. Stay in the middle of the ring, as his men will take a free swipe at you should you get too close. When the fight is over, either choose to kill Twinblade (evil) or spare his life (good). Have a quick scout around for goodies, then leave and you'll get your reward for completing the quest.

CHAPTER 3 - WITCHWOOD CULLIS GATE

Go back to the Heroes Guild; talk to Maze. Teleport to Witchwood Cullis Gate. There's a Resurrection Phial behind the brambles next to the gate. Head north and fight off the Rock Troll by dodging his attacks then hitting back with Fireball spells or arrows. The word to open the Demon Door near the Temple of Avo is HITS. On the hill above the temple is a sword stuck in the ground, but you'll need stats of Health: 6, Physique: 7 and Toughness: 7 to get it out. Follow the handy hints if you're physically lacking in order to claim the weapon. To find a Will Master's Elixir (very handy), fish in Witchwood Lake.

THE WHITE BALVERINE

Teleport back to the Heroes Guild and pick up the White Balverine Quest, before teleporting back to Witchwood and walking to Knothole Glade.

When you reach it, Knothole Glade will be under attack by Balverines. Shoot them from afar with your bow and once they're dead the gate will open. That's when the White Balverine shows up, so use your Slow Time spell to defeat it, and when it runs away, follow it (if you're not sure where to go, listen carefully to the mayor). Attach the Silver Augmentation to your favourite weapon then head to Witchwood Lake to finish the Balverine. The White Balverine can call in aid (more Balverines), so focus your attacks on it whenever you can. Your Slow Time spell is an invaluable aid in this battle. When you're done, track back to Knothole Glade where you'll be rewarded for your heroic deeds.

THE ARENA QUEST

You'll find the entrance to the Arena north of Witchwood Lake. This quest is formed out of eight challenges that get progressively harder, in which

↑ White Balverines are susceptible to weapons augmented with silver.

↑ Stay away from the spinning blades during the Arena quest.

KEEPING UP APPEARANCES

Your physical appearance is very important in *Fable*. Clothes, haircuts, beards and tattoos can all influence your Attractiveness and Scariness ratings, so choose your look carefully as it will affect how people react to you e.g. your spouse and your social standing.

CHAPEL OF SKORM

Here's one for all you evildoers out there. When you reach the Chapel of Skorm, go outside and speak to unsuspecting folk and get them to follow you into the temple, then sacrifice them to Skorm at midnight (on the dot) for the best results.

TEMPLE OF AVO

If you're a goody-goody, then how about donating 50,000 to Avo at his temple? You'll be rewarded by having five to ten years taken off your age. And for another measly 10,000 you'll get the Paladin title. Chuck in another 35,000 or so and you'll get a *very* powerful weapon.

↑ Win the archery contest at Knothole Glade and you'll be handsomely rewarded.

you must defeat a series of opponents. Beat them all without having a rest, and you'll gain riches beyond your wildest imagination (about £6.34 - only kidding). A handy tip during combat is to try and force your opponents against the spinning blades which encircle the arena - just make sure you don't get a nasty flesh wound yourself.

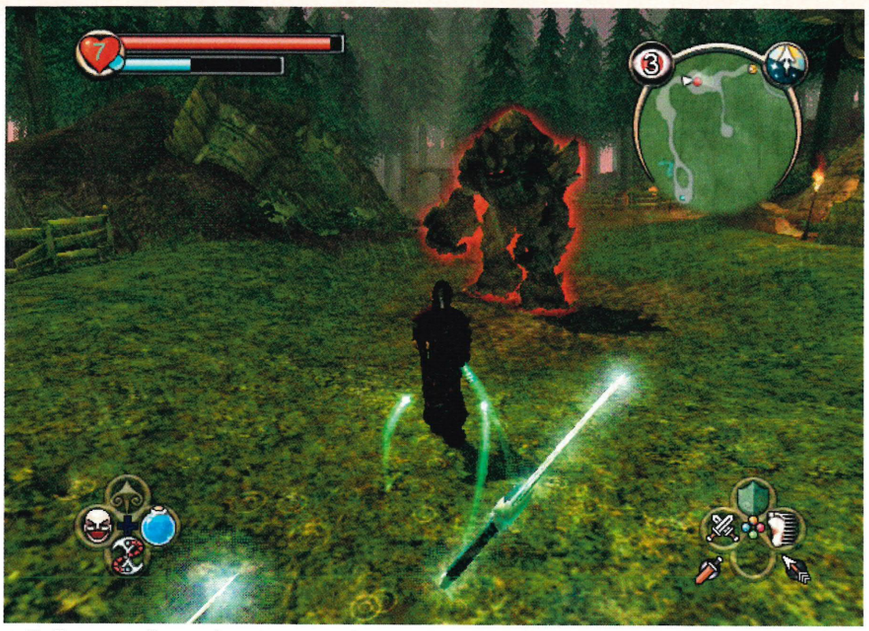
Round one sees you hacking away at some pretty puny wasps, so no problem there. Spanking up some Hobbes is the second challenge, and your area-effect spells will make short work of them. Round three pits you against a group of Balverines. Use Whisper to distract as many as you can, and remember that silver-augmented weapons are more effective against White Balverines. The undead of round four are so slow you shouldn't have any real problems getting in behind them and shattering their creaking bones, while arrows and Will attacks are your best bet against the bandits in round five. Round six's Trolls are much tougher, but by using similar tactics to before you should be successful.

