360Zine

ISSUE 72 | NOVEMBER 2012

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

HANDS ON & INTERVIEW

HALO 4



ASSASSIN'S CREED III



FAR CRY 3



HITMAN: ABSOLUTION



FABLE: THE JOURNEY

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines



Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

WELCOME TO 360Zine



Assassins. Everywhere we look this month it's sneaky so and so's – some masked, some bald, some hooded – invading our games. We've kicked things off this month with a massive write-up on the first entire act of Hitman: Absolution, a massive comeback for gaming's 'original assassin' as we tear up Chinatown and Strip Clubs with Agent 47.

Elsewhere we've managed to fit in our review of the highly anticipated *Assassin's Creed III*, the most ambitious game in the series to date, and we've been poking around the city of Dunwall in underdog assassin game *Dishonored*.

Moving away from men who play with knives we've got a man who plays with plasma rifles. We've gone hands-on with the first handful of missions from *Halo 4*'s campaign ahead of our massive (and we mean *massive*) review next month .

We've also got reviews of the incredible *Forza Horizon*, the feature-filled *WWE 13*, the Kinect-exclusive *Fable: The Journey* and much, much more.

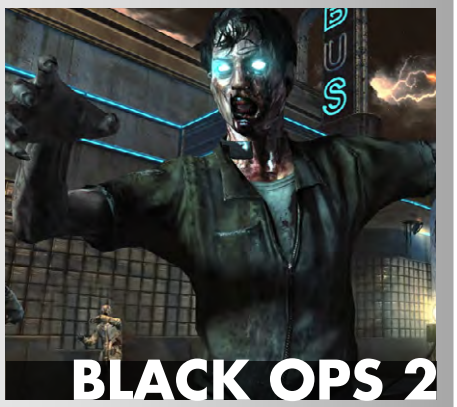
We're tired but there's even more coming next month. Don't miss one bit of it.

Tom Worthington, Editor
360Zine@gamerzines.com

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



FORZA HORIZON



BLACK OPS 2



DISHONORED



FABLE: THE JOURNEY



SPLINTER CELL: BLACKLIST



FAR CRY 3

QUICK FINDER

Call of Duty: Black Ops 2
Injustice
Halo 4
Hitman: Absolution
Far Cry 3
Splinter Cell: Blacklist
Assassin's Creed III
Forza Horizon
Fable: The Journey
Dishonored
Assassin's Creed Revelations

Cranberry Publishing Limited
www.cranberrypublishing.com
Publishing Director: Dave Taylor
Email: dave.taylor@cranberrypublishing.com
Editorial Director: Dan Hutchinson
Email: dan.hutchinson@cranberrypublishing.com
Commercial Director: Duncan Ferguson
Email: duncan.ferguson@cranberrypublishing.com
Telephone: 0117 986 6550
Call Duncan to discover how e-publications can work for you!
Contributors: Thomas Worthington, Andy Griffiths

MEET THE TEAM

Playing games.
Browsing Zune.
Unlocking cheevos.



Andy Griffiths
Practising his island survival in *Far Cry 3*.



Dean Mortlock
Getting oiled up for *WWE 13*.

TOTALLY FREE! DON'T MISS NEXT MONTH'S ISSUE!

Did you know that a new issue of 360Zine is released every month - and by subscribing you'll be one of the first to read it?



Subscribe to 360Zine for free by entering your email address below and you'll be notified the moment a new issue is available!

Your email address **Subscribe!**

NEED FOR SPEED™

MOST WANTED

HI DEF VIDEO

Entertainment Inc. KINECT, Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. All other trademarks are the property of their respective owners.

360Zine NEWSLETTER: Your email address Subscribe! gamerzines

INCOMING

GET THESE ON YOUR RADAR!

CLICK EACH GAME FOR MORE INFO

THE WALKING DEAD SEASON ONE

PUB: TELLTALE GAMES
DEV: IN-HOUSE

TBC 2013







The hidden gem of 2012 by far has been Telltale's adaptation of the popular comicbook series *The Walking Dead*.

An episodic tale that's been drip-fed via Xbox Live Arcade over the past six months, Telltale's point-and-click adventure sees players trying to survive the aftermath of a zombie apocalypse through the eyes of convict Lee Everett. Building trust with your tight-knit group of survivors is key, although harsh circumstances will force you to pick sides for better or worse – think *Heavy Rain* with zombies and you're half-way there.

Interested? Of course you should be. The good news is you can get tucked into four of its five episodes right now for 400 Microsoft Points apiece. Telltale also plans to release the entire season on disc if you can't spare the hard drive space. Whatever your preference, *The Walking Dead* must be experienced.



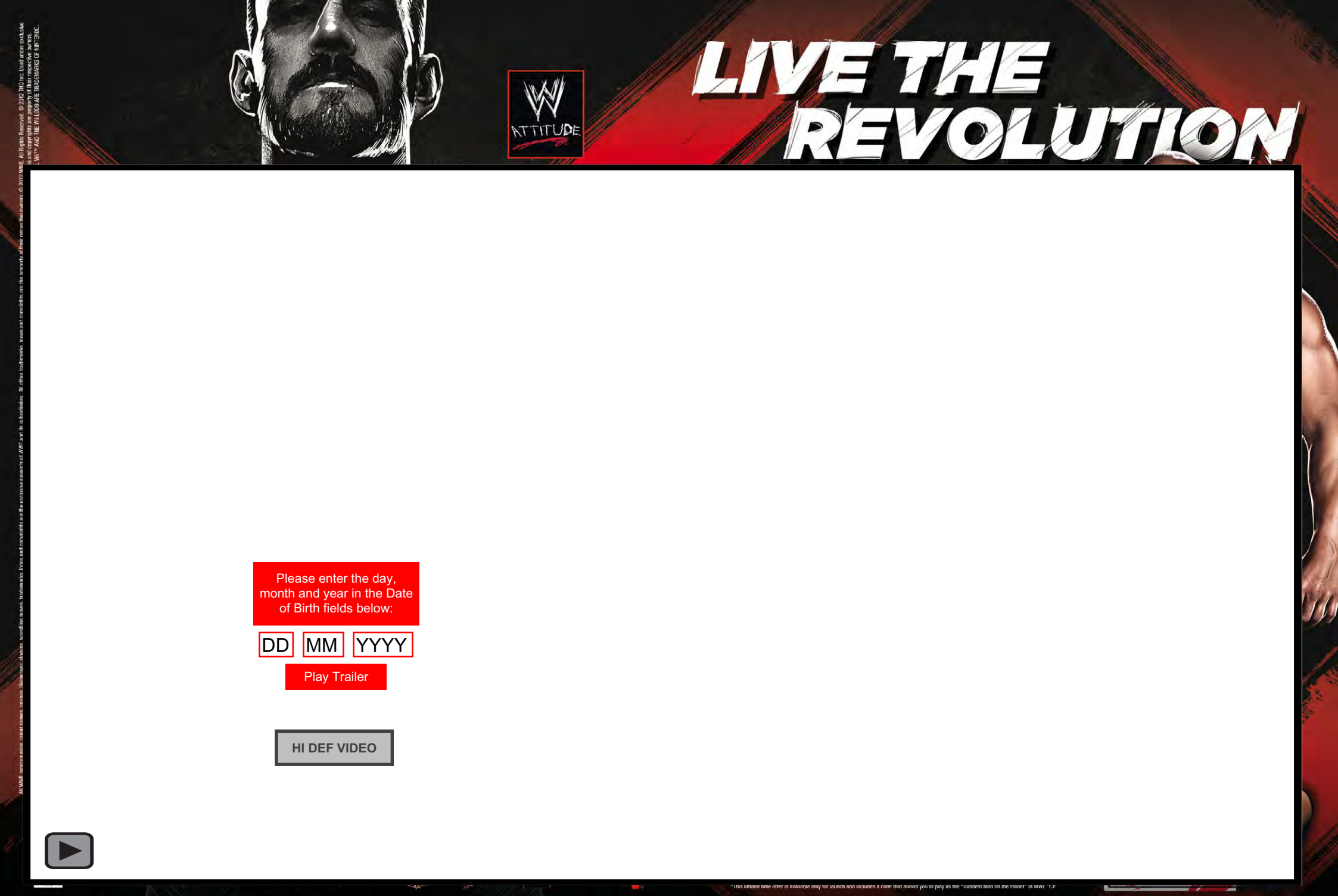












360Zine NEWSLETTER: Your email address Subscribe!
gamerzines

KICK ASS TRAILER!

