



ISSUE 70 | SEPTEMBER 2012

# 360zine

The world's most popular digital Xbox 360 magazine • Read it on your PC, Mac, or *vic!*



**FIRST LOOK PREVIEW!**

# ASSASSIN'S CREED III



**NEED FOR SPEED  
MOST WANTED**



**MEDAL OF  
HONOR:  
WARFIGHTER**



**SLEEPING DOGS**



**TRANSFORMERS:  
FALL OF  
CYBERTRON**

# MEDAL OF HONOR WARFIGHTER



# WELCOME TO 360Zine



How important is multiplayer? With rumblings of free-to-play takeovers and cancelled multiplayer modes, we couldn't help but wonder how relevant it is to Triple-A titles. So when the

press and fans alike stormed Gamescom in Cologne, Germany last month, we were pleasantly surprised to discover multiplayer was all everyone could talk about with *Need for Speed: Most Wanted*, *Call of Duty: Black Ops 2*, *Medal of Honor: Warfighter*, and even *Hitman Absolution* is having a stab at it. That's why we've dedicated a huge feature to sussing out which multiplayer experiences you'll want to get involved with and which you'll still be playing this time next year – and our findings may surprise you.

You may have also noticed *Assassin Creed III* star Connor Kenway on our cover. That's because we've got a massive feature on the latest *Assassin's Creed* and why you should already be getting excited for what is arguably the biggest title of this year. We've also got belated reviews of United Front Games' *Sleeping Dogs* and High Moon Studios' *Transformers: Fall of Cybertron* to see the summer out.

Stick with 360Zine and enjoy the ride.

**Tom Worthington, Editor**  
360Zine@gamerzines.com

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



**TRANSFORMERS:  
FALL OF CYBERTRON**



**F1 RACE STARS**



**HALO 4**



**REMEMBER ME**



**FLASHBACK:  
ASSASSIN'S  
CREED II**

## QUICK FINDER

- |                 |                     |
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| Remember Me     | Halo 4              |
| F1 Race Stars   | Assassin's          |
| Far Cry 3       | Creed III           |
| Medal of Honor: | Sleeping Dogs       |
| Warfighter      | Transformers:       |
| Need for Speed: | Fall of Cybertron   |
| Most Wanted     | Hybrid              |
| Call of Duty:   | Wreckateer          |
| Black Ops 2     | Assassin's Creed II |

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## MEET THE TEAM

Playing games.  
Browsing Zune.  
Unlocking cheevos.



**Andy Griffiths**  
Booking some time off to visit Fairhaven City.



**Dean Mortlock**  
Looking for a Fireteam buddy. Apply within.



**FAR CRY 3**

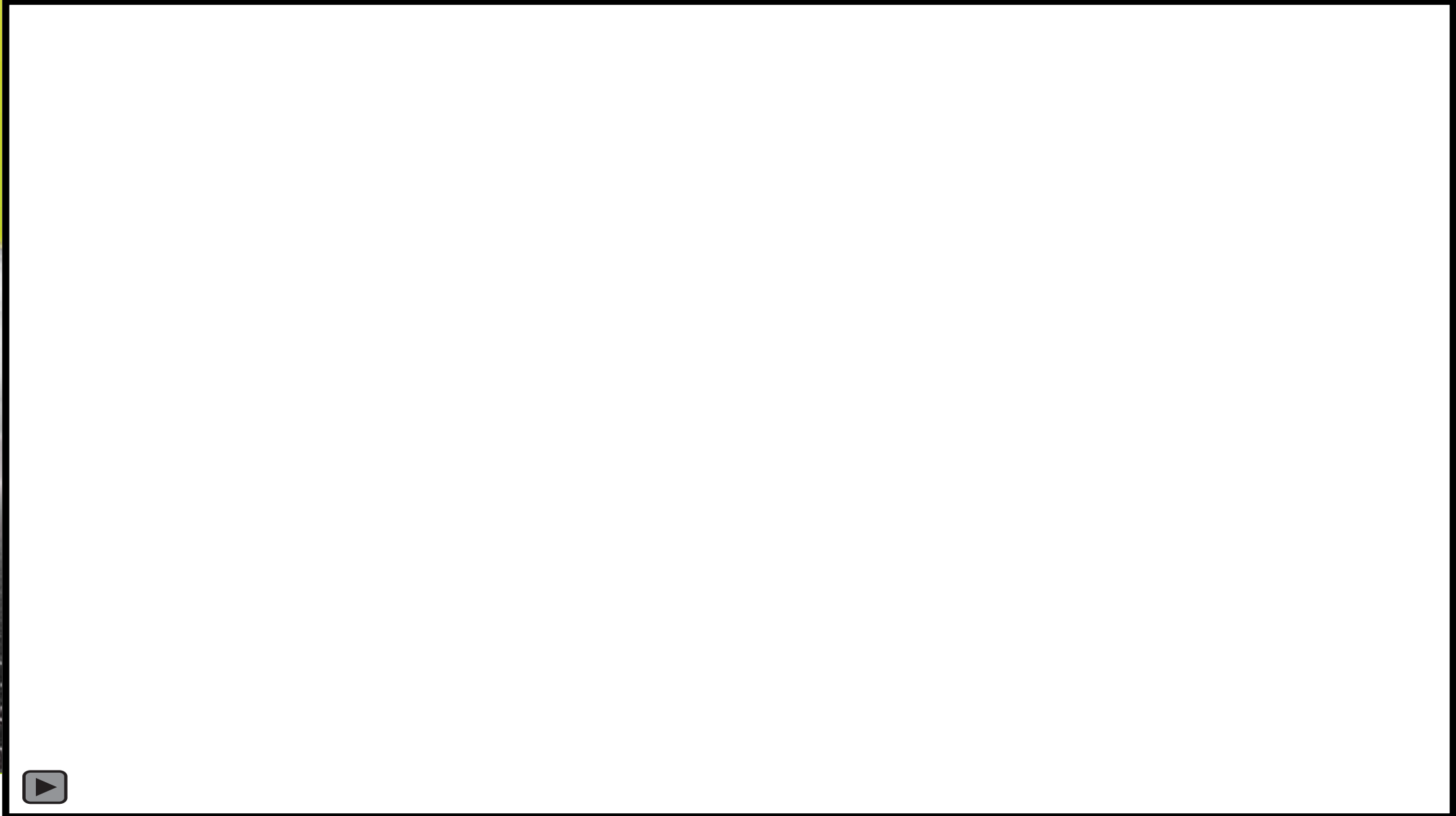
Forza Horizon, Forza Motorsport, Xbox<sup>®</sup>  
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Microsoft<sup>®</sup>



**HORIZON**

**CRASH**



PREVIEW |

# INCOMING

GET THESE ON YOUR RADAR!