When you face the mighty Arachanox in round eight, keep your distance so you have time to dodge his attacks, and wait till he starts charging up, then run in and slash at his eye with all you've got. Look out for the scorpions too, which can be easily dispatched with some melee attacks.

The final challenge is against Whisper. Put your bow away and concentrate on outmanoeuvring her by rolling behind her then slashing at her unprotected hind.

LOST TRADER

Teleport to Oakvale and follow Clifftop Path to the Abandoned Road. You'll be hired to find the lost trader by his brother. As in previous missions, always clear the path of enemies before bringing the trader up the route with you.



↑ **Trolls are excellent at throwing projectiles, so get ready to dodge.**

BREAK THE SIEGE

In Knothole Glade, find out where the bandit leader's held. Talk to the guard. When he opens the gate the bandits will rush to their leader. Stand by the gate and repel them with a large melee weapon or an array of spells. Next, try the archery contest in the town. Just keep an eye out for the assassin.

CHAPTER 4 - FIND THE ARCHAEOLOGIST

Head for Bowerstone North and accept the Find The Archaeologist (whose been kidnapped by Minions) quest. You'll need to build up a party of guards to help you in this quest, as this task is tougher than a Rhino's hide. A handy tip to remember when fighting Minions is that they're susceptible to arrow and multi-arrow attacks.

Start at Bowerstone jail, then move on to Windmill Hill, where you'll have to track down the magician who's cast a barrier spell blocking access to Gibbet Woods. Once you enter the woods, you'll be confronted by a Troll, so make sure your group isn't too bunched up otherwise its attacks will hit you all. Head right and help the guards, who'll join your band if they survive.

Now for the really hard bit. As soon as you enter Prison Path you're up against a time limit (five minutes). Try and conserve your health too (Slow Time will help during combat) as there's little or no time to heal yourself. At the docks, you and your men (if they're still alive) will face eight Minions. At this point, there's no room for caution - throw all your best spells and the kitchen sink at them to defeat them before your time runs out.

HITTING ON YOU

While in Knothole Glade you'll find that some sod has gone and taken out a hit on you, so make sure you look out for an assassin attack here, and also at Witchwood Cullis Gate, Windmill Hill, Prison Path and Hook Coast.

HER INDOORS

Just like in real life, you have to work at a marriage in *Fable*. Whoever you end up with, make sure you pay them a visit from time to time, buy them special gifts and look good for them. But if you want to gain some more evil points, drive her to distraction until she asks you for a divorce.

↑ **Make sure you use your most powerful spells against the final eight minions at the docks.**

WOOING LADY GREY

Set up a meeting with Lady Grey. Buy her a Black Rose from the item shop at Bowerstone North. Then buy a house or sell the one you already have and buy a new one. Lady Grey will then ask you to retrieve a lost piece of jewellery for her. To find it, talk to everyone who's highlighted green on the map. A lady will tell you the jewellery can be found in Oakvale and send you there. Go to the Oakvale cemetery and eavesdrop on the two traders from behind a nearby wall. Go to the west beach and find the necklace between the two boats, then take it back to Lady Grey.

DUELLING THUNDER

At Bowerstone Prison, Thunder will challenge you to a duel. Go to Hangman's Hill - head north then take a left at Gibbet Woods. Assassin Rush or trying to roll behind him are the keys to beating him. Lady Grey should now be suitably impressed and agree to marry you.

