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360Zine

Issue 30 | May 2009

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

WORLD EXCLUSIVE

PROTOTYPE

HANDS-ON PREVIEW & INTERVIEW



PREVIEW
ROGUE WARRIOR

PREVIEW
**TERMINATOR
SALVATION**

PREVIEW
BIOSHOCK 2

PLUS!

REVIEWED & RATED!
**GUITAR HERO
METALLICA**

CONTROL →





Welcome to 360Zine



Guitar Hero continues to go from strength to strength and this issue we have a full-on review of the latest rock-out incarnation Guitar Hero: Metallica. Chris Schilling is a master of the genre so don't miss his definitive verdict.

Also coming soon from Activision is the mightily impressive looking Prototype. With fast & furious action promised this looks set to be another blockbuster when it ships this Summer. To whet your gaming taste buds we have a four-page preview for your perusal along with an interview with Radical Entertainment's Max Belanger.

Other highlights include Bioshock 2, Terminator Salvation, End of Eternity and The Secret World. Plenty to tuck into then...

Enjoy the issue,

Dan Hutchinson, Editor
360zine@gamerzines.com

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the new issue

MEET THE TEAM

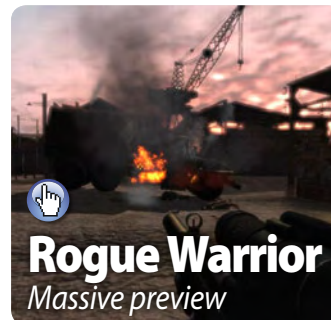
Probably the best
games writers on
the planet



**Chris
Schilling**
Mad about Metallica?



Steve Hill
Poring over Prototype



Rogue Warrior
Massive preview

Don't miss! *This month's top highlights*



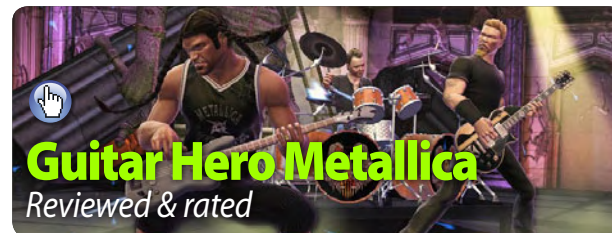
Prototype

HANDS-ON PREVIEW & INTERVIEW



Terminator Salvation

Hands-on preview



Guitar Hero Metallica

Reviewed & rated



**The Chronicles of
Riddick: AoDA**

Brutally brilliant...

QUICK FINDER

Every game's just a click away!

End of Eternity
The Secret
World
Bioshock 2
Prototype
Terminator
Salvation
Rogue Warrior

The Chronicles of
Riddick: Assault
on Dark Athena
Guitar Hero
Metallica
Wallace &
Gromit's Grand
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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.





END ETERNITY

Publisher: Sega

Developer: tri-Ace

Heritage: Star Ocean series,
Infinite UndiscoveryLink: <http://eoe.sega.jp>

ETA: Winter 2009

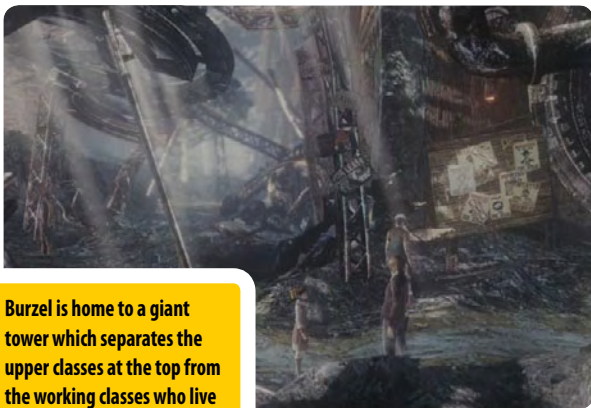


It's rare to
see gunplay
feature heavily
in a JRPG.

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
End of Eternity



Those dreaded random
encounters are reportedly
back, and your party
appears to be restricted
to three people.



Burzel is home to a giant
tower which separates the
upper classes at the top from
the working classes who live
around its base.



FIRST LOOK

End of Eternity

Post-apocalyptic role-playing with guns

What's the story?

While most Japanese RPGs require you to save the world from some unimaginable evil, it's rare that the world which needs saving has already been all but destroyed. Adding a dose of bleak into an otherwise fairly happy-go-lucky genre, End of Eternity takes place on an Earth poisoned by environmental changes, causing a virtual extinction of mankind only halted by the construction of a device called Burzel, created to purify the surrounding air. Yet just as civilisation starts to flourish once more, the device stops working...

What do we know?

Long time Square-Enix collaborators tri-Ace have turned to Sega to publish their latest title, which takes a step back from the real-time approach of Infinite Undiscovery, opting for a halfway house between that and the turn-based mechanics so ingrained in JRPG tradition. But as the subject matter seems to suggest, this isn't your ordinary genre title. Hero Zephyr may be a 17-year-old androgynous orphan, but he claims that his existence is proof there is no God, while the female lead is a biological experiment known only as Subject 20, so called because she's designed to expire when she reaches that age. Dark stuff indeed.

When do we get more?

According to Japanese gaming bible Famitsu, it's set for a late 2009 release in Japan. No word on a Western release yet, but we think Sega might be tempted to bring this one over.

Anything else to declare?

The game's Director is Takayuki Suguro, who was involved in the making of Final Fantasy Tactics and the wonderful Vagrant Story.



OUT 3RD APRIL

NINJA BLADE

A MODERN-DAY NINJA FOR A 21ST-CENTURY ENEMY



PLAYBACK OPTIONS:

'A SLICK NINJA GAIDEN CLONE THAT'S BEEN PULLED OFF RATHER NICELY'
OFFICIAL XBOX MAGAZINE

'ACE! IT LOOKS SUPERB AND HAD A GREAT FEEL TO IT'
NEWS OF THE WORLD

AN ARSENAL OF WEAPONS BEYOND BLADES | UNRELENTING ACTION FROM STREET TO SKYSCRAPER | STUNNING IN-GAME CINEMATOGRAPHY

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FROM SOFTWARE



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XBOX 360





THE SECRET WORLD

Publisher: Funcom

Developer: Funcom

Heritage: Age of Conan:
Hyborian AdventuresLink: www.darkdaysarecoming.com

ETA: 2010. Maybe



The world is certainly contemporary, with elements of the fantastical to liven things up a little.



Tornquist can really write, but just how talky can an MMO get?

"Cities ranging from New York through Seoul to London will be the game's starting points"



For many players, losing the ability to level up will be problematic.

FIRST LOOK

The Secret World

No levels, no classes – the MMO goes contemporary

What's the story?