CLICK EACH GAME  
FOR MORE INFO

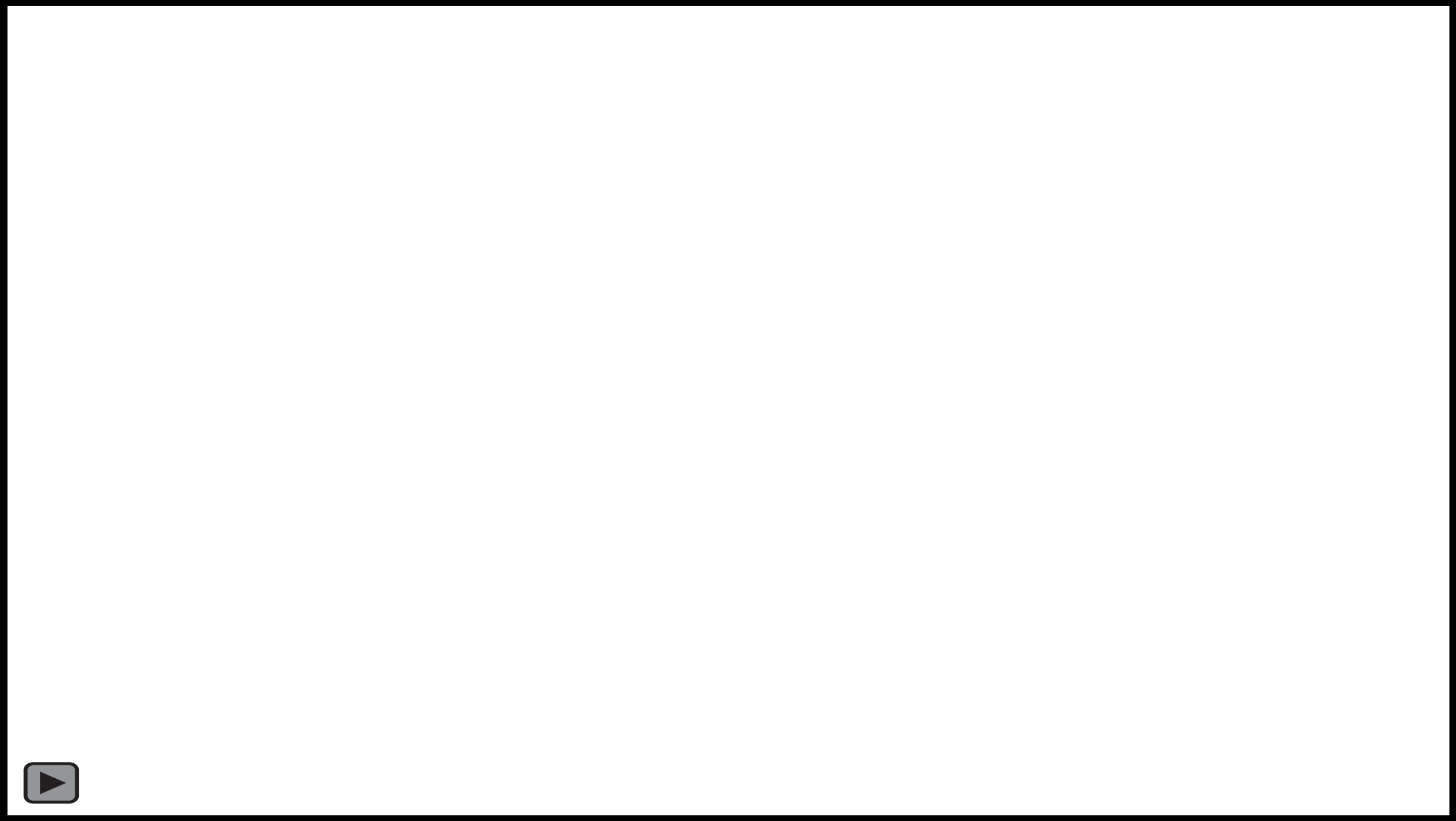
**SONIC  
ADVENTURE 2**

**DEADPOOL:  
THE GAME**

**STAR WARS 1313**

**ARMY OF TWO:  
DEVIL'S CARTEL**

**GRID 2**



# REMEMBER ME

PUB: CAPCOM  
ETA: MAY 2013

## FIRST LOOK

**KICK  
ASS  
TRAILER!**



### *Thanks for the memories*

Lead characters coming down with a case of amnesia might be the most overused cliché of videogame storytelling so building a game around the whole idea of memory manipulation is quite a bold move.

Set in a 2084 Neo-Paris where memories can be digitised, bought and sold, former memory hunter Nilin finds herself a victim of her own trade fighting to discover the truth by manipulating other's memories in *Ghost Trick* fashion while escaping from the dangers that threaten her life. Don't forget about this one. ■

**ROLL OVER THE IMAGES BELOW  
FOR OUR VIDEO HIGHLIGHTS**

"THE WORLD - OR AT LEAST  
THE CARIBBEAN - IS YOURS!"

-INSIDE GAMING

# Port Royale 3





# F1 RACE STARS

PUB: CODEMASTERS  
ETA: NOVEMBER

## FIRST LOOK

**M**ost of us here at Gamerzines know nothing about Formula One. You can ask *PCGZine* writer Andy Griffiths absolutely anything about F1 racing but the rest of us know nothing. What we do know though is *Mario Kart*, and judging from the unique cartoony angle *F1 Race Stars* has taken, this could be the 360's best stab at emulating that game yet.