NOSTRO'S GEAR

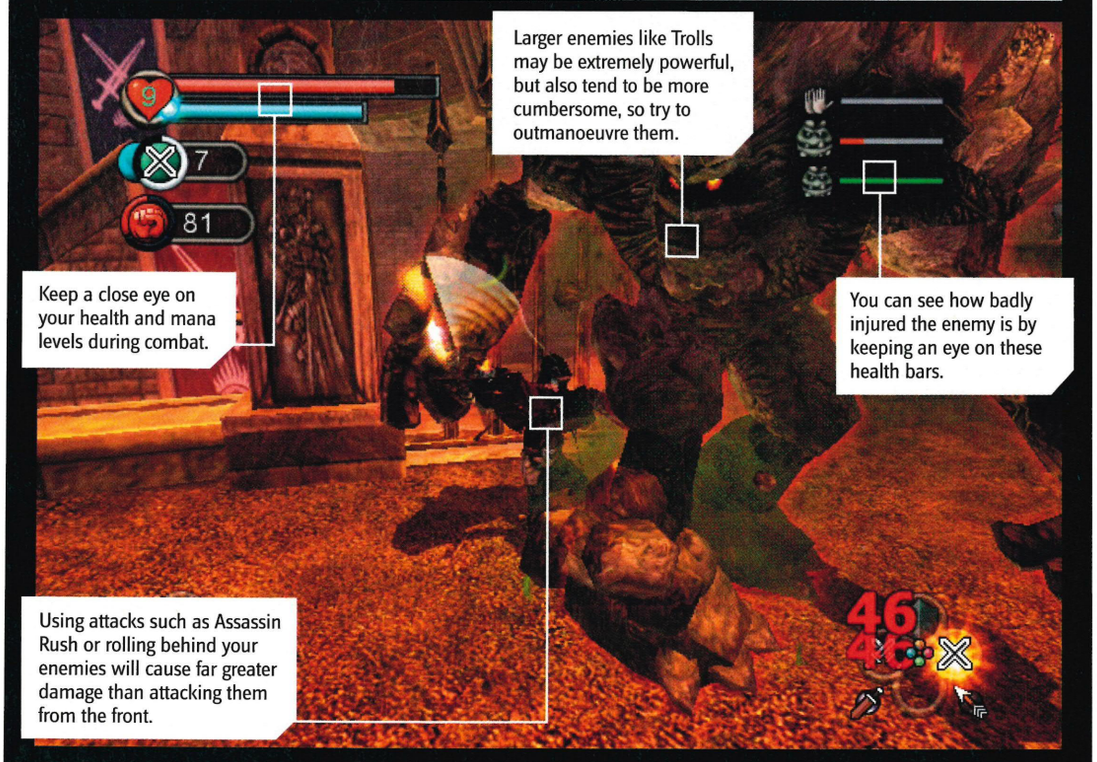
Travel north from Gibbet Hill to Headman's Hill and take the Flame augmentation from the chest, before heading for Lychfield Graveyard. Talk to the Demon Door and then talk to the gravekeeper who'll open the gate. Once you've dealt with the skeletons, head for Nostro's Crypt. The three items you need to find to complete the quest are in the gravedigger's hut (Helmet), in a grave west of the shack (Sword), and in one of the crypts marked by a green dot (Armour).

To win the Undead Hand trophy, you'll need to head to the far side of the graveyard and go through the door to the Circle of the Dead. When attacked, keep the undead in the ring, otherwise you won't be able to hit them.

SAVING MOTHER

Run into the underground tunnel. In the central area where three paths converge, defeat the skeletons and then search the nearby containers. Head to the doorway at Cliffside Path and investigate the area to reveal some more great items. When it comes to rescuing mum, use stealth and long-range attacks, e.g. arrows, to take out »

COMBAT SCENE Mortal combat



SERIOUS DAMAGE: USE THE B BUTTON TO EXECUTE FLOURISH ATTACKS, WHICH CAUSE MORE DAMAGE AND HAVE A WIDER DAMAGE AREA THAN NORMAL ONES.

↑ Flirting can help find you a wife. "So, do you come here often?"

↑ Try to persuade bodyguards to join your party and help out with combat.

↑ Make the most of the undead's slow moves by outmanoeuvring them during combat.

the guards before heading up the stairs and rescuing her and leading her to safety.

PRISON BREAK

If you want to get out of prison, you're going to have to take part in the warden's annual race. You can take a shortcut - go left before the corridor the guard tries to send you down and follow a walkway which will take you close to the finish.

To get the prison cell key, you'll have to creep up behind the warden and memorise the combination on the glittering wall-mounted piece of paper, then use it to open the books on his desk. Open every cell and let everyone out to create a diversion, but don't try fighting the guards yourself until you track down your equipment (first door,

↑ Using Flame-augmented weapons is the best way of dealing with the undead.

HEADSMAN'S HILL

If you fancy an extra quest, pay a visit to Headsman's Hill where you can choose to either help save a bandit from being hanged or help ensure that he swings. Make plenty of Boast bets before you do this though, otherwise you won't get much for your efforts.

DO YOU KNOW WHO I AM?

Trophies raise your renown. You can win trophies by completing major quests and winning contests. To boost your renown even further, whip out a trophy in a town and you'll be given a time limit to show it to as many people as possible.

↑ You'll find Maze hiding in the lighthouse where your final confrontation with him will take place.

second floor, above the Torture Chamber). There are also some guard's clothes here.

Once in the courtyard, follow the yellow dot to the Torture Chamber where you will find mum (and of course your equipment upstairs), then rescue mum and either sneak out wearing the guard's clothes or fight your way out if you fancy some payback. Lead mother back through Clifftop Path and underground tunnel, but protect her from the undead there.