CALL OF DUTY BLACK OPS 2

PUB: ACTIVSION
ETA: 13th NOVEMBER

ZOMBIES FIRST LOOK

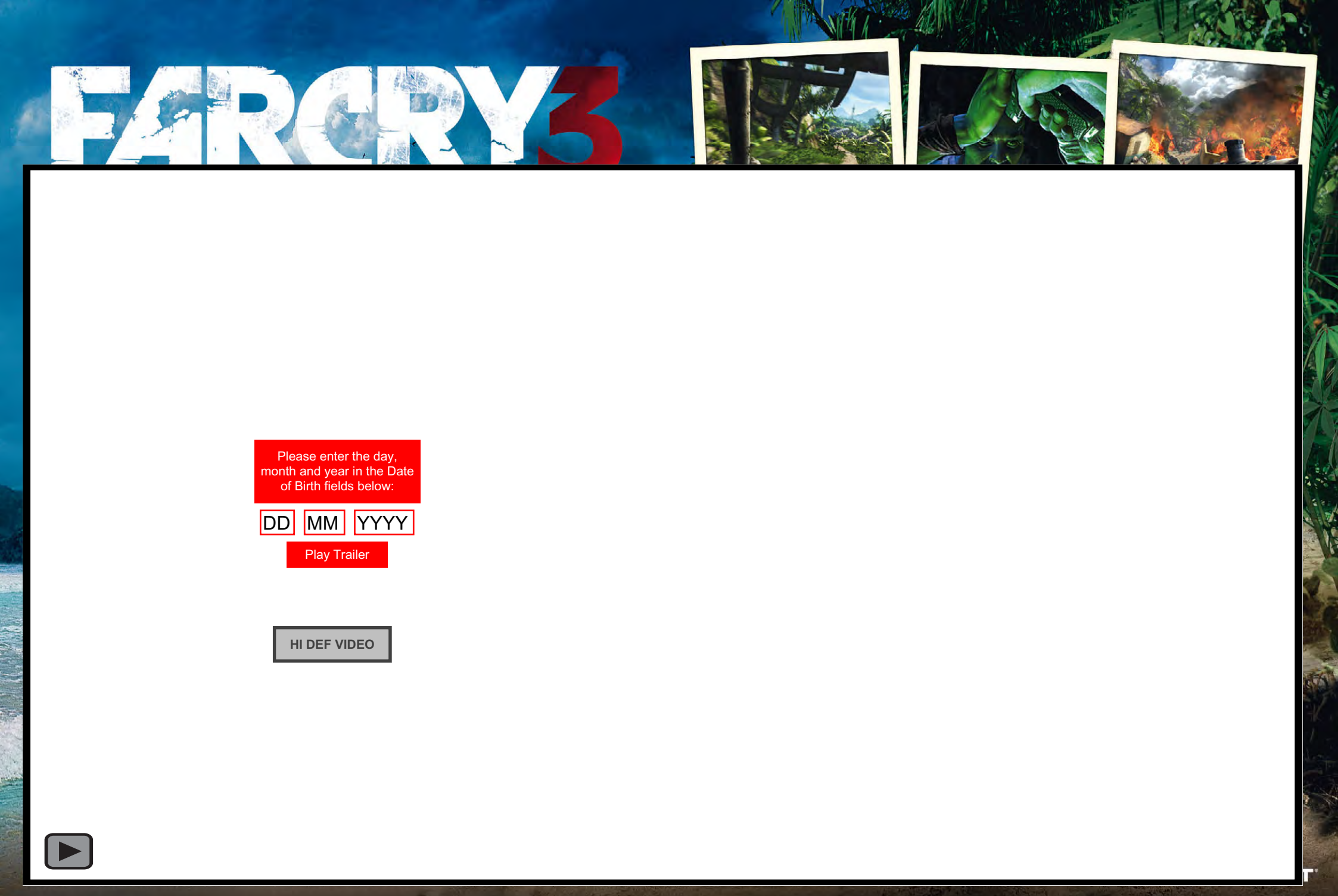
Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

Futuristic warfare is all well and good and yes, we're still excited about your multiplayer, but what about Zombies? Treyarch's been coy about the return of its undead shooter and for good reason. Rather than being just another mode in *Black Ops 2*'s already feature-heavy offering, Zombies is the *Left 4 Dead* sequel we've been clamouring for.

This time round, Treyarch's delivered a full blown Zombies game complete with new characters, levels and enough shuffling monstrosities to spend an entire campaign killing. You'll tour around via bus in Tranzit mode with up to four mates, stopping regularly to kill the local fodder, forage for fortifications, and build defences and weapons from scrap metals. Excited? We'll have a full review in the next issue! ■



Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

HI DEF VIDEO

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

INJUSTICE: GODS AMONG US

PUB: WARNER BROS.
ETA: APRIL 2013

FIRST LOOK

ROLL OVER FOR INFO!

It's not hard to look upon Injustice: Gods Among Us and be reminded of the so-so fighter Mortal Kombat vs. DC Universe all those years ago. Thankfully, much has changed since those days, Mortal Kombat has gone on regain its throne among the best fighters of this generation and the DC superstar-filled Injustice looks set to follow suit. With an overflowing roster of heroes and villains from the pages of DC comics to fill a game with, NetherRealm Studios is leaving no stone unturned and taking every opportunity for characters to flex their skills in their Fatality-like special moves. For example, Superman's special sees him uppercut his opponent so hard they are sent flying into space where the man of steel is waiting to punch them back down to Earth. Similarly, The Flash will run around the earth to build up his powerful punches.

How can the Dark Knight stand to win in a fight against Superman? Save your barrels of salt for someone else as NetherRealm's enlisted some of DC's writers to make sense of it all. It's not out until April but until then, start putting together your cases for who would beat who in a fight. ■

WANT TO SPEND CHRISTMAS ON YOUR VERY OWN CARIBBEAN ISLAND?

THEN JOIN EL PRESIDENTE ON THE ISLAND OF TROPICO!

TROPICO LA

Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

HI DEF VIDEO

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

HALO 4

HANDS-ON

PUB: MICROSOFT
DEV: 343 INDUSTRIES
LAST GAME: HALO: COMBAT EVOLVED ANNIVERSARY
KINECT SUPPORT: NO
ETA: NOVEMBER 6TH

QUICK QUOTES

"There's a lot of pressure as a new team taking on the Halo legacy and becoming caretakers of its universe. For us, a team that was assembled with this one purpose in mind, it's something we were all aware of when we joined the team. . . and that challenge was something we relished and was something that drove us and attracted us to the opportunity."

Josh Holmes Creative Director on Halo 4

Better, faster, harder?

Halo 4 is finished. Those words leave the lips of 343 Industries' Frank O'Connor, followed by an extended sigh of relief. For the past three years, the Seattle studio has lived and breathed *Halo*, from the popular Waypoint hub, the polished anniversary edition of *Combat Evolved*, culminating in the game we're sitting down with today. It's something of a momentous occasion, the return of Master Chief I mean.

Since bidding farewell five years ago in the epic closer of *Halo 3*, the series has pointed the spotlight at spin-offs, prequels, remasterings, and animated shorts to keep fans firmly within its sci-fi universe. But his return from cryo sleep in the game's waking moments isn't quite the hero's welcome he's expecting.

Woken by hologram partner Cortana, Master Chief is whisked

THE FIRST MISSION DETAILED



out of his sleeping chamber to the sound of alarm bells and the arrival of a Covenant army boarding the UNSC Forward unto Dawn – who are less than pleased to see the ol' Chief back up and gunning.

Mere moments after waking up from his four-year sleep, Master Chief is marching down corridors and taking rooms filled with grunts, button-mashing elevator doors open, navigating through space debris to secure he makes it off this mechanical behemoth alive. 343 hasn't shied away from this obvious homage to the *Halo: Combat Evolved*'s opener 'Pillar of Autumn' but the game's third mission sees the series enter less familiar territories.

Aptly titled 'Forerunner', Chief is tasked by shutting down pylons spread across the Forerunner planet of Requiem to save the UNSC Infinity from a terrible fate. It's here that we get to grips with the Promethean enemies – a smarter, faster, and tougher bunch that'll change the way you think and play *Halo*.

The pack-led Crawlers fire wildly from a distance but are overwhelming up close and take much more of a beating than your typical grunt. The Promethean Knights, as their name suggests, will cause you even more grief. Armed to the teeth, these guys have defences that make even Chief's newly polished armour look out of date. Fire some shots at a Promethean Knight and a Watcher will fly out of their armour to repair it. Take some shots without destroying the Watcher and it'll fly away to heal before returning with a pack of Crawlers for you to deal with. Toss a grenade at a Knight and the Watcher will catch it and return it to its sender.