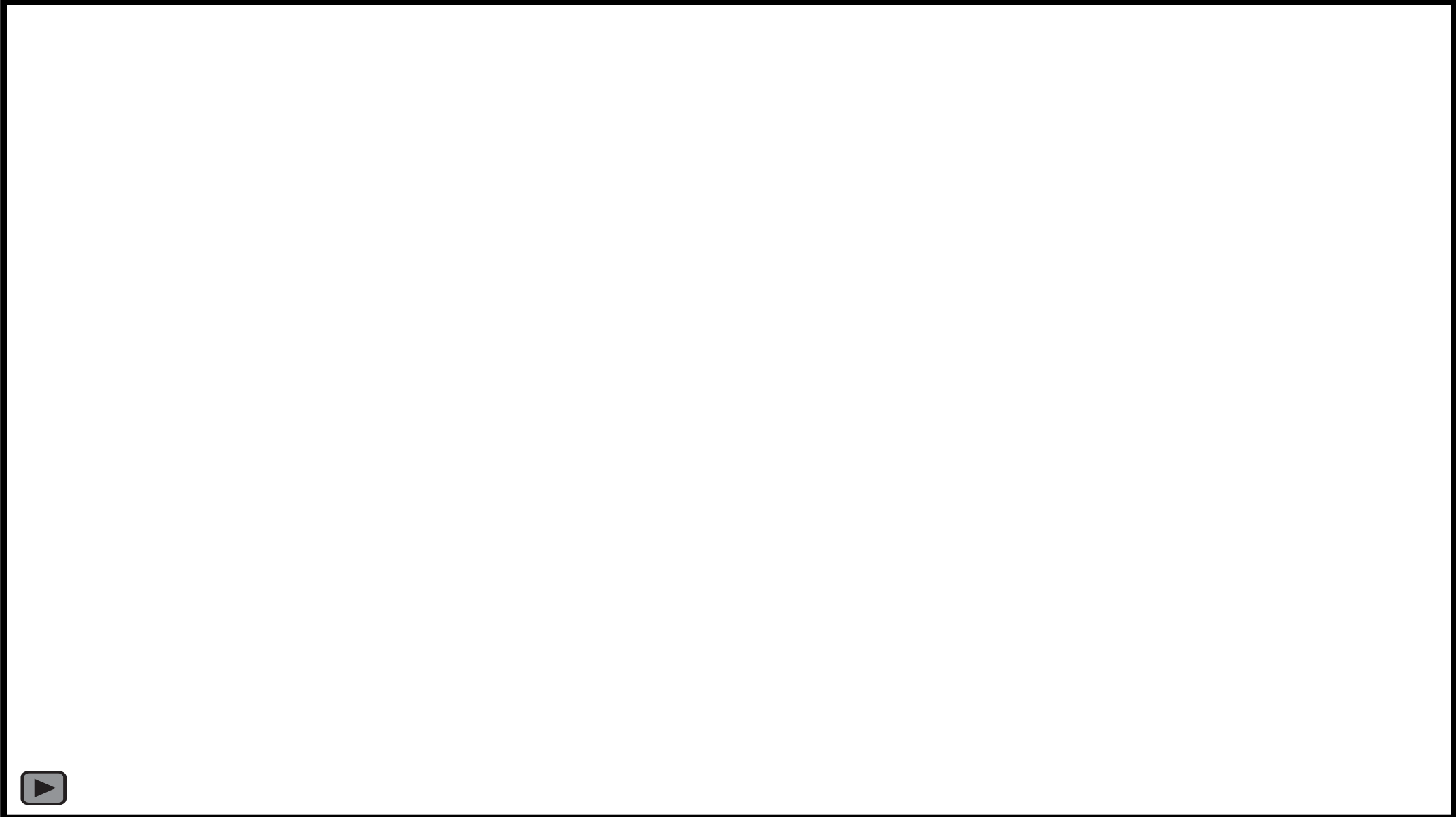
*F1 Race Stars* takes Formula One stars and gives them a charming colourful personality-packed makeover and transforms recognisable circuits into gravity defying courses that rip up from the ground to create loop-the-loops.

Alongside a career mode, *F1 Race Stars* will feature 12-player online multiplayer modes and best of all, four-player splitscreen racing, a throwback to anyone who's had to borrow pads and break out the multi-tap in their youth. See you on the starting line this November. ■

ROLL  
OVER  
FOR  
INFO!



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www.darksiders.com



MEET THE NEW GUYS (AND GIRL)

# FAR CRY 3

## CO-OP FIRST LOOK



### Jungle fever

It saddens us to think that a glorious review of *Far Cry 3* would adorn the pages of this magazine had the game not been pushed back to late November. The good news is that we'll be getting a new co-op campaign to join the game's promising single and multiplayer modes.

Supporting a cast of up to four players, this co-op campaign is set before the arrival of the *Far Cry 3*'s star Jason Brody, as four vexed cruise ship passengers seek revenge on the captain who sold his crew to pirates and abandoned ship. It looks more explosive and less drug-fuelled than Jason's campaign but we'll find out more as the game's new 30th November release date draws nearer. ■

PUB: UBISOFT  
DEV: UBISOFT MONTREAL  
LAST GAME: ASSASSIN'S CREED REVELATIONS  
KINECT SUPPORT: TBC  
ETA: 30TH NOVEMBER

### TWITTER

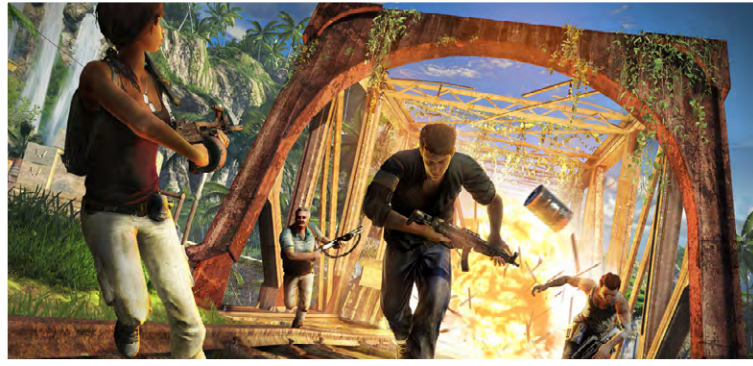
@SamTheBeatMan  
#FarCry3 is going to be mad, can't wait for christmas now.

@ProSyndicate  
Cannot wait for Far Cry 3! I was so hooked on the first one.

@X4TeeOz  
Have I ever told you the definition of insanity? #farcry3 looks sooooo badass

3 @FarCryGame  
The show floor has been open for 15 minutes and #FarCry3 already has a 3 hour line!

TWEET US @GAMERZINES



# LEGENDS OF PEGASUS



# ASSASSIN'S CREED III

## FIRST LOOK

PUB: UBISOFT  
DEV: UBISOFT MONTREAL  
LAST GAME: ASSASSIN'S CREED:  
REVELATIONS  
KINECT SUPPORT: N/A  
ETA: 31st OCTOBER

### Going overboard

**Y**ou might think you know everything about *Assassin's Creed III*. You're probably already familiar with Connor Kenway, the half-Native American, half-British star of the third chapter in the series' epic saga, picking up the gauntlet from Italian assassin Ezio Auditore's overstayed welcome.

You're probably clued up on the game's 18th Century backdrop, one that will see Kenway intervening in the American Revolution over the span of 30 years, taking out key figures in the conflict and storming battlefields that promise to be a thousand soldiers strong. ➤





You've probably been wowed by the technical wonders of the AnvilNext engine, the behemoth that's powering the American Frontier to allow dynamic believable weather, scale realistic terrain and trees while scouting the wildlife that inhabit the area, and dive through buildings rather than climb to their peaks. But Ubisoft would have been foolish to play all their cards upfront and the latest reveal for the highly anticipated third title is quite a departure for a series that's built its foundations on killing quietly.



Removing the iconic hood and popping on a tricorn hat, Connor will take a break from trawling through snow to soak up some sun, sailing the seas of the Caribbean in the latter half of the war.

You'll start with a standard vessel and with some plain ol' cannon balls as your weapon to attack with. As you progress though, you'll unlock economic rewards and ship upgrades that bolster your defences with hull upgrades. A regular cannon ball will damage a ship but a chain shot will tear up an enemy's mast making them immobile. And a grape shot, a shotgun-like blast made up of the ships debris, inflicts massive damage.

It's a side quest of *Assassin's Creed III* but a substantial one. Just 'three to four' ship battles will be shoehorned into the game's 30-hour campaign but there's plenty more to be enjoyed for those looking to stretch their sea legs.