In the underground chamber, move slowly and hack at the Kraken's tentacles. Once you've dealt with these, its head will appear. You'll have to stay on the move to avoid the energy beams while firing off as many arrows as you can at the head. If you can pull it off and keep mother alive, you're in for one hell of a reward.

MOTHER'S INFO

Teleport to Barrow Fields and then travel north to Ancient Cullis Gate. You can charge up the energy bar by slaughtering the undead as quickly as possible. Then, when the energy bar is full, step onto Cullis Gate and you will be transported to Hook Coast.

The info your mum is after can be found in the northwest abbey. Once you come to the magical barrier, teleport to the Heroes Guild and talk to Maze. Arban's Thaumaturgica on Maze's table will help you finish the quest.

SAVING HOOK COAST

Here, you must save Hook Coast from Screamers, so you'll need to get your Flame spells and Fire- or Lightning-augmented weapons ready, as most other forms of attack will be ineffectual. When you come up against the boss, we recommend you use Assassin Rush - it's the best way to win. Chase Maze when he starts legging it, fighting off the Screamers as you go. Break into the lighthouse and fight him, using a combination of blocks and flourish attacks.

LOVE SCENE The art of seduction

↑ **Using your Flame spells against the Screamers will prove particularly effective.**

ONE LAST QUEST

After you've won, you'll be sent on one final mission by the Guildmaster that involves teleporting around Albion and preventing Jack of Blades from activating the Focus Sites. With the help of your companions and liberal usage of Assassin Rush, you should be able to stop him. When you find the Heroes Guild in flames, it's time to settle the score. Follow Jack into the Chamber of Fate. But before you can get to him, use Slow Time to slow down and kill his hordes of Minions.

Finally, you get to have a pop at Jack. He's an excellent fighter so you'll need to be at your best. Wait for him to fire his lightning attacks, then deftly roll beneath them and exploit his lack of defence. Once he's had enough of your melee attacks, he'll take to the skies and strike with ranged attacks. Use the rocks spires around the outskirts of the battle-field to shield yourself from these while charging either your bow or a spell. When the attacks stop for a second, move into the open and unleash hell.

Finally, Jack is defeated, and you're given your reward. What you do with it, though, is up to you. And after you watch the ending you can either take a well-earned break, or head back into the game and interact further with the inhabitants of Albion. The decision, as ever, is yours.

↑ **Regardless of your alignment, you can reverse everything that's been before with one final, titanic decision.**

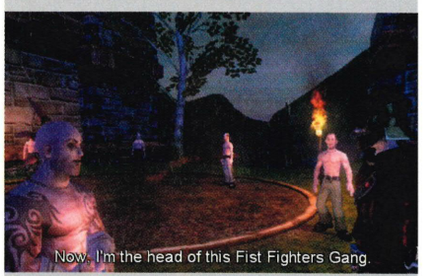
Fight Club

QUEENSBURY'S RULES?

You'll be given the opportunity to take part in Fist Fighting competitions to win ever-larger prizes, as well as earn the reputation of being the Baddest Man in Albion. Here's a rundown of where you'll find each contest and how to win. Let's get ready to rumble...

BOWERSTONE SOUTH

The first and easiest Fist Fight competition. To get an invitation, go to the southwest ring in Bowerstone South. Talk to the tattooed man with the stupid haircut. The contest takes place at midnight; don't be late. Entry is 50 gold pieces, but you'll get that back with interest. Fight your way through the four rounds with fast punch combos, though your last opponent may need finishing off with a few flourish attacks. You'll win even more if you win all four rounds without taking a hit, so get practising those blocks.



↑ **Why not make a living with your fists?**

OAKVALE

You'll find the second Fist Fighting competition at Oakvale, in a ring in the southeast. This time, not only is there an extra round to negotiate, but the competition is far stiffer than it was in Bowerstone South. Hopefully you're a master blocker by now, and you'll need to be to beat this lot. Parrying and countering with an avalanche of flourish attacks thrown in for good measure should see you through, but keep an eye on the timer. Also try pinning an opponent against the ropes and pummelling them.

TWINBLADE'S ELITE CAMP

You'll find this contest at the northwest part of the camp. The round count is six - that means more opponents for you to spank. Use the same parry/counter/flourish tactics you used at Oakvale, and you'll be fine.

KNOTHOLE GLADE

This is your chance to become the King of the Ring and walk away with the Fist Fighting trophy. Before you can take part you'll need to talk to the mayor, who you'll find in the north of the town as night falls. There are seven rounds, with the final fight being against the mayor. You should be experienced enough to brush aside the first six, but the mayor is in a league of his own. He's as hard as they come, so get ready for some major pad gymnastics; you won't be able to take many of his punches before you drop. Try to outmanoeuvre him and pin him against the ropes, then lay into him like your life depends on it. Have it!