But their new and flashy technology isn't limited to just their own armies. Claim a Promethean Knight's weapon and suddenly the tables have turned. Take the Binary Rifle, a Forerunner sniper rifle that dissolves whatever lines up in its sights. Even the Boltshot, a Forerunner pistol that can be charged for a massive payload shot. The best thing about these new gizmos however is their reload animations – although we'll leave those for you to discover.

We expected *Halo 4* would deliver all the things we've come to know and love about the series so far, from its benchmark visuals, epic orchestral score and massive universe we're still aching to explore further. But 343 has really turned it around with a game that's changing the way we think about Halo, and this is just the beginning.

The gauntlet was thrown down just two E3's ago when Microsoft promised not one, not two, but a whole trilogy of *Halo*s on the horizon. *Halo 4* may be finished but a new generation of Master Chief has just begun. ■

THE FIRST MISSION: DAWN



Cortana wakes you up from cryo sleep and readies you to take it to the Covenant forces boarding the ship. That includes your typical camera test but you'll soon be wandering around and getting all snug in the Chief's armour.

It's time to wander into the UNSC's Forward unto Dawn. The entire mission has been built to remind fans of those long corridors you first stormed in *Combat Evolved*'s opener. The halls are quiet but not exactly void of life. Lurking beneath the debris is your welcome party…





This is Forward unto Dawn's biggest battlefield. Here you'll encounter the Covenant arriving via dropships. The gravity is a little floaty but you'll have to act carefully as troops and snipers quickly set up camp. Time to put those *Halo* skills to the test.





INTERVIEW



NAME:
JOSH HOLMES
TITLE:
CREATIVE DIRECTOR
DEVELOPER:
343 INDUSTRIES
PREVIOUS WORKS:
HALO : COMBAT EVOLVED ANNIVERSARY



What sort of pressure is there carrying on Bungie's legacy?
I think the pressure came from within the studio. We're all such huge *Halo* fans and we wanted to put out the best *Halo* game ever so that was the mantra that we kept returning to every day and it was the bar we put up for ourselves that's driven the studio for the past three years."

Will there be any surprises for returning *Halo* fans?
It's definitely a different way of approaching the storytelling compared to past games. There are a lot of story threads and questions that were left unanswered at the end of *Halo 3* and that inspired us to want to tell the next chapter. It's a more personal story for Master Chief and there's a lot at stake for him on both a personal and galactic level.

For those devoted fans who've read the books and followed the extended universe, they'll recognise that there have been that have been planted years in advance in advance.

One of the things that surprised us when we played it was that the difficulty has been kicked up a notch. Was that a conscious design choice?
There's a bit of a conscious decision to be a bit more challenging but also I think it's a by-product of the new enemy class we've introduced, the Prometheans, which require completely different tactics on the battlefield. There's a learning process that needs to go on that maybe hasn't been present in recent *Halo* games because people have become so familiar with the Covenant.

We recommend that people start on normal but for experienced players who have played on Heroic or Legendary in the past, we'd recommend they start at a difficulty level lower that those.

What episodic content inspired Spartan Ops's format?
We were talking about episodic TV and getting hooks on our favourite shows like *Game of Thrones* or *Breaking Bad* and this idea of having a series you're devoted to and having those water cooler moments. We started talking about how could that be applied to gaming and how could we use that to keep the community engaged.

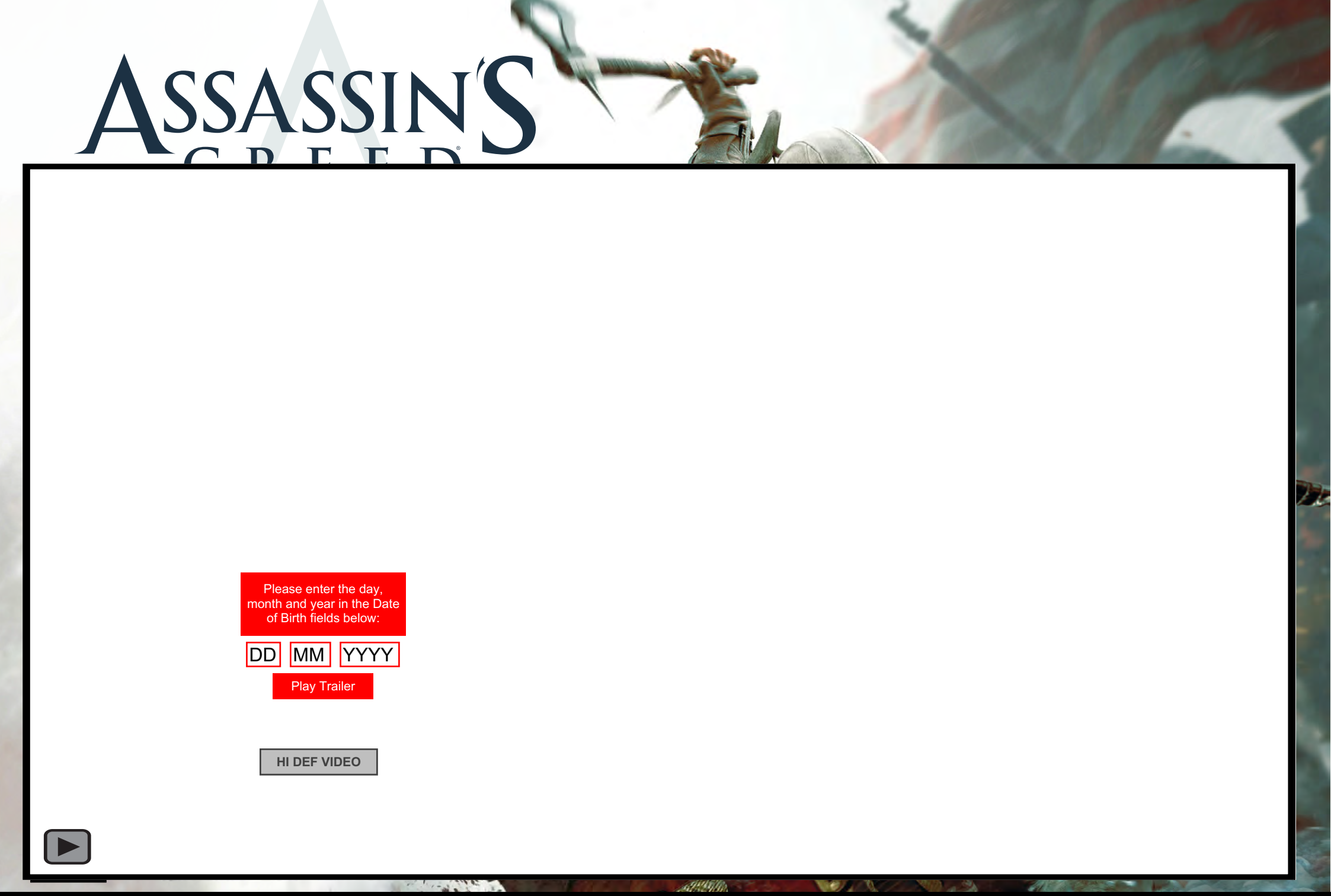
Will we see further seasons of Spartan Ops in the future?
It's such a new way of delivering and experiencing content that we're all just really excited to be delivering on it and hoping it's going to be popular and it's going to be successful. If it is successful I don't see why we wouldn't want to continue doing it but right now we're just focused on delivering the first season.

You've worked with the community to introduce Grifball as an official multiplayer mode. How important is it to stay engaged with the community?
We have a team of community managers who work with the community to take feedback and it's a really vital part of our process: listening to fans, hearing about the things that they're passionate about, that they care about, and taking that feedback into account when we're making decisions.

When we have experiences that are the focus of a really passionate part of our community like Grifball, that's something we want to continue to support. That's the same with Forge. There were a lot of questions before our plans for Forge. Giving the community those types of tools and that support helps keep everybody engaged and creates a healthy eco-system.

What's the plans for DLC?
Spartan Ops is probably the biggest addition with this idea of constant downloadable content in the form of the CG series and new maps and mission that will come out over the course of the season. We have three map packs announced that include three maps each for a total of nine maps that are all Wargames content that will support that experience post-launch.

We continue to support the community in terms of updated new game types once we go live. We're constantly putting new game types in rotation and taking community content created with the Forge tools and look at that content as content we can rotate into the playlist and keep the experience fresh. ■



Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

HI DEF VIDEO

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

FAR CRY 3

HANDS-ON

PUB: UBISOFT
DEV: UBISOFT MONTREAL
LAST GAME: FAR CRY 2
KINECT SUPPORT: NO
ETA: 28th NOVEMBER

QUICK QUOTES

"Follow your nose, explore the world and discover everything Far Cry 3 has to offer... Choose your path through the world, use it to survive and experience the vibrant and unexpected twists and turns that life on the island has for you."