Instead of killing alone, you'll lead an entire crew into waters that start calm and tranquil but quickly turn treacherous, thrashing your ship around in its wake – just one of the other benefits of AnvilNext's dynamic weather feature.

As Master and Commander, Connor can leave his post to scout the seas, peering through his telescope from the deck or atop a sail. At the helm, you'll have direct control of both your vessel and its artillery, aiming your assaults across stretches of water.

Missions are stretched between navigating enemy seas rife with mines, attacking forts accessible only by the water, and waging epic wars at sea.

If a Templar is onboard an enemy vessel, Connor will need to employ chain shots to break an enemy's masts allowing your ship to get close enough to it that Kenway and his crew may leap aboard it. Once onboard its standard *Assassin's Creed* combat but not without a few new touches. Connor's dual-wielding technique allows him to kill opposing crew using gruesome combos his pistols, though limited in use, allow him to shoot gun powder blowing it up.

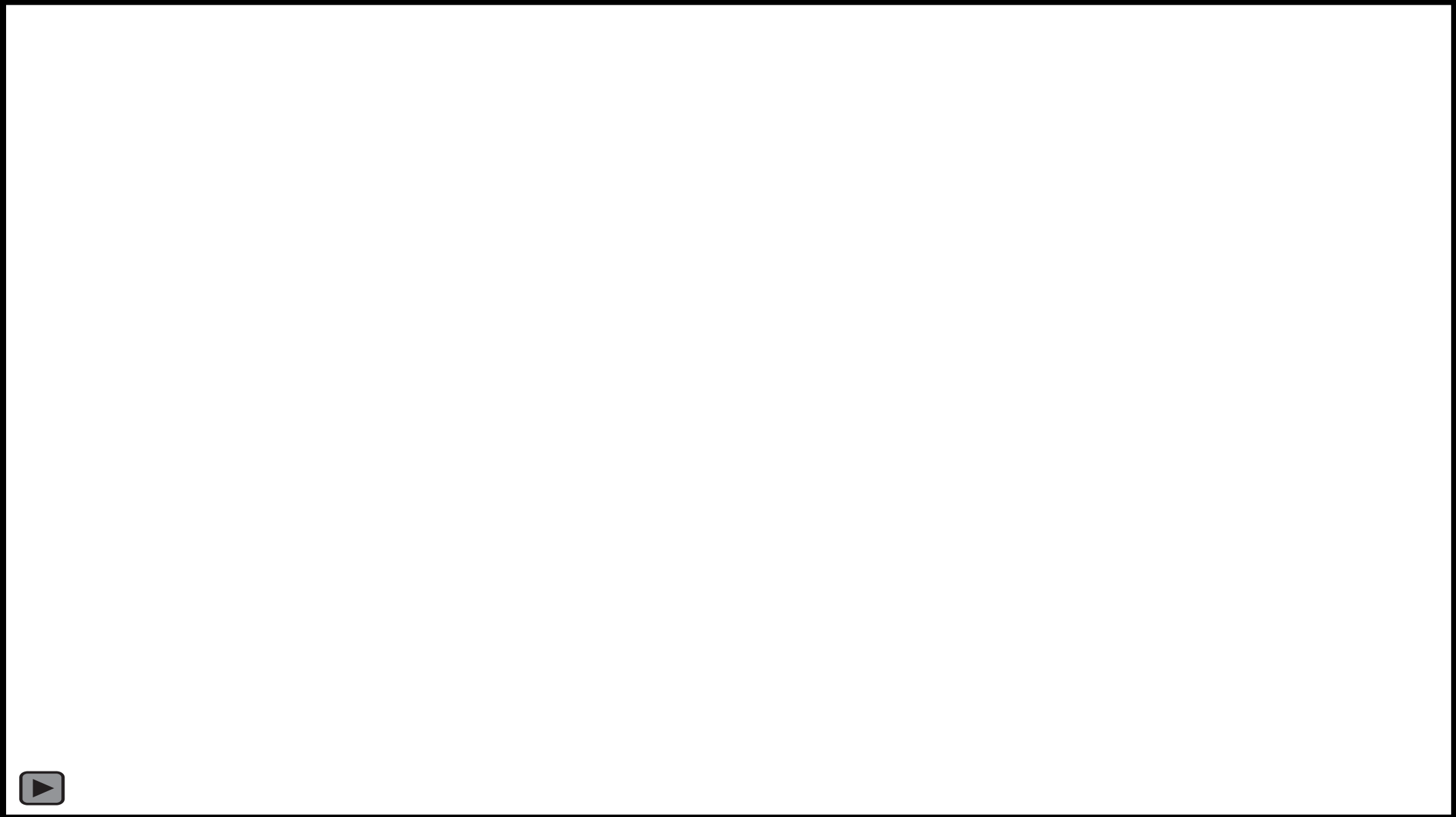
2011's *Revelations* introduced a somewhat lacklustre tower defence side quest that is, from what we can tell, absent from *Assassin's Creed III*.

Despite going against the nature of the series' lone survivor approach, naval combat feels like a surprisingly good fit.

Players are always kept on their feet with various multitasking jobs to keep you busy, resulting in epic displays that match the massive scale that, as a franchise, has topped 30 million sales, and a development team in the thousands spread over six locations around the world. With less than two months until the game's release, we'll soon know if *Assassin's Creed III* is the best this epic franchise has to offer. For now though, you can rest safe in the knowledge that it will be the biggest entry to date. ■



# ULTIMANI™





# THE STARS OF 2012's MULTIPLAYER SCENE

*With an abundance of multiplayer games out this holiday, we've picked out the best to see which will see you through into the new year...*

**PLUS... RESIDENT EVIL 6, BATTLEFIELD 3, HITMAN ABSOLUTION, FORZA HORIZON, FIFA 13, SONIC & ALL-STARS RACING, PRO EVO 2013 AND MORE**



BEST  
BEFORE  
MID  
2013MEDAL OF HONOR  
WARFIGHTERPUB: EA  
ETA: 26th OCTOBER

Developed using DICE's Frostbite 2 engine, Danger Close Games has chosen to take *Medal of Honor: Warfighter's* multiplayer into its own hands. 12 playable Tier 1 special forces from 10 countries will be selectable in multiplayer, each with their own weapons, tactics and special abilities to boot. These cover your typical military shooter classes, ranging from the all-rounder the Polish GROM ops, to snipers, heavies, stealthy types and so on.

What's interesting is the ability to mix these up in Fire Teams, where up to two players of different classes can share a health bar and ammo while earning extra XP for working together and looking out for one another. If one member of the unit is shot down, you can revive them by taking out the soldier in question.