This forthcoming collaboration brings together Funcom, creator of Age of Conan, and Ragnar Tornquist, Scandinavian writer of the terrific Dreamfall. Little of the game has been shown so far, save for a stunning CGI trailer featuring a young 20-something woman battling some otherworldly creature inside her apartment.

What do we know?

Tradition blends with the new. The Secret World promises to be a real genre-shaker, eschewing the traditional class-based mechanics and character levelling of most MMOs for something more akin to an action adventure with freeform avatar development. It seems you can mould your character into the person you want them to be, rather than yomping through environments slaying beasts until you're sufficiently experienced to wear robes and hurl lightning bolts. Tornquist promises the game will be welcoming to newcomers, offering a way for new players to join more experienced friends in battle without spending too much time having to beef up their avatar.

When do we get more?

Something this ambitious will take time, and while the basic idea has been fleshed out in some detail by Tornquist, it's unlikely this will hit any time soon. 2010 may even be a little optimistic. The hype starts here!

Anything else to declare?

The entire game will be open to everyone from the outset, with cities ranging from New York through Seoul to London as start points.



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Rock out solo, with another guitarist or with a band. Kick it up with 4 vs. 4 Battle of the Bands play. **

COMING AUTUMN 2008

*Additional faceplates sold separately **Some features may be limited in the Wii™ and PlayStation®2 Guitar Hero World Tour games



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GOAT

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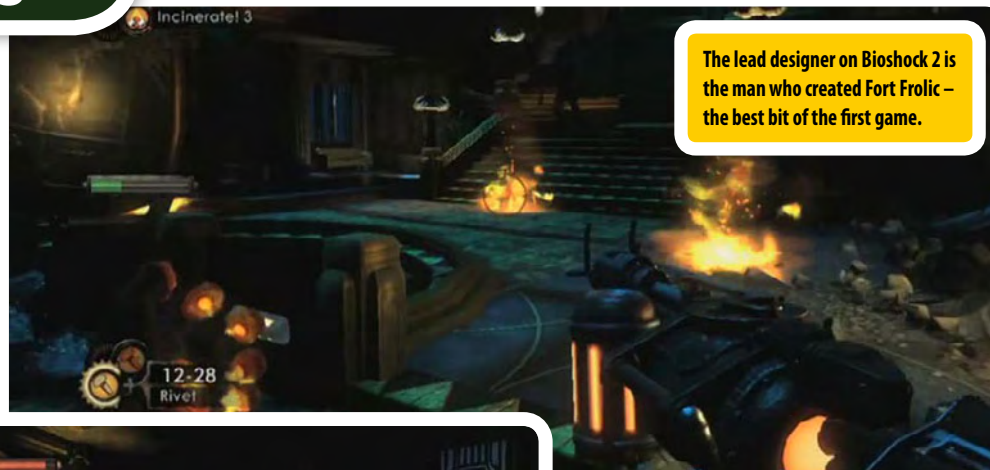


CONTROL →





Publisher: 2K Games
Developer: 2K Marin
Heritage: Bioshock
Link: www.somethinginthesea.com
ETA: Autumn



The lead designer on Bioshock 2 is the man who created Fort Frolic – the best bit of the first game.

FIRST LOOK

Bioshock 2

Underwater love

What's the story?

10 years on from the events of the first game, Bioshock 2 finds Rapture under new rule. Yet as it emerges that young girls across the world are being kidnapped, it becomes clear that the underwater city's current leader needs to be stopped. In charge of things under the sea is the Big Sister – one of the Little Sisters from the first game in mechanised form, as powerful as a Big Daddy yet much quicker. As the first Big Daddy ever created by Rapture, it's your job to follow the instructions of Dr. Bridgette Tenenbaum, and try to put an end to the reign of this fearsome enemy.

What do we know?

It seems from the speed of character movement that you're playing a comparatively lightweight version of the hulking behemoths from the first game, though your weapons will be familiar to those who played the original – an arm drill and a rivet gun allow you to charge and shoot any enemies foolish enough to come within range. The idea is to take the Little Sisters from the other Big Daddies roaming the hallways and corridors of Rapture, either harvesting them for ADAM, or letting them ride with you, collecting ADAM from corpses as you protect them from harm. The Big Sister appears periodically when you've destroyed a given number of Big Daddies – her arm needle allowing her to inject ADAM directly into her bloodstream, affording her powers far beyond your own.

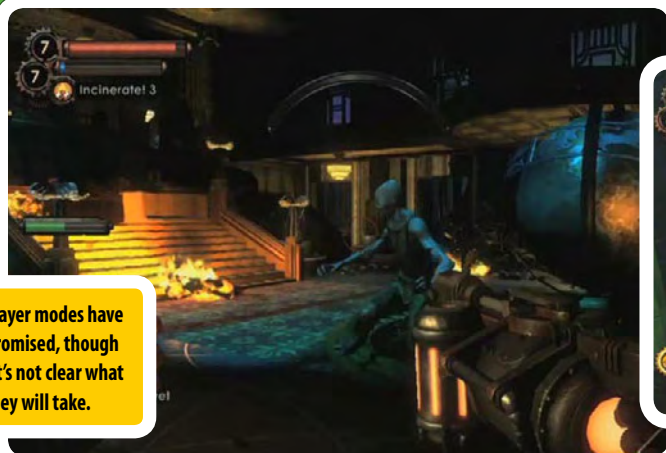
When do we get more?

It'll be out sometime between September and November. We'll hopefully have a more in-depth preview in the coming months.

Anything else to declare?

Plasmids will still be available, though you'll now be able to upgrade them in unique ways, while you can dual-wield weapons and plasmids simultaneously – which surely can't be seen as a bad thing.

**PREVIEW
FEEDBACK!**
Click here to tell
us what you think
of Bioshock 2



Multiplayer modes have been promised, though as yet it's not clear what form they will take.



Big Sister really can run, and looks set to cause a host of problems for the player, including one set-piece where she floods an area by cracking the surrounding glass.

"10 years on from the events of the first game, Bioshock 2 finds Rapture under new rule"





INCOMING

A fistful of top new titles coming to 360...



Dead Rising 2

Publisher: Capcom | **ETA:** 2010

Sadly, journalist Frank West doesn't return in the sequel to Capcom's zombie-splatterer, but we're promised new weapons including motorbikes and (yes!) a giant hamster ball. With up to 6,000 zombies onscreen at any time (compared with 800 in the original) it's set to be even more frantic than the relentless original.



Mini Ninjas

Publisher: Eidos | **ETA:** Autumn 2009

More info has emerged on lo Interactive's family-friendly newbie, though there's still a tiny dash of Hitman in its stealthy third-person action. Yet instead of garrotting targets, you'll be attacking animals, as the Evil Samurai Warlord has transformed forest creatures into an anthropomorphic army. From castles to valleys and the snowy peaks shown here, it looks like an epic adventure in miniature.