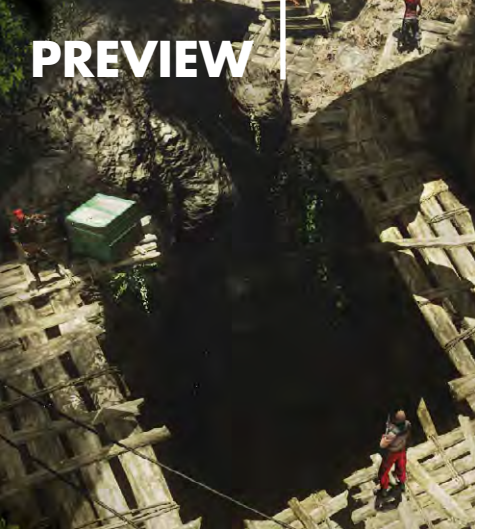
Jamie Keen, Lead Game Designer on Far Cry 3

Paradise lost

Oh *Far Cry 2*. You tried so hard to amend our mindless shooting ways with a protagonist beset with Malaria, guns that jammed and a save system which was borderline masochistic, but in the end your ambitious design and half-hearted execution cast you into the perilous pits of the bargain bin.

If there's one label which sums up the *Far Cry* series on consoles it's 'close but no cigar'. Ubisoft Montreal are looking to rectify that with a new entry in the series, casting players as privileged wimp Jason Brody as he fights to save his generic 20-something friends and family from the clutches of evil pirate king Vaas and his army of cronies. The setting has switched from dusty savannah to a beautiful and varied tropical island, and some of the immersive first-person elements which made the last game so iconic have taken a bit of a backward step in the name of accessibility and common sense. Driving vehicles no longer is a case of looking at the map with one hand and helming

ROLL OVER FOR INFO!









the wheel with the other, and the opening section is much more handy-holdy with key characters introduced properly while detailing with the core concepts of stealth and combat.

Having played the first three hours of the campaign, it's clear that Ubisoft Montreal are going for a story-led atmosphere with Jason Brody proving a much more talkative protagonist than his predecessor. Evil civilian-killing antagonist Vaas – you know, the guy with the mohawk and goatee, has been the star of all the *Far Cry 3* hype thus far – but for us the antagonist seems infinitely more interesting. Interned into the native clan on the island, with a nifty tattoo to show for it, Jason is very much a noob when it comes to survival and his evolution as a character parallels the player's own, as they get to grips with the vast amount of in-game systems.

Usually splicing an open-world structure with story-driven gameplay leads to a fractured experience, but here it doesn't feel like that. After the opening act, which involves some particularly grizzly murders, players are simply let loose into the world with only a gentle reminder of a story quest that they need to get done at a time which suits them. At first only a slither of the map is viewable, but as you ascend dilapidated radio towers and disable jamming equipment placed by Vaas' men, you'll see more of the lay of the land and what activities are available to you. There are scavenger quests where you hunt animals and gather previous fauna, assassination missions with specific killing criteria, time trials where you must deliver supplies to the nearest village via car or boat, and outposts which need to be cleared of Vaas' vermin for the benefit of the native tribe.

This is certainly an enjoyable sandbox to be a part of and the story missions make the most of it which slightly disturbed characters, like a witch doctor who was originally marooned on the island a decade ago and









INTERVIEW



NAME: JAMIE KEEN
TITLE: LEAD GAME DESIGNER
DEVELOPER: UBISOFT MONTREAL
PREVIOUS WORKS: BATTLEFIELD: BAD COMPANY (MULTIPLAYER)

What sort of feedback did you get from *Far Cry 2*?
I'm a huge fan of *Far Cry 2* and I think there's a lot in the game that was really inspiration and ambitious. There were some elements of frustration such as the gun-jamming, the malaria, the checkpoints, and fast travel, so those were all things we really wanted to address and find solutions for.

One of the things we hear a lot is that crazy things can happen while you're wandering around the island. Can you tell us what the craziest thing you've seen is?
One of my favourite moments was from PAX. We were watching this guy play and he kept running into this herd of Buffalos and he kept trying to kill them and kept dying but he kept going and as the last buffalo was just about to hit him we saw this flash of orange and black and this tiger ran out of the bushes and took down the buffalo right in front of him. We just sat there watching saying "Oh my god!"

There's a lot of drug references in the game, can you tell us more about those?
We are making a grown-up mature story. We want the island to feel like this lawless place that's way off where anything goes. We use it from the narrative perspective to ask questions about things that are happening on the island and things that happen to Jason and how much of it is real. I can't give too much away but there are a lot of question marks in there.

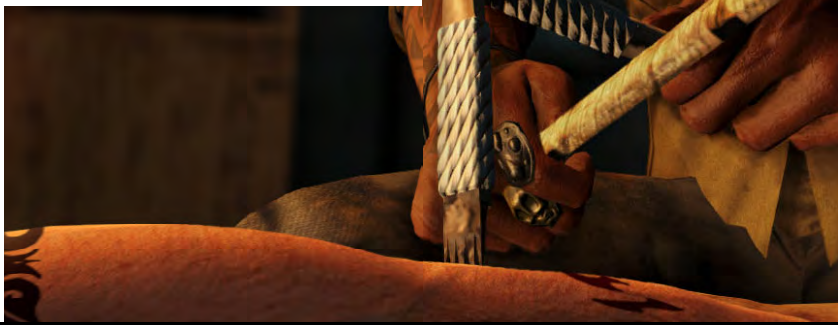
a chemist who has been smoking way too much of his own herb. As you initiate story missions the surrounding area gets arbitrarily fenced off, forcing you to focus on that NPC and the duties they're telling you to do.

The first time you get a warning for wandering out of a mission area is a bit of an immersion breaker, but it's clear why Ubisoft Montreal has gone for such an approach. They want you to identify with these characters, their pain and the sacrifice of the main character to get all of his buddies back from what would be otherwise a certain, horrible death. Just like the previous game, the combat still feels raw and impactful with AK 47s feeling wild and powerful, whereas pistols and scoped rifles boast much more precision. Molotov Cocktails, C4 and a rusty machete have also been thrown into the mix, with a new XP mechanic which allows players to purchase new skills for their budding warrior from three different skill trees. For instance, the ability to stab enemies from behind for silent kills and other nasty yet fun mechanics.

As sequel's go, *Far Cry 3* certainly feels like a measured experience which takes the wrongs of the last game and improves upon them, with a bigger impetus on character progression. Sure all the joys of harvesting wildlife for their pelts and players patching themselves up to prevent imminent death are all here, but accompanying that is an intriguing story and an atmosphere which is just hostile enough to keep you on tenterhooks.

That sounds a lot like the game we were looking for last time, but with an added competitive multiplayer component and an increased emphasis on polish, we suspect this *Far Cry* will deliver on its lofty promise. Find out if we're right next month. ■





, Forza Horizon, Forza Motorsport, Xbox®
es logo trademark of Playground Games.

Microsoft®

FORZA HORIZON

CRASH

HI DEF VIDEO

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

7 THINGS YOU NEED TO KNOW ABOUT HITMAN ABSOLUTION

Hitman: Absolution will finally arrive later this month, and although our review decided to sneak into the next issue of *360Zine*, we've already played a massive portion of the campaign and contracts modes.

We're not here to tell you all the gritty story details on Agent 47's latest or ruin all its awesome set-pieces but we couldn't help but splurge a few things you need to know about *Absolution* with the help of the game's Director Tore Blystad. We'll go for the kill in our full review next month but until then, get your info up to date…

#1 DON'T CALL ITA REBOOT!



It's been some time since we last saw Agent 47 (six years in fact) but *Absolution* is in no way a reboot of the franchise. "It's taking place after *Blood Money* but the story is not directly tied to the previous games," according to Hitman: *Absolution*'s Director Tore Blystad.

"As all the technology has been replaced it also means that the entire feature set has been recreated and far more polished, but it is essentially building on the same principles as the past games."

STRICTLY CONFIDENTIAL

#2 THERE ARE FIVE DIFFICULTY MODES

How would you like your *Hitman*? Easy with a side of regenerating Instinct, slow reacting enemies, and extra checkpoints? Maybe you'd prefer Purist with all the help, guides and interface cut out? We recommend new players stick to Medium, although returning Hitmen should head straight to hard before considering taking on the final difficulty level.