Bolstering this new multiplayer set-up will be new maps based on real-world locations, including Bosnian capital Sarajevo, The Philippines and Bosnia. New multiplayer modes also include Home Run, a tense variation of Protect the Flag in which respawns are removed entirely. One life and you're done. It might sound harsh but ultimately, Danger Close should be able to pride itself on *Warfighter's* realistic strengths when it goes head-to-head with *Halo* and *Call of Duty* this holiday. ■



# HALO 4

PUB: MICROSOFT  
ETA: 6th NOVEMBER

**BEST BEFORE MID 2013**

It's been some time since we last called *Halo* 'the definitive Xbox multiplayer game'. That crown now belongs to *Call of Duty*, whose annual updates have earned what seems like a permanent spot atop the Xbox Live Most Played charts.

So now that 343 Industries has hold of *Halo's* future, it's time for a radical overhaul to bring Master Chief into the modern age, and that starts with a new multiplayer home by the name of 'War Games'.

It's here that Spartans can engage in real and hypothetical combat arenas in familiar game types such as Slayer and the Infinity Slayer which allows for Ordnance Drops earn by filling

your Ordnance bar through successive kills and other play styles. Call in an Ordnance Drop and it'll deliver you a random pick of three weapons or power-ups that can improve your running speed, shield or damage per shot.

Regicide sees the Spartan in first place become king, earning bonuses for all kills while sporting the crown. The catch? All of the other players can see exactly where the King is while he's in power.

We'll be going hands-on and in-depth with *Halo 4's* multiplayer in the next issue but until then, check out two of the 10 Specializations that'll keep *Halo 4* atop the Xbox Live Charts for months to come. ■



BEST  
BEFORE  
LATE  
2013CALL OF DUTY:  
BLACK OPS 2PUB: ACTIVISION  
ETA: 13th NOVEMBER

**W**e imagine it's quite a job for Activision's multiple *Call of Duty* studios to keep its highly popular multiplayer fresh and exciting on an annual basis.

Showing off *Black Ops 2* multiplayer for the first time this month, Treyarch have made some massive changes to the *CoD* formula, introducing the revolutionary Pick 10 loadout system and Score Streaks that rewards your kills and completed

objectives with future tech such as drones to help you out in combat. Then there's the game's new eSports angle that promises players the tools to commentate their own games and even livestream matches.

It's all very exciting and we haven't even got round to the return of popular co-op mode Zombies but we'll save that for another month.

All you need to know is on this page so get yourself clued up before November. ■

**ROLL OVER THE IMAGES BELOW TO CHECK OUT THE MULTIPLAYER MAPS**



# NEED FOR SPEED MOST WANTED

PUB: EA  
ETA: 2ND NOVEMBER

**BEST  
BEFORE  
LATE  
2013**

**W**hen you're driving through Fairhaven City you might spot a few familiar faces on your travels. Smash through a billboard with the best jump time and your accomplishment will be put on display for all to see. It's all part of Criterion's new and improved Autolog, a menuless, lobby-free, friend-connecting technology aptly named Autolog 2.

Much like the Autolog that debuted in 2010's *Hot Pursuit*, *Most Wanted* introduces non-stop multiplayer elements that keep you clued up on all your friends' latest top scores. Multiplayer is governed by Speed Points that you'll earn for every race and every challenge you win or beat.

One such example is the Speedtest event, where racers are challenged to clock the fastest time on a speed camera within 90 seconds. If you win, other players will see your face whenever they drive past. There's also CloudCompete, a new cloud-based save system that'll allow you to pick up your *Most Wanted* progress stats on your phone, PC or on your PlayStation 3.

With the new and improved Autolog, Speed Points to amass and CloudCompete to pick your game up elsewhere, *Most Wanted* continues to set the standard for arcade racers. Plus, has there ever been a better reason to smash through a billboard when your mate's face is plastered all over it? ■





# RESIDENT EVIL 6

PUB: CAPCOM  
ETA: 2nd OCTOBER

Capcom's terrible at keeping secrets. In addition to a fourth campaign starring secret agent Ada Wong, *Resident Evil 6* will also feature Agent Hunt, a new feature that allows friends to team up as J'avo and other enemies and invade another player's campaign progress, teaming up with other players to try and take a hero down.

The online social hub ResidentEvil.net, that tracks your progress, stats, and more, will also launch alongside the game next month. ■



# BATTLEFIELD 3 PREMIUM

PUB: EA  
ETA: NOW-EARLY 2013

You might be surprised to see 2011's *Battlefield 3* in our 2012 list but DICE's war shooter is still going strong well into early 2013 with its bevy of downloadable content.

Big news is the launch of *Battlefield 3 Premium*, a one-off subscription which ensures subscribers are up to date with early access to three upcoming add-ons – *Armoured Kill*, *End Game* and *Aftermath* – as well as the already-available *Back to Karkand* and *Close Quarters*. Even with *Battlefield 4* on the horizon, *Battlefield 3* isn't going anywhere. ■



# HITMAN ABSOLUTION

PUB: SQUARE-ENIX  
ETA: 30th NOVEMBER

Ever watched Agent 47 take down a entire of hotel staff and thought 'I can do that much better'? Well now you can, as *Contracts* allows players to create custom hits for other players to best by playing through a level, picking your targets and creating criteria that another player has to meet. If they successfully meet all your demands then they'll be rewarded with money to spend on new weapons, upgrades, and disguises. If you ever needed a reason to suit up this year, this is it. ■





# FIFA 13

PUB: EA  
ETA: 28th SEPTEMBER

**F**IFA's online community currently sits at 11 million strong so EA Sports has a lot of people to impress with *FIFA 13*'s online support. Renaming its online experience 'Seasons', online play will now include 2v2 guest ranked online play for friends to play together in 10-game seasons. Division titles have also been added to each division and players can store their winnings in a new Trophy Cabinet.

EA Sports is still keeping many details close to its chest, but not for long, as our review will be in the next issue. ■



# PES 2013

PUB: KONAMI  
ETA: OCTOBER

**I**n addition to the Full Control, Player ID and ProActive AI enhancements arriving with the latest instalment of *Pro Evo*, Konami is going all-out with Facebook integration through myPES that will track and post stats to show off to your mates.

Online players will have a choice of a Master League and its skill-matching Rival Ranking system or a robust Community mode, giving players a choice of joining any of 240 cities to create their own leagues, chat with other community members and share challenges. ■



# DEAD OR ALIVE

**W**e've always had a soft spot for *Dead or Alive* and its accessible fighting style, its voluptuous beauties, and beach holiday spin-offs...

*Dead or Alive 5* is being seen as a rebirth for the franchise and with it comes a 'fully fledged' (their words, not ours) online experience that promises to appeal to newcomers and veterans of Team Ninja's cinematic brawler alike.