BLOCK ROCKING: MASTERING THE ART OF BLOCKING WON'T ONLY HELP CONSERVE YOUR HEALTH, BUT WILL ALSO HELP INCREASE YOUR COMBAT MULTIPLIER DUE TO IT DECREASING EVERY TIME YOU'RE HIT.

You'll Need Mental Stamina Before, During & After The Match.

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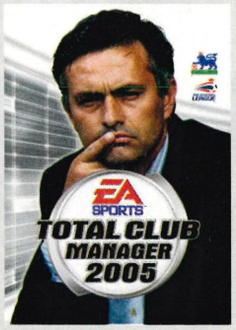

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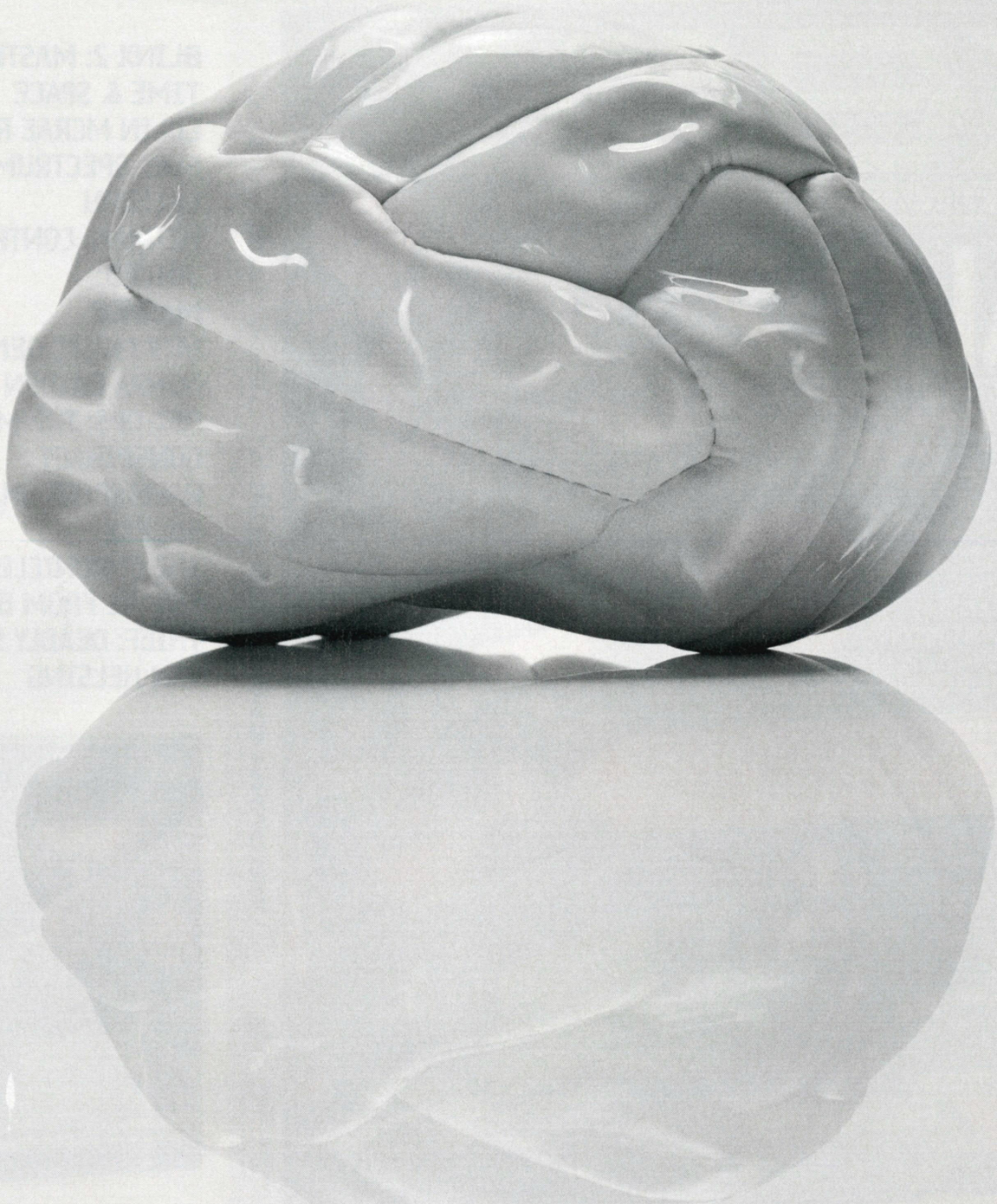