Borderlands

Publisher: 2K Games | **ETA:** Late 2009

Gritty, serious and now cel-shaded, Gearbox's sci-fi shooter is looking very interesting indeed. Despite initial denials from developer head Randy Pitchford, it's stylish yet still adult. No doubt those who like their future dystopias as realistic as possible will whinge a little, but we think this change will make Borderlands stand out from the crowd. Once again, expect more information before too long.



Batman: Arkham Asylum

Publisher: Eidos | **ETA:** June

We'll bring you our verdict of Rocksteady's take on the Dark Knight next month. Until then, check out this collector's edition, with a 14-inch replica Batarang, an Arkham Doctor's Journal, a 48-page dossier on the inmates and a leather dust jacket. Arkham Asylum has impressed us so far – fingers crossed it can deliver the goods.



Six Days in Fallujah

Publisher: Konami | **ETA:** 2010

The latest game to invoke the ire of the Daily Mail has barely been announced, but there's good reason for the controversy. Konami's latest has been dubbed 'Iraq: The Game' by the media, and focuses on the real-life battle for the central Baghdad city. It's a third-person shooter which will follow various units through the campaign, and while the developer is pledging a realistic experience, it might just be a little too soon for some.



Assassin's Creed 2

Publisher: Ubisoft | **ETA:** TBC

Bigger, better, later, more seems to be the message about Ubi's beggar-shoving sequel. New features include the ability to swim, enemy disarms, new mission types (and absolutely no pickpocketing) and a day-night cycle. It's set in the late 15th century, and you'll play a descendant of Altair's named Ezio Auditore de Firenze, a Florence nobleman.

UPCOMING

JUNE

- Tales of Vesperia
- Call of Juarez: Bound in Blood

JULY

- King of Fighters XII
- Battlefield 1943

AUGUST

- Dark Void
- Vertigo

SEPTEMBER

- The Beatles: Rock Band
- DiRT 2





[PROTOTYPE]

Publisher: Activision

Developer: Radical
EntertainmentHeritage: Simpsons: Hit &
Run, Hulk: Ultimate
Destruction, Scarface: The
World is YoursLink: www.prototypegame.com

ETA: June

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Prototype

HANDS ON

Prototype

*"Focus testing revealed
that a lot of people
were having trouble
understanding the
conspiracy-based plot"*

Underneath the hood...

When Prototype was unveiled at the 2008 Game Developer Conference in San Francisco, the high-octane action was met with the requisite whooping and hollering from the attendant crowd. On first impressions, it seemed to feature a bloke in a hoodie running round New York City, sprinting up the side of buildings, chopping people in half, throwing people at tanks, throwing tanks at helicopters, and throwing helicopters at people. It was hugely impressive visually, but we came away from the demonstration not entirely sure of who was doing what to whom and, more importantly, why.

Staying focused

It seems we weren't the only ones left scratching our heads, as extensive focus testing since has revealed that a lot of people were having trouble understanding the conspiracy-based story behind the action, leading to some of the dialogue and elements of the presentation being totally reworked to make it more obvious what was going on in the game.

Down, Fido!



*"My name is Alex Mercer. I'm the reason
for all this. They call me a killer, a monster,
a terrorist. I'm all of these things..."*





[PROTOTYPE]



> Prototype continued

So let's try again. You play the role of Alex Mercer, who wakes up with no memory, not only sporting a token item of chav-wear, but also lying prostrate in the morgue about to be carved open by scientists. You might not remember anything, but you soon learn that you are a genetically mutated shapeshifter, able to 'consume' other people and assume their physical form and abilities, as well as their memories – thereby enabling you to piece together the fragments of the ongoing conspiracy, which has been building for 40 years and involves the military, infected citizens and a so-called web of intrigue. As clear as mud, then.

Presumably everything will come out in the wash, but what you really

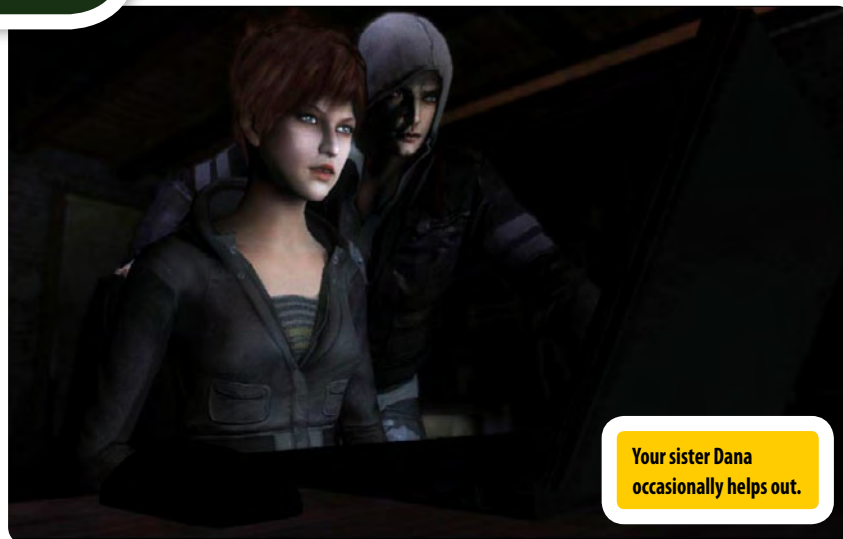
"You are the hardest man in New York, armed with an array of special abilities that make you a one-man army"

need to know is that you are the hardest man in New York, armed with an array of special abilities that essentially make you a one-man army, able to leap tall buildings and destroy tanks with a single punch. Not only that, you're also a world-class parkour expert. Remember parkour? Briefly fashionable about three years ago (when development on Prototype began) it involved mainly French youths running and jumping across rooftops like they were in some kind





[PROTOTYPE]



Your sister Dana occasionally helps out.



He's not getting up from that.



It's murder in rush hour.

"With the weight of the US Army against him, plus hordes of Infected, Alex occasionally has his hands full"

is – we're talking leaping into moving tanks and helicopters, consuming the drivers/pilots (hence gaining their flying abilities) and tearing round the streets of New York. Again, following focus testing, the driving and flying models have been made simpler, and it really is a case of getting in and going. with



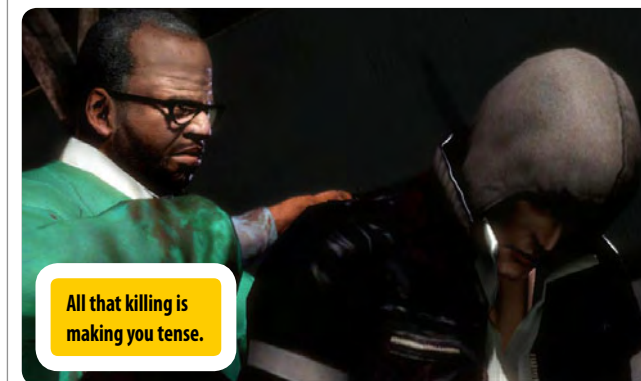
person or a vehicle... well, suffice to say, they come off second best.