This includes 16-player online tournaments, an online dojo, spectator modes with chat features and bragging rights through Facebook integration. ■



# TEKKEN TAG TOURNAMENT 2

**B**ut it looks like *Tekken Tag Tournament 2* walks away the victor of this fight.

In addition to over 35 playable characters, 20-plus stages, a new Fight Lab, and a vast number of game modes – including pair play for up to four players, *Tekken Tag Tournament 2* is shaping up to be the granddaddy of fighters for 2012. Oh, and it's also got a song and stage featuring rap maestro Snoop Doggy Dog. I'm sure if we asked him he would say "it's the bizzle". ■



# FORZA HORIZON

PUB: MICROSOFT  
ETA: 26th OCTOBER

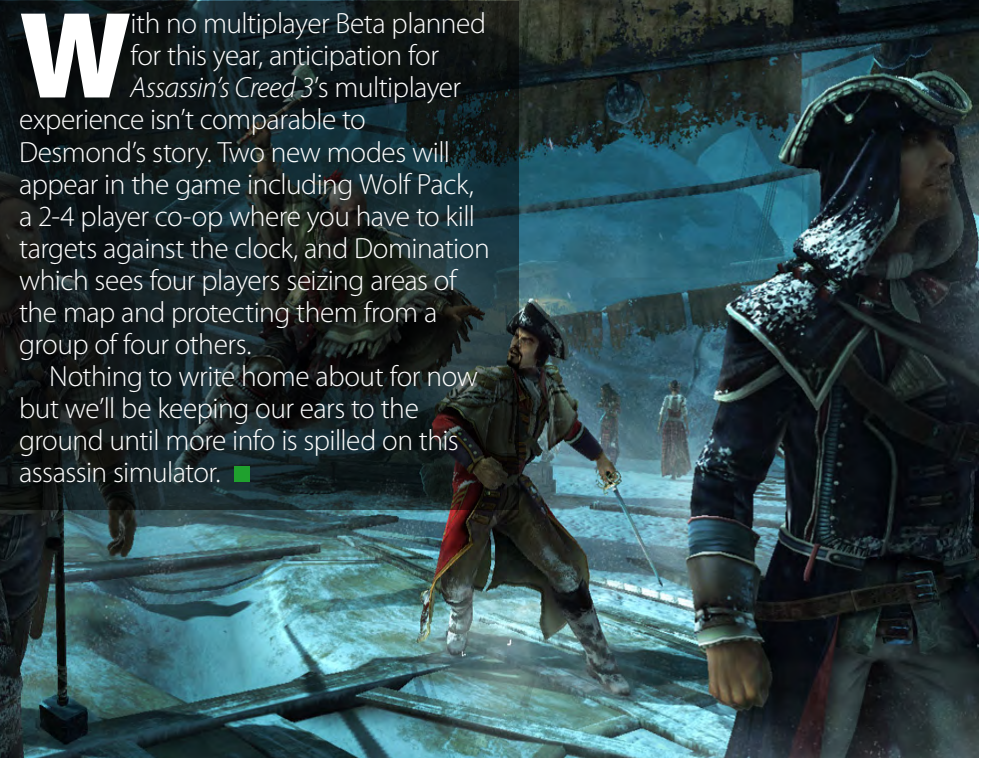
Competing with the likes of *Need for Speed Most Wanted* this year, *Forza Horizon* might have the jump on it by a week but we've yet to see what *Horizon* can do to trump Criterion's effort. With an entire Colorado state to take in, we're certain there will be no shortage of things to see and do, especially with the Horizon festival at the epicentre of the game but if we're not enjoying the open-road with a group of friends... well, who goes to a festival on their own? ■

# ASSASSIN'S CREED 3

PUB: UBISOFT  
ETA: 31st OCTOBER

With no multiplayer Beta planned for this year, anticipation for *Assassin's Creed 3's* multiplayer experience isn't comparable to Desmond's story. Two new modes will appear in the game including Wolf Pack, a 2-4 player co-op where you have to kill targets against the clock, and Domination which sees four players seizing areas of the map and protecting them from a group of four others.

Nothing to write home about for now but we'll be keeping our ears to the ground until more info is spilled on this assassin simulator. ■

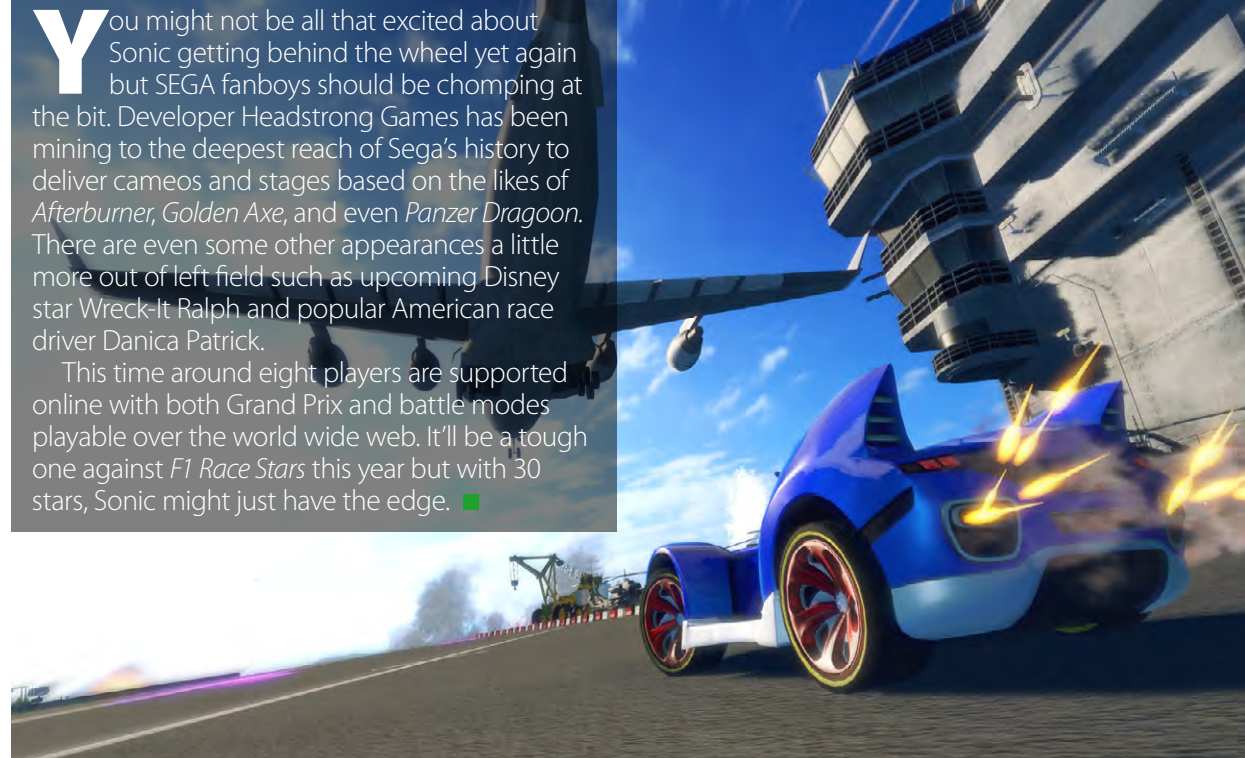


# SONIC & ALL-STARS RACING TRANSFORMED

PUB: SEGA  
ETA: 16th NOVEMBER

You might not be all that excited about Sonic getting behind the wheel yet again but SEGA fanboys should be chomping at the bit. Developer Headstrong Games has been mining to the deepest reach of Sega's history to deliver cameos and stages based on the likes of *Afterburner*, *Golden Axe*, and even *Panzer Dragoon*. There are even some other appearances a little more out of left field such as upcoming Disney star Wreck-It Ralph and popular American race driver Danica Patrick.