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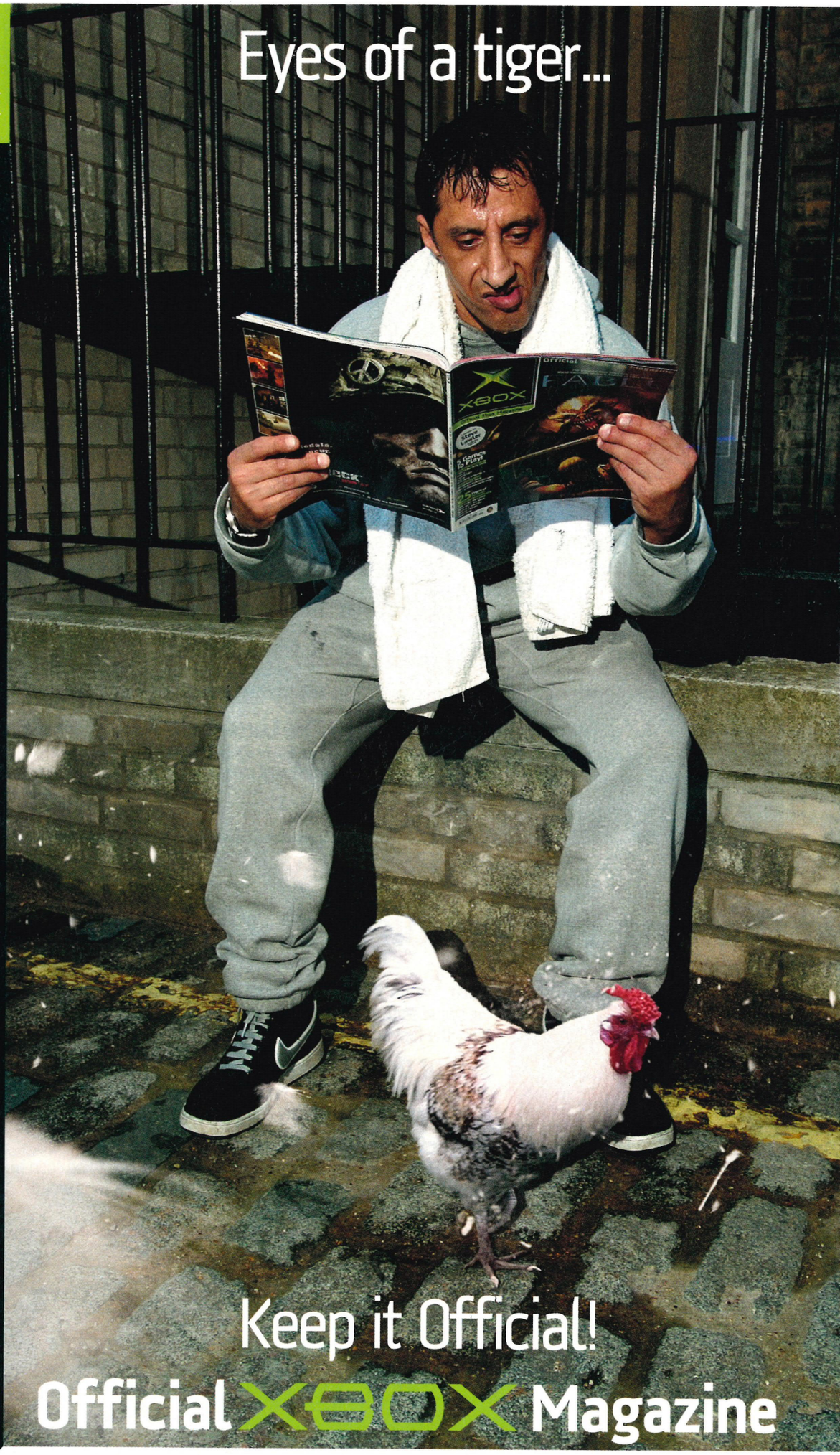

NEXT MONTH
Official XBOX Magazine

Reviews

Halo 2
It's the game we've all been waiting for! Master Chief's second Xbox outing is up for review and we've got it all!

Mortal Kombat: Deception
Midway takes its fighting franchise online for the first time in its history. But is it enough to keep your fists clenched?

Prince of Persia Warrior Within
The prince takes his time-bending skills online for a game that's shaping up to be more than just another sequel.

THUG 2
Grind it, flip it, ollie it; the Birdman's back in town with a host of familiar friends to spice up the *Hawk* formula.

Tom Clancy's Ghost Recon 2
Will the new third-person perspective be the second coming of *Ghost Recon*? Find out next issue.

X-Men Legends
Mutant mania is fast approaching as Activision's *X-Men* RPG hits the home straight. Fight for your right to mutate!

The Lord of the Rings The Third Age
Can EA's mighty *TLOTR* role-playing game give *KOTOR 2* a run for its money? Looks likely. Full review next issue!

WIN A WIRELESS XBOX SETUP!
Everything you need to play Xbox on the move!

Bringing you the biggest Xbox exclusives first!

Previews

Star Wars KOTOR 2: The Sith Lords
We spend some quality time with the *Star Wars* RPG that looks set to blow the first one out of the galaxy. Exclusive screens included!