It might sound like Alex is invincible, but with the weight of the US Army against him, plus a hordes of Infected, he does occasionally have his hands full, even if those hands can suddenly spring claws and carve up anything within reach. We played an early level, which effectively acts as a teaser, imbuing Alex with a range of abilities and some fairly straightforward tasks. Straightforward in Prototype terms that

> Prototype continued

of human platform game. Compared to Alex Mercer, their efforts were frankly risible. Alex can simply head for any

building and effortlessly run up the side, all the way to the top. And then just to show off, he can leap back to the ground without so much as tweaking a tendon. And if he lands on another



All that killing is making you tense.



[PROTOTYPE]



> Prototype continued

helicopters hovering by default, and tanks simply going where you feel like pointing them.

It's a manic opening, but then the action goes back 18 days to the morgue, and the real story unfolds, with abilities gradually introduced. As intros go, it's full-on though, and if

anything, since we last saw Prototype it has got even busier, with the sheer density of cars, tanks, people, beasts and helicopters often overwhelming. There are apparently quieter missions however, with Alex using the disguise ability to infiltrate military bases and other such stealth-based stages.

Skulking about pretending to be a soldier isn't going to sell the game



though, and it really is about the absolute freedom and sheer depth of destruction on offer. New York looks superb, and scaling a skyscraper and looking down gives a genuine sense of vertigo. And for sheer over-the-top action, very little comes close. You genuinely can throw a tank at a helicopter, and who's honestly never wanted to do that? Prototype doesn't shirk on the gore either, with rivers of blood and innards providing a perennial backdrop. There's also a macabre move called bodysurfing,

whereby you use a freshly slain corpse as an substitute skateboard, elegantly dismounting by kicking the body at another target.

If Prototype wasn't so ludicrous it could almost be seen as distasteful, and whether this kind of intense action can sustain interest over 15 hours remains to be seen. Nevertheless, Activision are backing it as a big summer blockbuster and we'll certainly be hurling a few vehicles and corpses around, weather permitting. As for that all-important story, we'll get back to you on that... ●

360Zine

[PROTOTYPE]

HOW COMPLETE?

80%

FIRST IMPRESSIONS

90%

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MAD MAX

Prototype producer
Max Belanger tells us
all about the game...



The man who
beats up tanks.



You can never find a cab
when you need one.

When Prototype was first announced, it was categorised as a superhero game. Is that fair, or is Alex a supervillain?

I'd say more a supervillain. We refer to him more as an anti-hero, because superheroes always do the right thing. They are motivated by the right path, and in the case of Alex it's not the case. He will kill innocent people to further his cause. The game does penalise you in certain ways for doing bad actions, but he's definitely the type of character that walks the fine line between good and bad and doesn't follow a morality code.

Are the missions linear? Do you have to follow them, and what's the structure?

The story is pushed in a linear fashion, there's no doubt about it. And it was done on purpose.

Most open-world games tend to lose you in the story, because of the freedom of choice; because of the liberty you have of doing whatever

the heck is available to the player. Now we think the interactive part of our storytelling mechanism will keep the players wanting to know more, and further the story. There's no alternate paths, Alex's events will not change the course of the story.

What genre would you put it in? In a nutshell...

In a nutshell there's a lot of everything but in a way you've never experienced before. There's shooting, but is shooting a simulation? No, absolutely not. You grab weapons, and when you're done with the ammo you just toss it aside and find another one. The same thing applies to tanks and helicopters. We're not as specific in the realism of the way these vehicles behave. Other games do that, ours



Alex Mercer is unwell.



Alex in the throes of consuming an enemy.

"I think what distinguishes our game from the others is the sheer amount of action"



He really should be given an ASBO.

> Interview continued

are arcadey, and they feel right and they're really fun to pilot or drive. Then, once you're done you just dispose of it. The same can apply to almost anything in the game, and I think what distinguishes our game from the others is the sheer amount of action, the density of the population and traffic system – which are there to create a very immersive world. And we think that you'll find that with that comes a lot of explosions and spectacular moments. And the story too, obviously.

You describe New York as being almost like a character in the game. Was there a specific reason for choosing New York as the game's location. Is it for the parkour element with the tall buildings?

There are obviously gameplay reasons for choosing New York – the verticality of the structures and the layout of the world. Los Angeles is rather flat and not very interesting, so for gameplay New York was a logical choice. We also chose New York because people know what New York is, even though they've never been there, the recognisable landmarks and areas of the city. We chose a realistic area because we wanted to ground our fiction in the real world and give it a realistic backdrop. Fighting with shapeshifting powers on Jupiter is not as fun.

You described the lead character as the ultimate badass. What is that and what makes him it?

He is it for sure. I'm gonna use people's reaction at a recent event to describe it: "He can eat people!" – meaning he can suck people into his own biomass. "Oh my god, he just sliced someone" – he can transform parts of his body into deadly attack powers. And yes, it is a very visceral game. It's gory and it's catered to the adult audience. He can take tanks on with his hammer fist... come on, how many games do that? There's huge strength in the world but he's equipped to face all of them. He is the ultimate badass! ●

[PROTOTYPE]

Publisher: Activision

Developer: Radical Entertainment

Heritage: Simpsons: Hit & Run, Hulk: Ultimate Destruction, Scarface: The World is Yours

Link: www.prototypegame.com

ETA: June



The bigger they are, the harder they fall.



From Vancouver, Canada, it's Prototype producer Max Belanger



TERMINATOR SALVATION

Publisher: Warner Bros.
Developer: GRIN/
Halcyon Games
Heritage: Bionic
Commando, Wanted:
Weapons of Fate
Link: www.terminatorsalvationthegame.com/
ETA: Late May

HANDS ON

Terminator Salvation

Rise of the machines

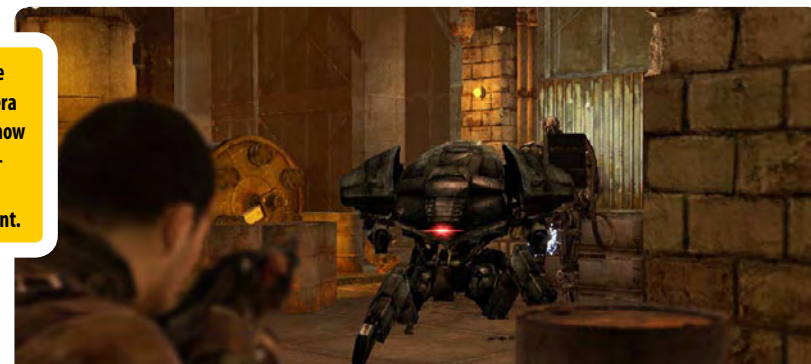
Though in the main Salvation has been developed at Halcyon Games, it certainly bears the fingerprints of its co-developer GRIN – in particular, the latter's recent Wanted: Weapons of Fate. As a third-person shooter with a dynamic cover system, it naturally invites comparison, but when you witness the animations as John Connor slides – sometimes over hard concrete, which has to hurt – from barrel to wall, you could be forgiven for getting a strong sense of déjà vu.