#3 IT'S STILL THE SAME OLD HITMAN



Hitman's signature sandbox style makes a welcome return in *Absolution*. Each level offers multiple ways to get the job done, be it direct, guns first, or without anyone knowing you were even there. Watch guard patrols, listen in on conversations or steal disguises – there's always more than one way of doing anything in *Hitman*.



#4 ...BUT WITH A FEW NEW BITS TOO

Rather than rewrite *Hitman*, IO Interactive have added a handful of new and improved features. You'll have an Instinct meter that allows you to see patrol routes and walk past bystanders undetected – assuming you're dressed appropriately. Agent 47 has also borrowed Sam Fisher's 'Mark and Execute' ability, allowing his to take out an entire room when cornered.



STRICTLY CONFIDENTIAL

#5 CONTRACTS IS A HITMAN'S DREAM



Contracts is simply a dream for *Hitman* fans. This multiplayer component allows players to create their own scenarios and hits for other players to compete for the best scores.

"For years, *Hitman* fans have been using the previous *Hitman* games to select their own targets within the levels and sending each other 'contracts', and this was an inspiration for the Contracts mode." The possibilities are endless, which is why we asked Blystad what the craziest contract he'd seen so far was.

"One of our team members created a particularly fiendish Contract where he somehow managed to get three targets from a huge location into the same area," Blystad tells us. "It took us days to figure out how to get anything close to the score that he got."

#6 GLACIER ENGINE 2 LOOKS TOP NOTCH

IO Interactive's Glacier Engine 2 looks ruddy stunning. You might not notice it from the offset but as you move through the greenhouse in the game's opening mission you'll see some very impressive lighting effects. This engine really kicks it up a notch when you enter the bustling streets of China Town, a busy strip club or stand at the train platform during rush hour. It looks absolutely incredible – especially when you make the dense crowds panic and scatter.



#7 AGENT 47 IS THE ORIGINAL ASSASSIN



IO Interactive has thrown down the gauntlet with its claims of being 'the original assassin'. But what of *Assassin's Creed*'s many stars or *Dishonored*'s Corvo?

"Agent 47 is pretty unique, not only in his iconic looks but also in the variety of approaches he has to the missions and the types of locations he inhabit, typically civilian and non-traditional 'game scenarios'," says Blystad. "Even while being away for a number of years there is no other character that has tried to fill the same space."

STOP PRESS! MORE SNIPER CHALLENGES ON THE WAY?

Hitman Absolution's Sniper Challenge pre-order bonus has gone down a treat, with fans still chasing high scores. "It's an 'ambassador' for *Absolution* gameplay, showing how a seemingly simple scenario can be solved in a multitude of ways depending on the player's choices," Blystad tells us. "The response to Sniper Challenge has been amazing and we are constantly in awe of the players that can get the seemingly impossible scores on the leaderboards, and the team would love to do more sniper maps if we find an opportunity."





Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer

HI DEF VIDEO

SPLINTER CELL BLACKLIST

FIRST LOOK

PUB: UBISOFT
DEV: UBISOFT (TORONTO)
LAST GAME: N/A
KINECT SUPPORT: YES
ETA: APRIL 2013

QUICK QUOTES

"When we envisioned the design concept for Splinter Cell: Blacklist, we knew we wanted to create the biggest, most ambitious game in the series, and as part of the massive scope of the game, we are taking co-op to an entirely new level."

Maxime Beland
Creative Director

Fisher price

Back when *Splinter Cell: Conviction* launched, the world was still reeling over the sheer brutality of the action-packed blockbuster *Taken*. *Conviction* riffed aptly on Liam Neeson's one-man rampage, allowing the aging Sam Fisher to execute multiple targets with ease and interrogate thugs by bashing their faces into urinals. It passed the bad ass test but when the credits rolled, the empty feeling was that what had transpired wasn't the *Splinter Cell* we once knew and loved.

Swapping his jumpers and swish backpack for his good old Tac stealth suit, *Splinter Cell: Blacklist* promises a return to form, while continuing to fuel Sam's bad ass streak.



Please enter the day, month and year in the Date of Birth fields below:

DD MM YYYY

Play Trailer



Following the events of *Conviction*, Sam Fisher is put in charge of a secret new group called 'Fourth Echelon', a select group of elite operatives answering directly to the President of the United States, Patricia Caldwell. They're well equipped, too. A mobile ops unit with unlimited resources and cutting edge technology travelling around the world in a stealth airliner called the Paladin. But no sooner as they are up and running, Sam and his crew are tasked with stopping 12 terrorists who've banded together to mastermind a series of escalating attacks on US interests known as the Blacklist.

Blacklist promises to deliver more variety in its approach from the direct confrontation of *Conviction* to the ghost-like stealth of past games. We've yet to see the extent of this but early impressions suggest a mix of both works nicely. A new Killing in Motion technique allows Sam to mark targets while dashing between cover allowing him to take out an entire room in a matter of seconds. Spy three enemies pacing a room using your door cam? Mark them and you can clear them all in one fell swoop.

He's also been taking notes from his hooded friends, diving off ledges to perform takedowns and climbing up cliffs with ease using Active Sprint. But Sam's ace is his array of gadgets. His goggles return allowing Sam to spot enemies through cover and snake cams and micro-tri rotor drones give him a heads up.

Blacklist will also make use of the Xbox 360's Kinect allowing players to make noises that can distract the AI or, in a tight spot, call in help from his Fourth Echelon pals in the Paladin, such as a small-scale missile strike.

But it's not all about the kill count. For those who've got a kick out of the non-lethal playthroughs of the likes of *Deus Ex* and more recently *Dishonored*, *Blacklist* will offer the same versatility of play. *360Zine* has been eyes on with one demo played both using the Killing in Motion mechanics and again without killing or alerting any of the patrolling guards. It seems scouting your environment and hiding the bodies of knocked-out guards is the best way around, but will Sam Fisher's story be completely kill free? Sam isn't the kind of guy to poison a terrorist's cookie and his 'hands-on' interrogations look as brutal as ever.



Many questions surrounding *Blacklist* have been left unanswered but such is the work of Sam Fisher and the Fourth Echelon. Will it be an action-packed shooter or a stealth lover's dream? We just hope it's better than *Taken 2*... ■



INTERVIEW



NAME:
MAXIME BELAND
TITLE:
CREATIVE DIRECTOR
DEVELOPER:
UBISOFT MONTREAL
PREVIOUS WORKS:
TOM CLANCY'S SPLINTER CELL CONVICTION (2010)



What lessons did you learn from *Splinter Cell: Conviction*?
After *Splinter Cell: Conviction*, we spoke to gamers to find out how we could improve the next *Splinter Cell*, and what we discovered was that our fans really wanted range and variety of gameplay. In *Blacklist* we are adding a massive amount of variety, giving gamers the freedom to choose their play style, whether it's more action, more stealth, or even a combination of gameplay styles.

We really listened to our fans and we think they will be excited by the range and depth of gameplay we've built into *Splinter Cell: Blacklist*.

There's a mix of action and true ghost stealth in *Blacklist*. Is this the case for the entire campaign or will certain sections require one set approach?
The team has been focused on designing gameplay variety that allows gamers to play the way they feel is best in virtually any situation. You can ghost your way through the game, with the exception of a few instances where we guide you for the sake of the narrative and storytelling.

We noticed the mark and execute mechanic from *Conviction* has returned?
Mark and execute was definitely a fan favourite. And now we've introduced Killing in Motion, a gameplay philosophy that completely rebuilds how Sam Fisher moves through the world, and how he takes down his targets.

Sam Fisher is always a step ahead of his enemy, and now he is more deadly than ever. Once players master Killing in Motion, they will be able to move seamlessly through the environment, taking out enemies quickly and efficiently. We want the player to really feel like they are Sam Fisher.

What sort of new gadgets will Sam be able to play with in *Blacklist*?
Splinter Cell Blacklist innovates on gameplay and features that go back to the roots of the franchise. We've added a few twists on fan favourite weapons and tools, such as the Sticky Shocker and Five-Seven, alongside lethal new gadgets such as the upgraded Snake Cam.

Can you explain to use how customising Sam's tactical suit will factor into the game?
In *Splinter Cell: Blacklist*, players can now customise Sam's suit in a way that supports their play style. Gamers will be able to select upgrades and customisations that support stealth, action and play styles that combine the two. We think the ability to choose your upgrades adds an exciting new depth and customisation to the gameplay experience.