Call Of Duty: Finest Hour
Activision's WWII shooter is finally taking shape on Xbox. We've played it, we've got exclusive screens and you'll see them all next issue.

Project: Snowblind
A new FPS (inspired by the *Deus Ex* universe) that has to be seen to be believed! We flew to Crystal Dynamic's HQ in America for a world-exclusive look at this stunning shooter.

COMPLETE GUIDE

CONFLICT: VIETNAM
Having trouble keeping your squad safe and sound when it gets rough in the jungle? Allow us to ease your pain.

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NEXT MONTH
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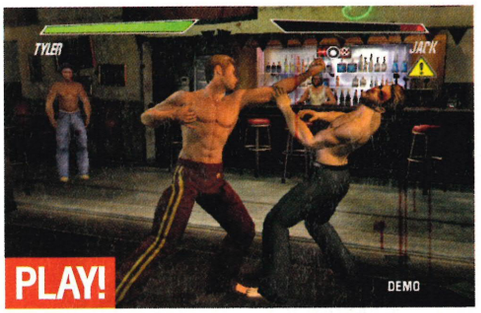
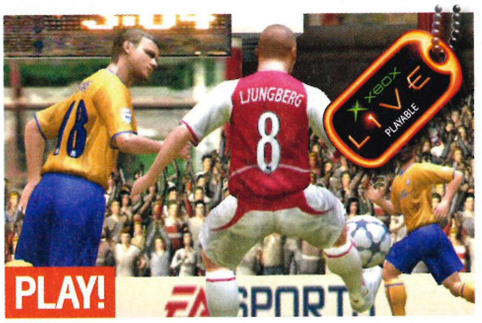
The only disc with Xbox games to play!

DEAD OR ALIVE ULTIMATE
The game isn't out for ages, so this is a real treat! Play through Time Attack mode and Tag Time Attack with four fighters, including Tina and Jan Lee. Fight against almost every character in the game with every stage!



FIGHT CLUB
Watch the blood spray across the screen in this brutal beat 'em up. Play as Jack or Tyler and fight in the parking lot or truckers' bar. You need two players for this one so make sure you have a mate to beat up.



FIFA FOOTBALL 2005
Get the ultimate first touch by playing this top trial version on Xbox Live against a friend. We're not going to spoil the surprise and tell you what teams you can play as, but rest assured that they're two of the greats.

RAINBOW SIX 3: BLACK ARROW
A monster trial version featuring one of the game's most intense missions. Play in Mission, Terrorist Hunt or Lone Rush mode. You can even play split-screen deathmatch against a friend if you have an extra controller.

ROCKY LEGENDS
Use the eye of the tiger and fight through three brain-damaging rounds against Rocky Balboa or Clubber Lang. There are two awesome venues to fight in: the docks and the Russian arena. Can you go the distance? 1-2 players.

THE DUKES OF HAZZARD: ROTGL
The good ol' boys are trying to save the orphanage from Boss Hogg and his evil schemes. Escape from the police, smash through roadblocks and execute some stunning stunts in this cool trial version.

MOVIES!

NEED FOR SPEED UNDERGROUND 2
Your first chance to see the new cities and the hot new motors in the world's most detailed street racing game.

ODDWORLD STRANGER
There's a new hero on the scene and he's out to capture Oddworld's most notorious criminals.

TRON 2.0: KILLER APP
Enter a corrupt computer mainframe and fight the viruses in this awesome-looking FPS. Ride light bikes and throw your killer frisbee at enemies!

CLOSE COMBAT: FIRST TO FIGHT
Created with the help of 40 active-service soldiers, this tactical FPS combines *Rainbow Six 3* with *Full Spectrum Warrior*. Check it out!

OUTLAW GOLF 2
Ruder and more violent than ever before! See the all-new golf kart racing as the outlaws tear up the turf.

CRASH 'N' BURN
More roadside carnage as demolition derby breaks out onto the streets and highways. Explosions, destruction and all the carnage you could hope for.

GAME SAVES!

TLOTR: RETURN OF THE KING
100 per cent of the game complete with all the movie extras unlocked. Every character is at the highest level.

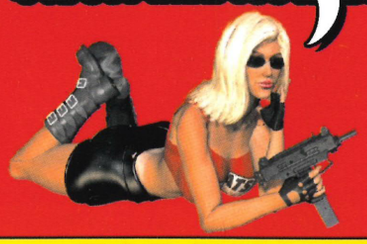
ARX FATALIS
Six saves spread out at various points in the game. Choose one of the later saves and you'll get to experience the game's most devastating magic spells.

JURASSIC PARK: OP GENESIS
We've built a massive dinosaur park and, best of all, given you three million dollars to make it even bigger. Or, you could just trash it and let all the dinosaurs escape...