Then the shooting starts, and it's clear things are a little different. For starters, you're facing much sturdier enemies than before. In the first section of our preview code we're called to the location of a downed copter pilot, but walk straight into two T-70s – crab-like mechs spitting out machinegun fire. Staying out in the open certainly isn't advised – not only do their weapons do plenty of damage, but they're likely to rush you on occasion, which is effectively an instant kill. So your best bet is to stay out of danger, crouched behind a pillar or low wall, popping up to let off a few shots, and attempting to get round the back of them to shoot the hatch on their rear which represents their weak spot.

That's how it works in theory, anyway. In the single-player mode, your female AI ally doesn't seem to draw half as much fire as you, and steadfastly refuses to do the dirty work should you lure them into a position where their

For more accurate aiming, the camera zooms in to a by now traditional Gears-esque over-the-shoulder viewpoint.



"In the single-player mode, your female AI ally doesn't seem to draw half as much fire as you"



Weapons you can pick up are outlined in yellow – oddly, these are visible from behind walls.



TERMINATOR
SALVATION

> Terminator Salvation CONT.

back is exposed. Shooting them several times from the front does afford you a brief window of opportunity as they pause briefly before resuming fire, giving you the chance to nip around and blast away. It's easy enough with one, slightly less so with two.

Fortunately, the weaponry found lying amid the rubble of the destroyed cityscape is much more suited to the task in hand, making light work of the small flying enemies (Aerostats) and dealing enough damage to the walkers to make flanking manoeuvres much simpler. Grenades are even more effective – often taking the larger ones down in one hit should your aim be

true enough. Then the more traditional Terminators appear – some are purely mechanoid foes, others are early prototypes of the original T800, colloquially named 'skinjobs' by the human resistance. They take even more bullets before they drop, and while not burdened with a fierce intellect, a toe-to-toe confrontation will always leave you worse off than they.

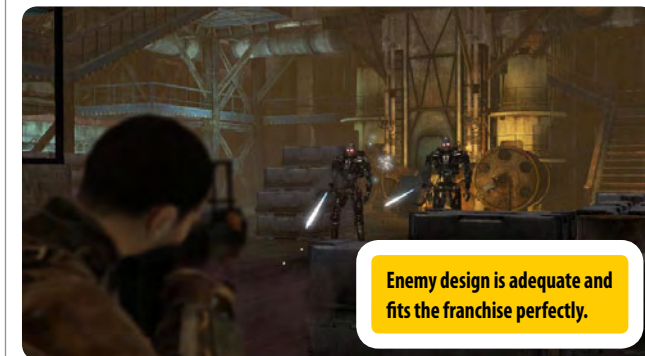
While the third-person blasting is obviously the meat of the gameplay, there are on-rails sections to vary the pace, with one seeing your team make its escape from the robots along an abandoned freeway, robot bikes tailing your pickup as you try to take them out before they can catch up. Another sees you picking up survivors on a train,



Friendly behaviour is generally decent, though as ever you'll have to do most of the hard work.

fending off the machines with a rocket launcher as you try to collect as many of the wounded as you can at each stop. These are very competently handled, but there's still a strong whiff of been-there-done-that about the whole thing. Naturally, the experience benefits from having a human player fighting alongside you rather than relying on the friendly AI, but even in co-operative mode, Terminator Salvation feels a little undercooked. But we're reserving judgment until we play

finished code – especially as a recent video seems to suggest it's had a graphical spit-and-polish to touch up the rather lacklustre visuals. ●



Enemy design is adequate and fits the franchise perfectly.

**PREVIEW
FEEDBACK!**
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you think of
Terminator
Salvation

360Zine

TERMINATOR
SALVATION

HOW COMPLETE?

90%

FIRST IMPRESSIONS

70%

Like the machines, lacking in personality

ROGUE
WARRIOR

Publisher: Bethesda
Softworks

Developer: Rebellion

Heritage: Sniper Elite,
Rogue Trooper

Link: [www.bethsoft.com/
eng/games/games_
roguewarrior.html](http://www.bethsoft.com/eng/games/games_roguewarrior.html)

ETA: Autumn

HANDS ON

Rogue Warrior

Who swears wins

Dick Marcinko is a former Navy SEAL. He served two tours in Vietnam and was highly decorated. He was such a fearsome warrior that he had a personal bounty placed on his head by the Vietcong. He founded the Navy's first and second Counter-Terrorist Unit, and broke into Air Force One, just to prove that he could. Most importantly, he now has a videogame all about him.

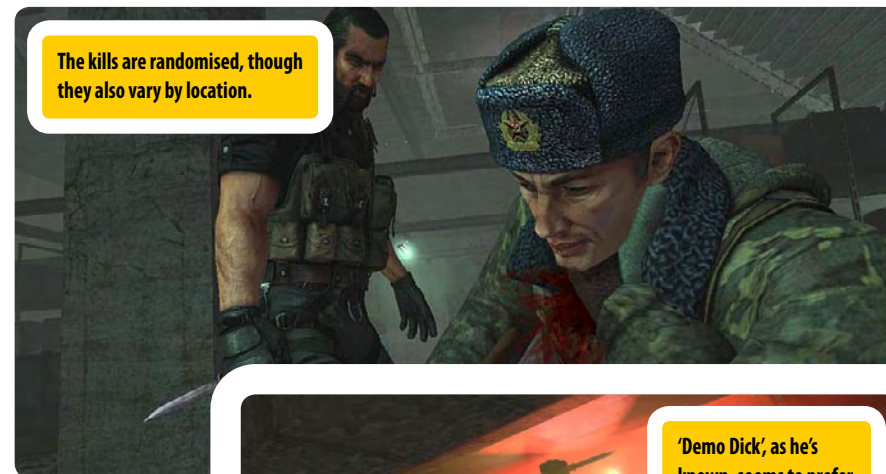
Rogue Warrior is described by developer Rebellion as a 'personality-driven shooter', the idea being that

Marcinko's larger-than-life persona will make this more interesting than your average shaven-headed-space-marine-starring blastathon. Indeed, it's a pleasure to discover that not only does Marcinko have hair, but a lot of it too, tied back in a Seagal-esque ponytail with a thick, grizzly black beard. He's certainly a striking screen presence, and the revelation that he's voiced by Hollywood hellraiser Mickey Rourke bodes very well indeed. Then the action starts, and we hear such winningly original epithets as 'f**k'

>



Alternatively, you might be able to use an enemy's weapon against him.