How are you ramping up the challenge for players who want a purist stealth game?
The game allows players to really become Sam Fisher by tapping into his vast pool of training to stop the Blacklist countdown. The player can choose the right play style and skills to take on the most lethal threat Sam has ever faced. Players can choose the stealth path and make the most of Sam's sneaking abilities, ability to abduct and carry enemies, and use the deadly karambit.

It's incredibly difficult to remain undetected on some of our daylight levels, and of course we've included plenty of dark environments where Sam can silently stalk his prey.

Can you tell us about the return of Spy vs. Mercs and how that came about?
We listened closely to our fans, and the number one request was for the return of Spies vs. Mercs. We can't wait to show our fans how Spies vs. Mercs will make its comeback in *Splinter Cell Blacklist* in the months to come.

Can you tell us how Kinect is used and why you decided to use Kinect for *Splinter Cell*?
We looked for new ways to create deeper immersion for the player that still felt natural. We got really excited by two features built around Kinect voice recognition that allow the player as Sam to actually toy with the AI, or call on his team for support from the field. We believe these features really make the player feel as though they are Sam Fisher when they choose to use these tools in the game. ■

360Zine NEWSLETTER: Your email address Subscribe! gamerzines



PUB: UBISOFT
DEV: IN-HOUSE
LAST GAME: ASSASSIN'S CREED REVELATIONS
KINECT SUPPORT: NO
ETA: OUT NOW

ASSASSIN'S CREED III

Talkin' bout a revolution

Assassin's Creed III dares to prove the year-on-year cycle wrong. Now in its fourth consecutive year buoyed by extended stories and spin-offs, the arrival of the next numbered entry brings with it a new hooded star, a new slice of history, and an all-new engine, all delivered less than a year since 2011's *Revelations*. It's certainly no revolution on Ubisoft's money maker but *Assassin's Creed III* is one of the most ambitious games you'll play this generation let alone this year.

After wrapping up the elongated tale of Italian ancestor Ezio Auditore, Desmond and his gang roll up to the Central Vault where they hope to put a stop to the world's apocalyptic fate. With keys still left to be discovered, Desmond hops back into the Animus, this time reliving the memories of Connor Kenway, an 18th Century assassin living in the midst of the American Revolution.

Thought it plods through the first few hours in order to set up one of the series' biggest revelations, Connor's story kickstarts when his homestead becomes threatened and the

> *"One of the most ambitious games you'll play this generation"*



As you enjoy the 18th Century, your crew will continue to slave away in the Central Vault.





assassin vs. Templar feud begins to impose on the American quarrel. It's an elaborate tale that spins its yarn over the breadth of the Revolution.

Connor's youth is spent playing hide and seek with chums and hunting wildlife but once initiated, you'll be involved in battlefields decorated with legions of soldiers and engaging in large scale conflicts at sea behind the wheel of his galleon, the Aquila.

Underpinning this is Ubisoft's penchant for historical accuracy that gleams through Connor's appearances in key events, notable appearances of key players in the revolution and a library's worth of database entries for even the minutest detail and each written with a dash of wit.

Outside of Connor's tale, things pick up in the modern day where Desmond and his cohorts will venture out of the Central Vault to allow Desmond to try his hand at a few daring missions set atop sky scrapers and crowded venues. Distractions from previous games such as the Tower Defence mini-games from *Revelations* have been stripped away in place of some major renovations to *Assassin's Creed*'s core aesthetics.

Outside of the bustling cities are two expansive playgrounds for Connor to explore. The vast Frontier provides a wealth of forestry to climb, fauna to track and hunt, and forts to siege. Connor's homestead provides similar pleasures but with the pros of some home comforts. Help others and you're likely to find a farm hand or trader who'll move to the safety of your homestead providing you with some perks in the process. But it's not just woodland critters that Connor will have to fend off. Red Coats that patrol cities can also be spotted marching through the woods often turning a leisurely stroll into a spontaneous blood bath.



Pop into your local pub for a pint and you'll find board games to play instead of a fruit machine.



If you thought the hidden blade provided some gruesome kills, wait and see Connor's tomahawk splitting skulls and hacking limbs or the rope dart strangling its prey before hanging them high. Much like the revised climbing mechanics, combat is a much more simplistic but satisfying beast. A well-timed counter gives you the opportunity to throw, disarm or return the attack and multiple counters as once will result in a gory display as Connor disables all surrounding foes often impaling men on their own muskets. You'll also be able to use their rifles against them or grab a Red Coat as a human shield when the firing squads start to line up.

Head out of the Frontier and you'll wander into the streets of Boston



"Multiplayer remains largely the same – not that it needed many changes"



and later on, New York. These cities are more in line with the recent *Creeds*, boasting districts filled with locals pedalling wares, town criers regaling your crimes or singing your praises (at a price), and Red Coats marching. What they lack are the iconic landmarks spotted in previous *Creeds*, there's no shortage of rooftops to sprint across, moving hay carts to hide in, and open windows to dive though. As the story spans decades, you'll see all this American frontier has to offer in various lights. Some sequences will see you treading carefully across snow-covered rooftops and others exploring the Frontier in the bloom of spring.

For the debut title for Ubisoft's AnvilNext engine, *Assassin's Creed III* offers up some stunning scenery and jaw-dropping moments. You'll spend moments just admiring the sun setting over the Frontier or the waves crashing against the bow of your ship during a nasty storm.

Though its epic stretches are enough to make your feet ache at the idea of trudging through the forests to get to the other side, fast travel options are available as is a horse for better navigating the city streets. But those who simply chase the question marks dotted on your map in pursuit of the game's core missions will plough through the story in around 15 hours but miss out on the wealth of game surrounding it. For example, the campaign only offers a handful of opportunities to take to the high seas with the Aquila. If you want to make the most of your sea legs, pop by the harbour however and you'll be able to steer your vessel through the seas and through storms waging wars on fleets outnumbering your own.



Outside of the massive single-player campaign, multiplayer returns largely the same – not that it needed many changes. The blend of Guess Who and cat and mouse remains a fun addition to the *Assassin's Creed* universe in with acting like a NPC is encouraged against the usual runabout. All the refinements from *Revelations* such as the robust matchmaking hub, and modes are bolstered by the human team vs. NPCs Wolfpack mode and Domination, which tasks groups will holding certain areas of the map.

It's no revolution. Connor retreads many of the same ventures and tropes as his forbearers made all too familiar after four consecutive years of instalments, but a number of refinements to the fundamentals makes *Assassin's Creed III* an evolved, more enjoyable venture into war-torn 18th-Century America. Decorated in American history and dazzling spectacle, *Assassin's Creed III* delivers a benchmark effort that lives up to the series' untamed ambition. ■



FINAL SCORE

Assassin's Creed III is relentlessly epic and the best Creed to date

- An epic single-player campaign
- A vivid and realised American setting
- AnvilNext looks superb in motion

94



PUB: BETHESDA
DEV: ARKANE STUDIOS
LAST GAME: BIOSHOCK 2
KINECT SUPPORT: NO
ETA: OUT NOW

DISHONORED

The man in the mask

It's hard to sympathise with a guy like Corvo Attano. Sure, he's been wrongly stripped of his title as bodyguard to the Empress after being framed for her murder and the kidnapping of her successor but being the most wanted man in Dunwall comes with a few perks.

Set in the midst of a city where the rich live in decadence while commoners fester in the squalor of an infectious plague ferried around Dunwall by swarms of rats, Corvo's tale of revenge sees the bodyguard turned assassin executing key figures of power at the command of the group of loyalists who saved him from a death sentence to discover the whereabouts of the missing heir to the throne, the young Lady Emily.

Donning a haunting mask to enter Dunwall's slums and high society soirees unknown, Corvo's greatest asset is stealth, although *Dishonored* borrows notes from the original *Deus Ex* to open up the playing field. Treat it like an action game and you'll been thrown back by waves of guards and electrified traps with a scarce amount of bullets and some ropey swashbuckling to fall back on.

Dishonored encourages stealth above all else but rather than following a single track, each mission can be approached in multiple ways. Much of this falls on how you choose to arm Corvo's magical abilities, allowing him to execute enemies whose bodies dissolve as they hit the ground, slow down time to saunter past a patrol, and summon up an army of rats to nibble away at your prey. Blink, a power that allows you to zip great distances in the blink of an eye, is the most satisfying and offers a platforming edge that rewards creative thinking.

But powers aren't the crux of *Dishonored*. Spend time eavesdropping on conversations, reading up on books, and absorbing the world around you and you might find a new lead. Help out an NPC with a few favours and they might do your dirty work for you, allowing you to walk away without spilling blood.