This time around eight players are supported online with both Grand Prix and battle modes playable over the world wide web. It'll be a tough one against *F1 Race Stars* this year but with 30 stars, Sonic might just have the edge. ■







# TRANSFORMERS: FALL OF CYBERTRON

PUB: ACTIVISION  
DEV: HIGH MOON STUDIOS  
LAST GAME:  
TRANSFORMERS:  
DARK OF THE MOON  
KINECT SUPPORT: YES  
ETA: OUT NOW

*Falling with style*

For what seems like the first time since the days of the Mega Drive, popular comicbook and film licenses are actually turning out some good games. Much of that can be put down to Rocksteady's stellar efforts on both recent *Batman* games that served up a firm boot up the behind the industry's lacking standards. With a slew of Transformers games already under its belt, High Moon Studios' *Fall of Cybertron* is by far its best if not a somewhat forgettable experience.

Picking up after 2010's *War for Cybertron*, both Autobots and Decepticons are battling it out to save home planet Cybertron. There's a noticeably darker, more story-driven direction in *FoC* although it's hard to get caught up in the melodrama of this robot opera.

13 campaign missions jump from bot to bot, putting you in control of a great many fan favourites such as Optimus Prime and Jazz, and even a few baddies including Megatron and Starscream. With each new bot comes a new ability – Jazz's hookshot allowing him to reach distant platforms and yank doors from their housings whereas Starscream is able to cloak himself with invisibility for short periods of time. The result is a handful of levels that are crafted with these mechanics in mind.

Vortex's aerial transformation makes for a thrilling ride weaving through





Grimlock's Dinobot form is a real treat to play as, breathing fire justice on your prey.



metal works and strafing to blitzkrieg an Autobot stronghold. Though the idea of playing hide and seek as a large hunk of metal is laughable, it all comes as a welcome change of pace to the game's largely battlefield-driven scuffles interspersed with brief vehicular segments.

Gunplay is passable, even in a post-*Binary Domain* world, but the lack of a cover system leaves you peering around walls and taking shots from afar, with close confrontations avoided unless you've got the weapon to back it up. Speaking of weapons, you'll pull the trigger and aim down the sights of a number of weapons big and small all upgradable by forking out your hard earned Energon shard at Teletree 1 terminals.

It's a campaign that's rife with a level of spectacle and explosion seen in the recent smattering of silverscreen blockbusters but in *FoC* it gives way to some fantastic set-pieces. You'll toy around with Metroplex, Optimus' towering remote control

giant and piloting Grimlock in his fire-breathing Dinobot form.

Even in its smallest details – the seamless transition from bot to vehicle, a maze that transforms as you delve deeper into it, corridors that open up into gigantic open areas – it appears High Moon's efforts have ramped up considerably since *WfC*.

Outside of the 10-hour campaign, co-operative play has been culled in favour of Escalation, a *Gears of War*-borrowed Horde mode pitting four-players against 15 waves of metallic perils with loot drops and gunships assisting as the difficulty ramps up. Multiplayer is an equally uninspired but standard affair with Deathmatch and Capture the Flag modes ticking the boxes but the option to build your own Transforming bot should draw in a few punters.

*FoC* sees High Moon Studios deliver a solid effort, a labour of love, and something that's bound to please fans of the franchise. Others will find it be a mostly derivative collage of play styles



that keeps the campaign fresh but lacks memorability. Another licensed game that's more than 'just decent' but falls short of inspirational. ■

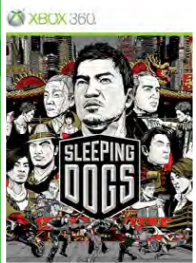
**FINAL SCORE** *A solid effort but there's very little surprise behind this disguise*

- Great variety of play styles
- A handful of grand set-pieces
- A largely forgettable campaign

**75**

# SLEEPING DOGS

*Every dog has its day*



PUB: SQUARE-ENIX  
DEV: UNITED  
FRONT GAMES  
LAST GAME: N/A  
KINECT SUPPORT: NO  
ETA: OUT NOW

**S**leeping Dogs is a Grand Theft Auto clone through and through, and that's no bad thing. From its open-world playground to its cinematic homages, Rockstar's tried and tested formula has been followed to a tee but *Sleeping Dogs* emerges from its troubled development history with a few merits of its own.

Sent to investigate the murky depths of Hong Kong's criminal underbelly, undercover cop Wei Shen has to assimilate himself into the Triad gang The Sun On Yee to gain notoriety driving fast and kicking ass. Missions are split into three

categories: triad, cop, and face – the latter improving Wei's street cred through favours, street races and other smaller tasks that in turn allow Wei to sport nicer bling and rides and earn neat bonuses such as shopping discounts and even a personal valet.

Cop missions are a little further off the beaten track, *L.A. Noire*-style investigations that see Wei playing dress-up, and drug busts that have Wei whipping out his smartphone to hack cameras and pick locks. However, Wei's police training is better served in *Sleeping Dogs'* Triad missions that play out in





He knows his Wei around a good suit...



 ZOOM

When he's not shooting up Hong Kong, Wei's chasing the local totty.



elaborate displays similar to that of Hong Kong cinema, and that see Wei beating down thugs, chasing suspects through bustling markets, and leaping out of his car to be behind the wheel of another in a matter of seconds.

The sparing use of guns and explosions give way to Wei's profound martial art abilities to roundhouse ruffians and counter incoming attacks through a *Batman*-inspired combat system. Wei's surroundings also serve him a great aid in combat, providing a range of dumpsters, meat hooks, table saws and perfectly arranged swordfish heads for players to fling, skewer, shred and kebab thugs onto,

in a satisfying displays that will have onlookers wincing.

Likewise, *Sleeping Dogs'* arcadey driving makes for some satisfying trips about town. The selection is strictly limited to cars, bikes and the occasional boat ride but each handle perfectly, allowing you to take sharp corners without spinning out, and the ability to shunt sideways into your opponents makes for some brilliant chase sequences.

Hong Kong itself is split into four largely discernible districts but each densely populated with commuters, locals peddling their wares, and attractions including karaoke bars, >





“Wei’s Hong Kong is densely populated with commuters, locals peddling their wares, and karaoke bars, street races and cockfights on every street corner”

street races, and cockfights around each and every corner.

Though it lacks any significant landmarks, Hong Kong is littered with enough distractions to pull Wei away from his duties with lockboxes, health shrines, and drug busts providing enough cause for an impromptu detour. Even if you don't want to give in to those childish urges, you can always rugby tackle a hooker in the street and break her leg before stuffing her in the boot of your car and driving her off a cliff, leaping out just in time to shoot up the engine – you know, if you *have* to...