The kills are randomised, though they also vary by location.



'Demo Dick', as he's known, seems to prefer the thrill of a knife kill above all other.

"Rogue Warrior is described by developer Rebellion as a 'personality-driven shooter'"



Depending on circumstances, you might prefer the close-up third-person aim, or the first-person viewpoint for taking out distant enemies.

ROGUE
WARRIOR> **Rogue Warrior** continued

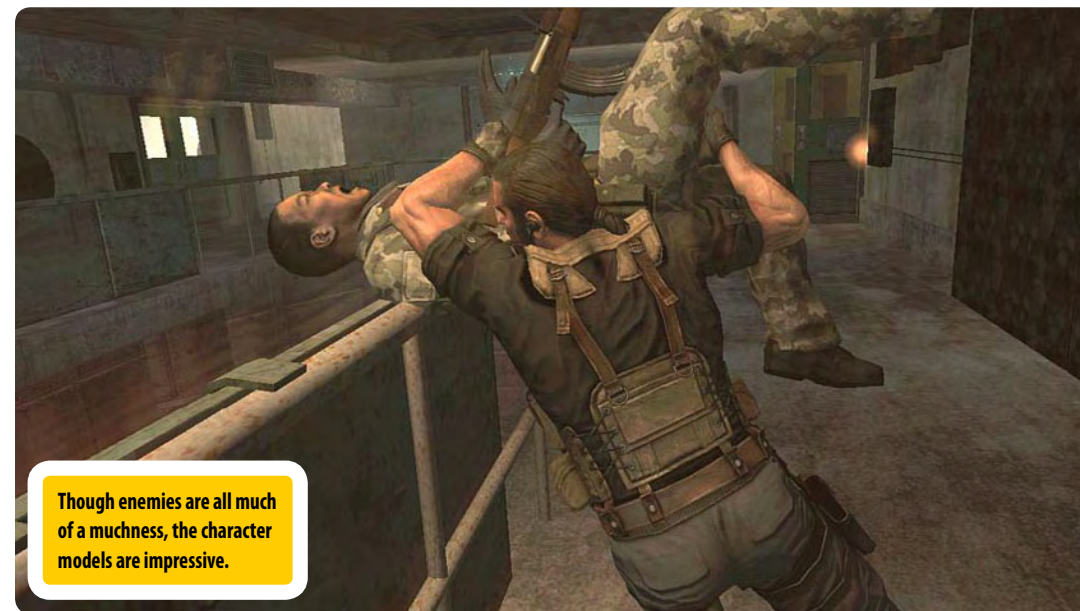
and 'Jesus f**king Christ' and you begin to wish as much thought had been put into the script as to the casting.

That said, perhaps in context the excessive profanity makes more sense. This is, after all, a rather tall tale, loosely based on the real-life exploits of the man whose war stories are – as Senior Producer Sean Griffiths puts it – '20% real, 80% bullshit'. There's nothing wrong with a bit of artistic licence, and indeed if Rebellion can nail the tone it's aiming at ("We're being careful to avoid pastiche, but the Eighties action movie vibe is what we're going for," explains producer Aaron Guy) then the contemptuous one-liners as Marcinko

stealth-kills another opponent are just the right kind of guilty pleasure. A real-life Rambo feel could certainly work.

Yet elsewhere, the game betrays the need to keep things grounded in some kind of reality, the OTT action unable to prevent lapses into cliché. The level we see is a bridge on the Korean/Russian border, which is filled with plenty of generic enemy soldiers, walls to duck behind and plenty of other familiar videogame ephemera. Brilliantly, at one point the so-called reinforcements park their truck directly next to an explosive barrel. Guess what happens next, folks?

For all this though, the transitions between 'infiltrate mode' and the more gung-ho action sequences seem competently handled, while switching



Though enemies are all much of a muchness, the character models are impressive.



There's something disconcertingly Conflict: Denied Ops about the whole thing.

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Rogue Warrior



360Zine
ROGUE
WARRIOR

HOW COMPLETE?

80%

FIRST IMPRESSIONS

70%

This shooter needs a little more purpose

between first- and third-person looks natural and unforced. Marcinko's brutal kill moves are eye-watering stuff, with some context-sensitive wall-slams and bridge throws complemented by neck stabs, and one particularly nasty move which left us crossing our legs in horror. We're promised that we'll get the opportunity to use them in multiplayer, too. "There's nothing quite like stabbing your mate in the balls," enthuses Griffiths. We'll have to take his word for it. There's certainly an intriguing reward for the best online players, though – while everyone else will have to make

do with playing as a support character, the highest-ranked player gets the bonus of playing with the Dick skin. It surely goes without saying that the name hasn't been finalised yet...

For a game termed as a personality-driven shooter, there's a worrying lack of charisma to *Rogue Warrior* so far. Hopefully with a few tweaks to the script and some more interesting locations (we like the sound of the Russian palace which features in a later chapter), Rebellion's game can forge an identity of its own in what's becoming an increasingly crowded market. ●



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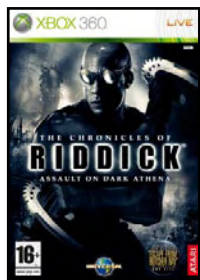
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Publisher: Atari

Developer: Starbreeze

Heritage: The Chronicles of Riddick: Escape from Butcher Bay, The Darkness

Link: <http://atari.com/riddick>
OUT NOW

The Chronicles of Riddick: Assault on Dark Athena

Shadows for a colossus

Originally conceived as a minor expansion to an HD remake of 2004's *Escape from Butcher Bay*, *Dark Athena* has been transformed into a standalone campaign, packaged with an update of that earlier adventure and a suite of multiplayer modes.

Initially, *Dark Athena* compares very well to its predecessor – aboard the titular ship, Riddick stalks mercenaries and their remote-controlled drones, a horrifying hybrid of human and machine. Again, you're left with little more than your two fists and the ability to see well in the dark – until you get hold of the Ulaks, twin blades which easily slice through human flesh.

Combat is nasty, brutish and short – bludgeoning clubs are skull-crackingly effective, while well-timed blocks open



"Combat is nasty, brutish and short"

up counter moves which lead to a surprising variety of instant kill moves, every one wincingly violent. There's verbal violence too – profanities aren't so much uttered as spat, from a cast of low-lives who are as repulsive as they are well-realised.

Cruising comfortably

This rollercoaster is comfortably cruising to a 90%+ score, but then the wheels start to buckle and *Athena* comes dangerously close to wobbling off the rails. A sojourn to a nearby planet offers a fresh setting, but along with it comes an over-reliance on outdoor gunplay and cheap enemies, including scuttling spider turrets who'll shear off chunks of energy before you've even seen them. And ultimately, it doesn't quite compare to the expert pacing of its forebear, with Starbreeze seemingly making it up as they go along, as the plot fizzles away and you begin to wonder exactly where Riddick is supposed to be headed.