Once you've plundered all of the game's nine missions, you'll be itching to venture back into Dunwall and try it all again differently, and *Dishonored*'s world is one that's begging to be explored. A Steampunk world largely inspired by the plague-riddled 17th Century London that channels the imagination of Ken Levine's own creatures, much time and care has been spent crafting this vivid world drip fed through letters, books, audio logs, and propaganda decorating the streets.

The same beating heart that alerts you to power-enhancing Runes and the attachable Bone Charms can be squeezed for more information about each part of Dunwall providing a dark unnerving commentary to proceedings.

Combining inspiration from *BioShock*'s atmosphere and lore with *Deus Ex*'s freedom of play, *Dishonored* wears these inspirations proudly for all to see. It's a hark back to the first-person adventures of yore that among a slew of box-ticking sequels might be the most original game you play this year. ■

FINAL SCORE

An original and deeply atmospheric first-person adventure

- A solid experience throughout
- A world dripping with atmosphere
- The Blink ability alone

90

gamerzines



FABLE THE JOURNEY

The trails and tribulations of Kinect

PUB: MICROSOFT
DEV: LIONHEAD STUDIOS
LAST GAME:
FABLE HEROES
KINECT SUPPORT: YES
ETA: OUT NOW



It's hardly been a banner year for the ol' Kinect has it? With an unhealthy serving of shoveware and few noteworthy exclusives to its name, there's been few reasons to get excited about getting in front of the telly to yell commands and throw gestures recently. *Fable: The Journey* won't be the game to turn expectations on their head but few Kinect experiences have ever been this brave and daring.

Breaking many of the series' hallmarks, *The Journey* is a linear tale experienced through the eyes of an unlucky dweller rather than the usual blank slate you get.

Separated from his tribe's convoy after falling asleep at the reins, Gabriel and his trusty steed Seren are forced to take the path less travelled and play catch up. You'll also run into returning Blind Seeress Theresa who, after escaping the sweeping evil known as the Corruption, will task Gabriel with stopping it. Though that's a lot of hassle for Gabriel, it's a visual treat for the player.

From a first-person perspective, and with long rides replacing the



"Few Kinect experiences have ever been this brave and daring"





Get off the horse and you'll wield magic to take out foes, unlock doors and discover hidden chests.

loading screens that snipped out travel in previous games, there's far more of Albion to take in – from atmospheric caverns, densely populated forests and stretches of road that give way to impressive vistas.

While there's no shortage of paths for you and your caravan to plod along, a breadcrumb trail of an experience orbs keep you from kicking back altogether, steering the reins by pushing one arm forward and retracting the other. Infrequent rest stops also allow for a little exploration and a chance for Seren to refuel before hitting the trail and go explore for secrets or spend some time healing and caring for Seren to refuel before getting back on track.



The Journey takes you though the best and worst of Albion. Better dig out the thermals!

For all its tranquil moments though, *The Journey* shines through when it ups the tempo from a trot to a full-on gallop. Enemies from all walks of the *Fable* legacy will make their unpleasant introductions forcing you to take a little wizardry action. Wielding offensive spells in your right arm and force ones in your left, crossing an arm across your chest, will allow you to block close-up attacks and incoming projectiles and tilting either left or right allows you to move around the battle grounds.

The score-chasing Arcade mode, which takes select cuts of the campaign to replay to put your notch on the leaderboards, gives you a chance to hop straight into the action post-game. Other encounters with the Corruption see you racing through Albion dodging lava-like waves and crumbling It's often fiddly but when it reaches a rhythm, it's one of Kinect's greatest triumphs.

When it works, *The Journey* makes you feel like a badass wizard pinging back bad shots with Aftertouch and grabbing environmental objects to swing around like a wrecking ball. It's an absolute joy. When it doesn't however, it's immersion-breaking causing Seren to face-plant into incoming objects and projectile spells to be wizzed off, missing their targets entirely. Like any motion-controlled game, it demands a hell of a lot of patience, and arguably could be done better with a pad but pinning all its hopes on Kinect makes *Fable* far braver than most.





A linear tale and less than stellar hero aren't what fans have come to expect, all the sights and sounds – not to mention its wit and humour – make it one of the more memorable visits to Albion. ■

FINAL SCORE

A worthwhile venture in the world of Fable that's decent with Kinect

- ⊕ When it works, it really works
- ⊕ Albion looks spectacular
- ⊖ The usual Kinect hiccups

72

360Zine NEWSLETTER: Your email address Subscribe! gamerzines



PUB: MICROSOFT
DEV: PLAYGROUND GAMES
LAST GAME: N/A
KINECT SUPPORT: YES
ETA: OUT NOW

FORZA HORIZON

Shut up and drive

Forza Horizon isn't a game that wins you over with a shiny car or one of its many race courses you drive it around. It won't be the constantly happening Horizon festival or the artists that make up its summery sun-glazed soundtrack either. It's a combination of all of the above working together that creates *Horizon*'s watershed moments, flashes of pure driving bliss that are rarely scripted and always unique.

It happened to us on our first night drive – cruising the mountain road as the sun sets over Colorado and the Horizon Festival, Silversun Pickup's *Lazy Eye* playing through the radio like an indie rock lullaby.

This isn't Turn 10 Studios' *Forza*, it's Playground Games', a team comprised of British racing talents that have discarded clinical presentation and prestige to throw on some colour and lift the barriers for some off-road expression.

As the mysterious underdog of this year's Horizon festival, a

> *"Few games have delivered a level of driving escapism that's as serene and cathartic as Forza Horizon"*





summery venue for fast cars and loud music set slap-bang in the middle of Colorado, you'll work your way up the ranks, besting the festival's biggest-named drivers, earning new wristbands and rustling a few feathers on your way to stardom. The story's awkwardly baked in through cut-scenes, pre-race banter, and radio chatter while out on the road but it does little to derail what *Forza* does best.

Under the hood is *Forza Motorsport 4*'s handiwork powering *Horizon*'s cars and physics. Cars are still a personal preference, although it's not hard to find something that handles to your play style and provides a satisfying roar when you break 150mph. There's a little less fine-tuning than previous games although returning players can easily step up the challenge by removing the guidelines and turning rewinds off. Wristband levels keep progression well-paced, giving you more challenges with each new band, and less conventional challenges, such as themed races and one-on-one sprints to the finish line against helicopters and biplanes, keep things fresh and interesting.

Horizon isn't afraid to throw a lot of options at you very early on, which can seem daunting at first but it's actually a testament to the game's versatility and freedom of play.

Living up to its name, Playground Games have created just that, a Colorado sandbox that's yours to explore as you see fit. From the cameras that capture your speed to compare with friends to the 100 discount banners dotted across the map, small touches such as the chainable driving skills and rare Barn finds offer a more *Need for Speed-*









"Horizon's watershed moments are flashes of pure driving bliss that arerarely scripted and always unique"

inspired edge to *Horizon* without falling to turbo boosts or gimmicks.

Colorado desert, mountain trails, countryside detours with towns dotted around and the festival slap bang in the middle providing a drivable hub area. The festival also delivers a top-notch soundtrack through your stereo. We could say less about the dub-step and drum and bass picks that make up two of the three radio stations (unless you've got some love for wub), but Horizon Rocks is heavy on contemporary indie riffs, summery vintage classics, and the occasional oddball in the mix.

They say festivals are made by the people you go with. Multiplayer modes such as King, Infected and Cat and Mouse offer some fun activity outside of the single-player offering and rivals instantly matches up your race times with a friend's, challenging you to beat their ghosts.

But like we said, *Forza Horizon* is about those watershed moments and escapist pleasures that will often result in you hopping into your favourite car, turning the GPS off and the music up and just driving for hours at a time.

Adding day and night cycles, destructibility, and a shopping list of firsts for the series, *Forza Horizon* borders arcade racer more than it does authentic racing sim, and that's not a bad thing, but when it comes down to it, few driving games have ever delivered a level of driving escapism that's as serene and cathartic as *Forza Horizon*. ■



FINAL SCORE

Forza Horizon honours its legacy and makes racing something exceptional

- Some truly breathtaking moments
- A festival of content
- The stunning soundtrack

93

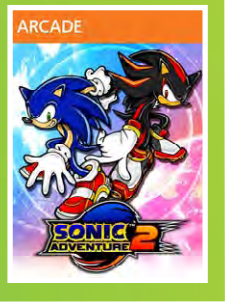
360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

SONIC ADVENTURE 2

Live and learn

PUB: SEGA
DEV: SONIC TEAM



Live and learn! belts out the explosive chorus of *Sonic Adventure 2*'s opening theme. It's a phrase that the blue hog has failed to live by since his glory days and this remaster serves as quite the eye-opener, sourcing his teething problems way back to 2001.