RAINBOW SIX 3: BLACK ARROW
Finding the campaign mode too tough? We've completed the entire thing for you on the hardest difficulty setting. You can now play every mission in Custom Mission mode.

THE CHRONICLES OF RIDDICK
We've unlocked every checkpoint in the game and found loads of cigarette packets. Use them to watch movie extras, making-of videos and loads of concept artwork in this superb and exciting FPS.

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



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Pikmin 2*
Pokemon Colosseum
Rainbow Six 3
Rebel Strike, R. Squadron 3
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Sims: Makin' Magic
STALKER: Sh. of Chernobyl*
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Stronghold
Suffering
Tomb Raider: Angel of Dark.
Total Club Manager 2004
True Crime: Streets of LA
XIII (Thirteen)

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Burnout 3: Takedown

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Crouching Tiger, H. Dragon

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FIFA 2004
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Freestyle Metal X
Frogger Beyond
Frontline, Medal of Honor
Full Spectrum Warrior
Futurama

G = 0 7
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Ghost Master
Ghost Recon
Ghost Recon:Island Thunder
Goblin Commander
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: Vice City
Group S Challenge
GT 2002
Gun Metal

H = 0 8
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Halo
Halo 2*
Haunted Mansion
Headhunter: Redemption
Heroes, D&D
Hitman 2: Silent Assassin
Hitman 3: Contracts
House of the Dead 3
Hunter: Redeemer
Hunter: The Reckoning

I = 0 9
Indiana Jones: Emp.'s Tomb
Infernal Crusade
Invisible War, Deus Ex
Island Thunder
Italian Job: L.A. Heist

J = 1 0
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1
Kelly Slater's Pro Surfer
Knight of the Temple
Knights of the Old Republic
Kung Fu Chaos

L = 1 2
Legacy of Kain: Defiance
Legends of Wrestling 2
Legends of Wrestling 3
Links 2004
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King

M = 1 3
Mace Griffin: Bounty Hunter
Mafia
Magic Gathering Battlegr'nd
Manhunt
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Midnight Club 2
Midtown Madness 3
Mike Tyson Boxing
Mission Impossible:O.Surma
Morrowind
Mortal Kombat: Deadly All.
Moto GP2: U.R.T.
MTV's Celebrity Deathmatch
MTX Mototrax
Munch's Oddysee
MX Superfly
MX Unleashed
Myst 3: Exile

N = 1 4
NBA 2K3
NBA Inside Drive 2002
NBA Live 2003
NBA Live 2004
NBA Street Volume 2
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
New Legends
NFL Street
Night Caster
Night of 100 Frights
Ninja Gaiden

O = 1 5
Oddworld Munch's Oddysee
007: Everything or Nothing
Otogi: Myth of Demons
Outlaw Volleyball

P = 1 6
Panzer Dragoon Orta
Phantom Crash
Pirates of the Caribbean
Point of Impact
Prince of Persia: S. of Time
Prisoner of War
Project Gotham Racing
Project Gotham Racing 2
Project Zero

R = 1 8
Rainbow Six 3
Rainbow Six 3 - Black Arrow
Rallisport Challenge
Rallisport Challenge 2
Raw 2, WWE
Raw, WWF
Red Dead Revolver
Reign Of Fire
Return to Castle Wolfenstein
Roadkill
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Rocky
Rogue Ops
Run Like Hell

S = 1 9
Sarge's War - Army Men
Scooby Doo: Night of 100 F.
Second Sight
Secret W. Over Normandy
Sega GT 2002
Serious Sam
Shadow Ops: Red Mercury
Shellshock Nam '67
Shenmue 2
Shrek 2
Silent Hill 2: Inner Fears
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter 2
SSX 3
Star Trek: Shattered Gal.
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Knights Old Rep.
Star Wars: Obi Wan
State of Emergency
Street Hoops
Sudeki
Suffering
SWAT: Global Strike Team

T = 2 0
T.Clancy R.Six 3 Black Arrow
Takedown - Burnout 3
Teenage Mut. Ninja Turtles
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Chronicles of Riddick
The Great Escape
The House of the Dead 3
The Man of Steel
The Sims
The Sims: Bustin Out
The Suffering
The Thing
Thief: Deadly Shadows
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
TOCA Race Driver 2
Tom Clancy's Rainbow Six 3
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Spin
Total Club Manager 2004
Transworld Surf
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1
Unreal 2: The Awakening
Unreal: Championship Ed.

V = 2 2
Van Helsing
Vice City, Grand Theft Auto
Voodoo Vince
V-Rally 3

W = 2 3
Whiplash
Wolfenstein,Return to Castle
Wolverine's Revenge
Worms 3D
WWE Raw 2: Ruthless Aggr.

X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Y = 2 5
Yager

0-9 = 2 7
007 Nightfire

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Scratch and match 3 symbols and you are guaranteed a reward

Move 2
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Move 3
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