There's a gritty realism to the look of both games which puts Riddick's visuals right up there with the best technical achievements on 360.

Yet for a game that was never really meant to be anything more than a bonus, that's easily forgiven. And even at its worst, *Dark Athena* somehow remains exciting. It also shows that Starbreeze should make another – if this is what the developer can turn out as a bonus, just think how good a brand new Riddick adventure could be. ●

Chris Schilling

360Zine Verdict

Bloody. Brutal. Brilliant

- Looks and sounds superb
- Stealth kills satisfy
- Unfairly hard near the end

88%



Guitar Hero Metallica

Publisher: Activision
Developer: Neversoft
Heritage: Guitar Hero:
World Tour,
Tony Hawk series
Link: www.guitarhero.com/metallica.com
ETA: 29th May

One for the fans, or the best GH expansion yet?

Guitar Hero Aerosmith felt like decent fan service, but little more. The latest entry in the world's most popular music game franchise is different. It goes without saying that the people likely to get the most out of this are those who know the words and chords to the 28 Metallica tracks featured here, but this

feels like a more well-rounded experience in its own right. We've always had a soft spot for the likes of Enter Sandman, but by the time we'd finished Career mode, we were almost ready to declare ourselves full-blown Metallica fans. At the very least we'd certainly gained a new appreciation for their songwriting craft, which just

Hetfield's characterisation is a little flattering, but otherwise the caricatures are spot on.



Frantic as its name suggests, particularly on the harder difficulties.

about tells you everything you need to know. It's easily the best franchise entry that's not an official sequel, and probably represents Neversoft's crowning achievement in the series so far from a purely musical standpoint. Wonky note charts? Thing of the past.

Rather than a nostalgia-tinged look back at the band's long career, Guitar Hero Metallica shows the foursome as they are today, rendered in that exaggerated, cartoonish GH style, with character models mo-capped from performance footage. The results are splendid – the band are far more animated than the no-mark avatars from previous Heroes. Reflecting the more intense performances, a restless camera prowls the stage, with the odd bit of shaky-cam judder for added you-are-there realism. The calmness

MASTER OF PUPPETS

How Neversoft has really upped its game for Guitar Hero Metallica



Duly noted

Candid camera

This one's for you

Duly noted

The developer has clearly listened to complaints about occasionally duff note charts in past Guitar Hero titles – mainly areas where you're expected to play more notes than exist in the actual song – and the ones here seem pretty excellent to us, particularly on Hard mode.



King Diamond is one of two unlockable vocalists, the other being Lemmy from Motorhead.



Some seriously rapid strumming is needed for the thrashier numbers – difficulty-wise we'd put this a notch above Aerosmith.



> Guitar Hero Metallica cont.

of Kirk Hammett's guitar-playing contrasts marvellously with the hyperactive Lars Ulrich on drums, battering his skins into submission. It's telling that you'll almost subconsciously start aping the mannerisms of the band if you're playing with three friends – it's almost undeniably the best-presented Guitar Hero to date.

Musically, the game barely misses a beat, with 21 songs from other bands hand-picked by Metallica themselves meshing well with the numbers the fans are here for. Even if you're not

particularly keen on the selections (though you'd be mad to ignore some of the songs here – our current fave being unexpected Foo Fighters pick Stacked Actors) the new star-based career structure means decent players can skip most of the asides and concentrate on strumming, drumming and shouting along with their heroes.

It's partly thanks to the band's commitment to the motion-capture process that makes the Metallica songs stand out from the rest, but also because their catalogue seems to be a

"You'll be kept on your toes, particularly if you're not familiar with the band's output"

perfect fit for a Guitar Hero game. You've got changes in time signature, loud and quiet bits, memorable riffs easing into melodic solos and thrillingly meaty power chords, tricky but satisfying bass lines, and a surprising variety in drum beats. You might not

have noticed just how much Ulrich likes to mix things up, but rest assured you'll be kept on your toes throughout, particularly if you're not overly familiar with the band's output.

Previous Guitar Heroes have always had a few songs where monotony sets in, but even Metallica's sometimes lengthy tunes never outstay their welcome. And if you're a fan *and* a really accomplished drummer, there's even a weighty challenge for you in the form of the Expert+ mode – which gives you the option of plugging in another drum pedal to try and match Ulrich's double kicks.



FREEZE FRAME

Taking you through the game one step at a time...



30 MINUTES

Metallica bring out the big guns quite early, but there are plenty of classics to come later in the game.



1 HOUR

Everyone will have their personal favourites, but there's something about Sad But True that does it for us.



3 HOURS

By now you'll probably be thinking this is the most consistent Guitar Hero to date. And you'd be right.



5 HOURS

The later venues are certainly different, to say the least.

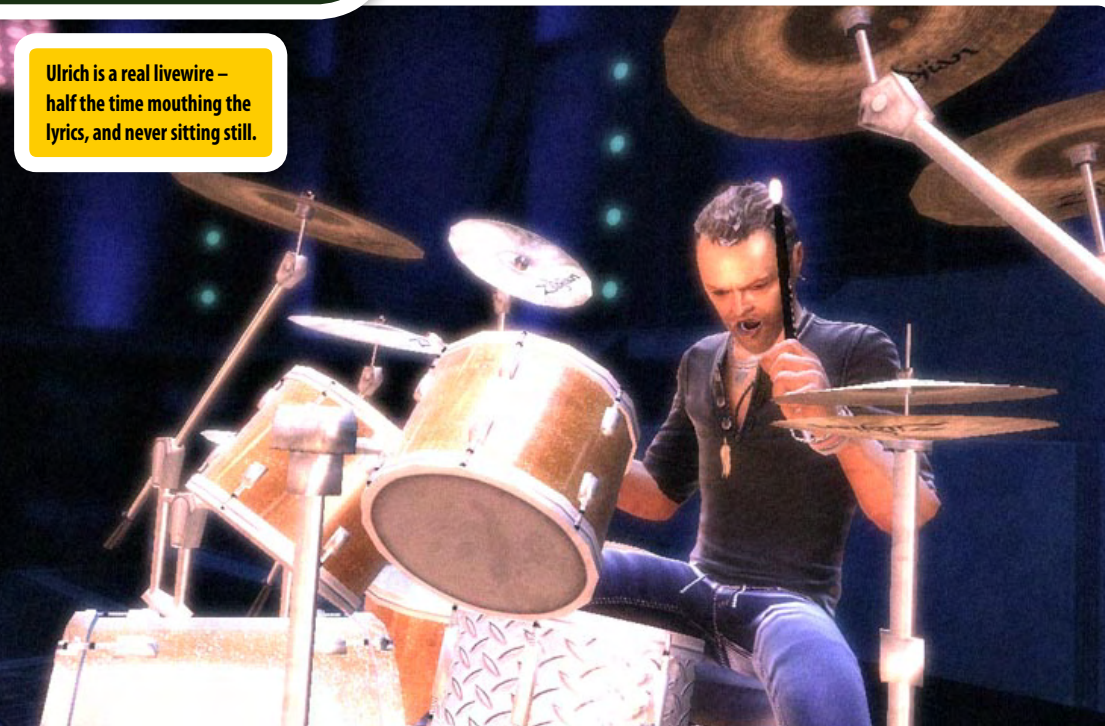


10 HOURS

Expert+ will be beyond all but the most dedicated Metallica fans and professional drummers.