*Sleeping Dogs*' only shortcoming is its story which, despite a handful of thrilling set-pieces and a roster of well-voiced roles that often slip into its native tongue, is an unsurprisingly and awkwardly paced tale as we watch

Wei's moral compass spin faster than his cyclone kicks.

It's also a little shorter than expected. Those who choose to rush through the game's 30 or so story missions could blitz the campaign in about 10 hours, although that amount is easily doubled if you plan on making the most out of your Hong Kong visit and beating friend's records on the in-game scoreboards.

Though its story might not match up to the quality of Rockstar's fiction, *Sleeping Dogs* introduces systems and mechanics that make each punch up and car journey as satisfying as the last. A troubled development cycle has earned *Sleeping Dogs* a few cuts and bruises along the way but as far as *GTA* clones go you'll be hard pressed to find one much better than this. ■



**FINAL SCORE**

A joyful romp through the orient that'll tide you over until *GTA V* arrives

**90**

- ⊕ Great combat and driving
- ⊕ Plenty to see and do
- ⊖ Story isn't particularly strong

# QUANTUM CONUNDRUM

*A bit of fluff... and heavy, slow, and reverse*

**W**ith *Portal* co-creator Kim Swift at the helm of this dimension-shifting puzzler, it's no surprise that similarities between the two are so easily made.

Armed with an Inter-dimensional Shift Device that allows players to transform their surroundings, turning regular rooms into fluffy playgrounds where heavy objects are as light as a feather or a dimension where gravity works in reverse sending anything that isn't nailed to the floor hurtling towards the ceiling. In *Portal* fashion, puzzles are

paced room by room, dropping cubes on switches, playing around with physics, and all with the aid of your uncle, the mad scientist whose mansion you're exploring to locate his hidden whereabouts.

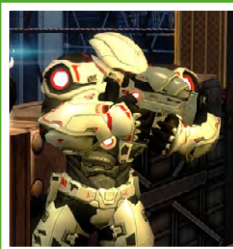
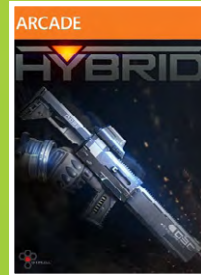
It hits all the same highs of *Portal's* eureka moments and it's a far more colourful setting than Aperture's labs, too. Still, those looking for something a little cerebral shouldn't have trouble loving *Quantum Conundrum*, even if it falls short of Valve's watermark. ■

## 84

PUB: SQUARE-ENIX  
DEV: AIR TIGHT GAMES



PUB: MICROSOFT  
GAME STUDIOS  
DEV: 5TH CELL



# HYBRID

*Got this one covered?*

**G**iven that 5th Cell's last title was the ingenious *Scribblenauts*, *Hybrid* seems like an unlikely next step – at first glance at least. A cover shooter that takes the term very seriously, *Hybrid* looks like your typical third-person shooter brightened up by an uninspiring future tech setting.

An online-only shooter centering round a war for the Earth's limited resources between the Variants and the Paladins, *Hybrid* thrusts you into close-quarters encounters in deathmatch and team-based modes across 10 maps.

The twist is that players aren't given the typical freedom to dash around battlegrounds but instead move from cover to cover by selecting their next cover

spot and flying over to it. It's unconventional for the genre but it's a clever way of making you question every move around each battlefield.

It's also deeply customisable too, with fine-tuned loadouts and perks for racking up kills, which include bots that'll assist you in spotting and taking down enemies and an assassin who will dash across cover to earn you a one-hit kill.

Looks can be deceiving but *Hybrid* is actually a very intriguing shooter with a slick learning curve and a neat hook. It's not going to overthrow the *Call of Duty's* and *Halo's* for Xbox Live dominance but few Arcade offerings come quite as close. ■

## 80



# WRECKATEER

*Smashing stuff*

**W**reckateer is essentially *Angry Birds* for Kinect but with a few changes. Rather than dragging vitriolic fowl across the screen and then flinging them at pigs hiding within their fortifications, *Wreckateer* sees you training as the latest recruit in the Wreck & Tinker Destruction Company, a business set up to destroy goblin-infested castles. Like you do.

Arming the ballista is a tedious process: stepping forward and making a grabbing motion before stepping back to aim your shot and spreading your arms out to release your artillery. Depending on your choice of weapon, you'll be

able to fine-tune your aim mid-flight by batting in all directions.

But it's the resulting destruction that rewards your motion control embarrassment with some satisfy destruction that'll rack up your score. You can also execute different types of shots such as the scatter shot Chunk which splits to give you more range but less impact and a winged shot that players steer with the arms.

It'll scratch your destructive itch for a short time but *Wreckateer* is more likely to have the kids occupied for longer than you. ■

60

PUB: MICROSOFT  
GAME STUDIOS  
DEV: IRON GALAXY



PUB: MICROSOFT  
GAME STUDIOS  
DEV: HUMBLE HEARTS

# DUST

*Tales don't tell themselves*

**D**ust: An Elysian Tail is a beautiful game. From its titular star's fluid combat animations to the luscious hand-drawn background and dynamic weather effects, it's hard not to admit that this is one of the most attractive-looking Xbox Live Arcade titles we've seen in a good while.

Yet those who choose to actually play the game will find even more to salivate about from this slice of Metroidvania. Combat, for example, is just as satisfying with fairy sidekick Fidget dishing out magic attacks that Dust can whip up into storms using his dust storm move, and his aerial attacks never fail to rack up a sizeable hit counter in the hundreds. Enemies are never overly difficult but their strength in numbers approach can make keeping track of them a little difficult, resulting in some

infuriating combo breaks.

RPG elements are light with side quests filling in your spare time and levelling up, item management and chest hunting all regular distractions.

It's a shame the story should be the game's underlying weakness – Dust himself being a victim of memory loss led into an adventure by a irritating fairy and a talking sword. Even their cute and colourful anthropomorphic ways do little to convince you of their troubles and hardships.

But what it lacks in a paltry story it more than makes up for with its exaggerated displays, noteworthy visuals and a soundtrack that's always ready to illuminate Dust's adventure. For its strengths alone, *Dust* should have no trouble finding its audience. ■

81



*Dust is the most beautiful-looking XBLA game you'll play this summer.*

## FLASHBACK: ASSASSIN'S CREED II



*As Assassin's Creed III gets even closer, we continue our retelling of Ubisoft's epic saga with Assassin's Creed II in which we move into the times of ancestor Ezio Auditore...*



FIRST RELEASED: 20/11/2009  
 PUBLISHER: Ubisoft  
 DEVELOPER: Ubisoft  
 PLAYERS: 1  
 WE SAID: "This is a stunning achievement, whose slight flaws do not spoil its enthralling theatre of brutality. Forza Auditore. Forza Italia." (360Zine Issue 37)  
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