Ulrich is a real livewire – half the time mouthing the lyrics, and never sitting still.



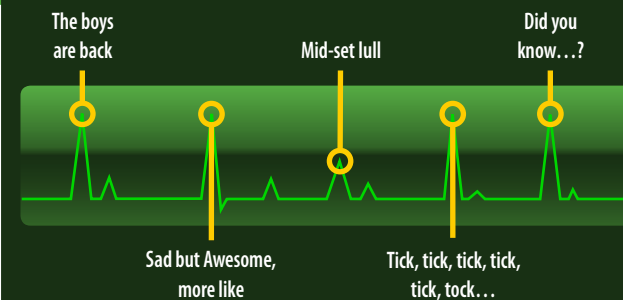
> Guitar Hero Metallica cont.

It wouldn't be a Guitar Hero game without a wealth of unlockables, with the majority focusing on the band themselves. All the Metallica songs have accompanying videos, ranging from homebrew fan clips to expensive promotional vids. Information about each track is provided, with lyrics for those who want to brush up on their Hetfield impressions before taking to the mic. Best of all, the Pop-Up-Video-inspired Metallifacts offer some often-surprising trivia about the band or the song currently playing – this stuff will keep the most serious fans busy for hours. If you'd rather just play along with the band than learn more about them, then you can unlock new guitars and skins, Metallica-themed clothes and two new avatars in the form of Motorhead's Lemmy and Mercyful Fate's King Diamond.

There might not be any substantial changes to the Guitar Hero template, but did anyone seriously expect that? For all but those with the most lofty expectations, Guitar Hero Metallica will blow away any preconceptions – particularly if you thought it was going to be little more than a cheap cash-in. With Neversoft clearly starting to enjoy itself with this franchise, it leaves us more optimistic than before that Guitar Hero's future is in safe hands. And if the improvement between Aerosmith and this is anything to go by, we can't wait for the next band-specific Hero. ●

Chris Schilling

PULSOMETER *Signs of life*



Some of the unlockable axes look great.

Roll over screen for annotations



360Zine Verdict

More than just fan service

- Best GH soundtrack to date? Possibly
- Performances look fantastic
- If you hate Metallica...

86%

Xbox Live Arcade Round-Up

Another thrilling game available for download today...

Wallace & Gromit's Grand Adventures Episode 1: Fright of the Bumblebees

Developer: Telltale Games

Publisher: Telltale Games Price: 800 MP (~£6.80)

After efforts on the Wii and PC – two formats seemingly well-suited to the mechanics of the point-and-click genre – the publisher has turned its attention to the 360, a console with a controller that's hardly an ideal choice for the type of game Telltale usually produces. Yet spread us on a cracker and call us Wensleydale,

because the plasticine duo's Live Arcade debut is a little belter.

The 360 controller is never going to be anyone's first choice for a point-and-click, yet the control scheme sensibly understands the pad's limitations and also its strengths. So instead of aiming where you want Wallace or Gromit to go, you guide

"The presentation is superb, with Gromit every bit as expressive as the 'real' version"

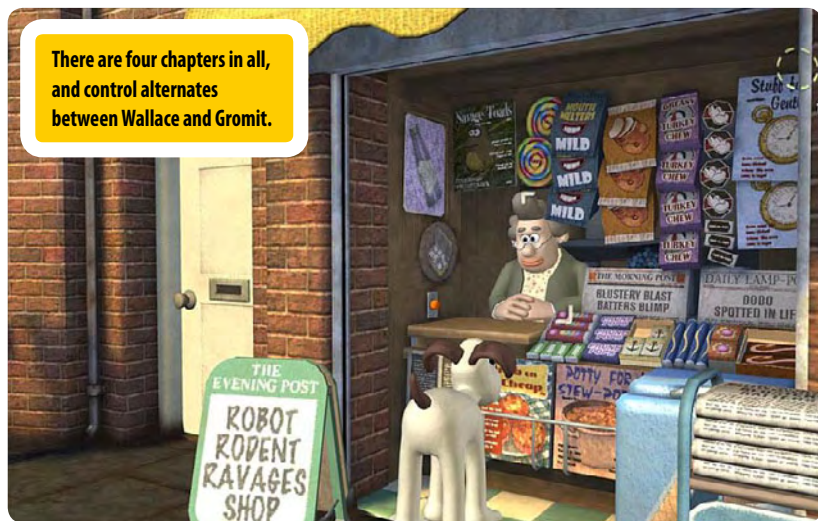
them around with the left analogue stick. The right stick is used to highlight items you can interact with, a tap of the A button either observing, using, activating or chatting depending on what you're targeting. The left and right bumpers cycle through objects in the vicinity if you're uncomfortable with using both sticks. Shifting between static camera angles can lead to a few moments where you're wandering in the wrong direction, but thankfully these situations are rare.

Which leaves you to enjoy the story and rack your brain to figure out the various puzzles. One or two riddles require a little too much toing and froing, but the solution is rarely so obscure that you'll find yourself stuck for any time. Besides, the hint system gives you a nudge in the right direction if you appear confused, but if



The interface is effectively simple – press A to interact or X to use objects in your inventory.

There are four chapters in all, and control alternates between Wallace and Gromit.



you'd rather the challenge of working everything out on your own, you can reduce the frequency of the tips.

The presentation is absolutely superb, with Gromit every bit as expressive as the 'real' version, while the other characters feel like they could fit neatly into any of the pair's previous adventures. The dialogue is a little heavy on some occasionally groan-worthy puns, but a few moments will have you chuckling away as Wallace's entrepreneurial honey-making idea leads to an unexpected invasion of giant bees.

Two brief shooting sections add a bit of variety, while the final chase sequence is inspired, if a little too short. Everything else is just about what you'd expect from this talented developer – a polished episodic adventure that doesn't take long to complete but will leave you eagerly anticipating Episode 2. ●

- Looks great
- Clever and amusing puzzles
- Controls feel awkward

Cracking adventure, Gromit!

81%

In 360Zine
Issue 31

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