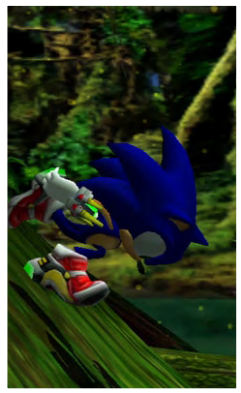
With six playable character spread evenly across two campaigns, *Sonic Adventure 2* shines when you're grinding rails through City Escape as Sonic himself or escaping the Black Forest as his mysterious doppelganger Shadow.

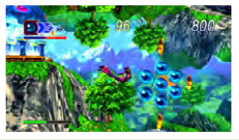
At its worse, you'll play as either Tails or Robotnik, strapped into machinery spamming the targets in dismal shooting levels or scouring levels for emerald shards as Knuckles and Rouge the Bat.

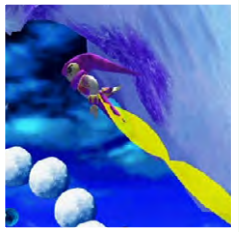
The Chao Garden where you can grow and nurture your own Tamagotchi is a nice treat for returning fans that had us wishing VMUs were still around.

It's a mixed bag really. For all its best levels, *Sonic Adventure 2* forces you through two god-awful ones. Sonic the Hedgehog's history is one of varying results and *Sonic Adventure 2*'s pros and cons are clearly defined. ■

55





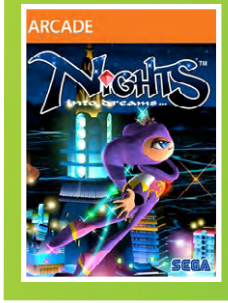




NiGHTS INTO DREAMS

Dream delight?

PUB: SEGA
DEV: SONIC TEAM



Birthed off the back of a string of Megadrive system sellers, *NiGHTS into Dreams* would never gain traction quite like his blue forbearer but cult status has kept this Saturn classic alive among SEGA die-hards.

A cross-breed of *Sonic the Hedgehog* and *Ecco the Dolphin*, players pilot Nights, a rogue Nightmaren who helps Elliot and Claris by pirouetting through Nightopia's skies, collecting blue orbs that free these characteristics called Ideya from cages against a strict time limit. Run out of time and Nights will vanish, leaving Elliot or Claris to travel on foot chased by an alarm clock that threatens to end the dream.

Though many will breeze through *NiGHTS*, much of its replay value comes from a harsh grading system that demands you meet a C-grade average across all levels before allowing you to finish each character's story. But despite its difficulty, this is a restoration job worth commending. The aptly titled Brand New Dreams features spruced up polygons and an extra layer of polish that paint Nightopia's colourful an imaginative canvas as strong as ever. Blemishes can be nit-picked but those unconvinced can opt to play the game as it looked back in 1996.

As a contemporary, *NiGHTS*' bizarre nature and tough scoring system is likely to draw more puzzled looks today than it did in 1996 but this is a package for the fans who've longed to revisit the game that defined the Sega Saturn – a successor that failed to live up to the calibre of its forbearers but still loved by many. ■

80



DANCE CENTRAL 3

Life of the party

PUB: MICROSOFT
DEV: HARMONIX



It doesn't take a story to get us dancing around the *360Zine* offices but it certainly doesn't hurt to try. And it's a little slicker than your silverscreen dancing dupes, taking you through four decades of dance, such as the 70's, where you'll study the hustle before working your way up to the Macarena in order to stop Dr. Tan's 'dance crimes'.

Outside of a new campaign is more than just a large track pack. Multiplayer boasts more new modes with the HORSE-like Make Your Move and Strike a Pose offering different spins from your typical dance offs.

There's a lot more tech powering *Dance Central 3* than past entries too, with more accurate tracking and a beginner's mode notching the tempo down for players with two left feet.

All the routine breakdowns remain but there's more of a party atmosphere, suggesting Harmonix has been watching the success of *Just Dance* very closely indeed. It's not quite the plateau that *Rock Band* reached in its third iteration but *Dance Central 3* remains top of its class as one of the better examples of Kinect gaming. ■

85

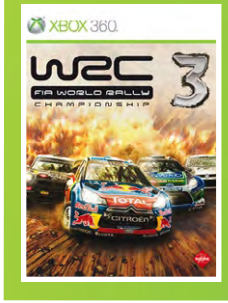




WRC 3

Thinking outside the box

PUB: BLACK BEAN GAMES
DEV: MILESTONE







When it comes to racing, it doesn't quite as purist as rally driving. So the lack of any real tutorial in *WRC 3* comes as a disappointment when you're thrown in the driver's seat and your co-driver screams directions down your ear at you. Assuming you've got the basics down already, hopping into 'Road to Glory, *WRC 3*'s career mode should be less of a learning curve, whereas newcomers will have to cut their teeth after being thrown well and truly into the deep end.

Winning races will earn you new cars, liveries and sponsors. You can also perform tweaks on your car but there's precious little micro-management to be found outside of these races.

Car models are pretty, offering a wide range of new and old rides to take for a spin, and some of the game's 13 tracks feature some impressive sights marred by some muddied visuals and sounds which make your exhaust sound like popcorn in a microwave.

Aside from the quick races, Road to Glory and online multiplayer, *WRC 3* isn't packing much weight when it comes to any new and exciting features that deviate from the norm.

We're not experts on rally driving but we suspect even those purists will find *WRC 3* to be a crushing disappointment, as there's little in the way of new ideas since *WRC 2*. ■

55



ASSASSIN'S CREED FLASHBACK: REVELATIONS





FIRST RELEASED: 18/11/2011
PUBLISHER: Ubisoft
DEVELOPER: Ubisoft
PLAYERS: 1 (online multiplayer)
WE SAID: "Rougher than before, but still packed with ideas and improving multiplayer." 87% (*360Zine* Issue 61)
HOW MUCH? Around £15-20

Assassin's Creed III is here, and with it we conclude our flashback series with Revelations where Ezio and Altair's stories come to a close and the end of the world comes into view...





REQUIESCAT IN PACE

After stabbing sidekick Lucy Stillman we find Desmond inside hi
wandering

possession of one key but the
been scattered

and reclaims the
while Altair travels and kills Altair's

Animus then begins deleting data and Subject 16 sacrifices himself to ensure Desmond's safety.

efforts will aid his
after, Desmond is contacted
by Jupite member of the First Civilization
who reve s the location of a Central Vault
containing all the data conducted before the
first solar flare wiped out his kind. Waking up
from his comma, Desmond and co head to the
Central Vault.

WARNING! MAJOR STORY SPOILERS AFOOT! CLICK HERE TO READ

ISSUES

BACK ISSUES

gamerzines

CLICK TO DOWNLOAD FOR FREE!

MISSED AN ISSUE? WE'VE GOT YOU COVERED



ISSUE 71, OCTOBER 2012
MEDAL OF HONOR: WARFIGHTER, WWE 13, FABLE: THE JOURNEY, RESIDENT EVIL 6



ISSUE 70, SEPTEMBER 2012
ASSASSIN'S CREED III, MEDAL OF HONOR, SLEEPING DOGS, NEED FOR SPEED: MOST WANTED



ISSUE 69, AUGUST 2012
DEAD SPACE 3, CALL OF DUTY: BLACK OPS 2, DEVIL MAY CRY, NEED FOR SPEED MOST WANTED



ISSUE 68, JULY 2012
OMERTA: CITY OF GANGSTERS, RESIDENT EVIL 6, HALO 4, SPLINTER CELL: BLACKLIST



ISSUE 67, JUNE 2012
CALL OF DUTY: BLACK OPS 2, MAX PAYNE 3, DISHONORED, GHOST RECON: FUTURE SOLDIER



ISSUE 66, MAY 2012
CRYSIS 3, MEDAL OF HONOR: WARFIGHTER, FAR CRY 3, LOST PLANET 3, PROTOTYPE 2



ISSUE 65, APRIL 2012
SNIPER ELITE V2, ASSASSIN'S CREED III, MAX PAYNE 3, RIDGE RACER UNBOUNDED, FIFA STREET



ISSUE 64, MARCH 2012
PROTOTYPE 2, MASS EFFECT 3, RESIDENT EVIL 6, SPEC OPS: THE LINE, SSX, DIRT SHOWDOWN

VISIT GAMERZINES.COM FOR THE LATEST NEWS, COMPETITIONS, MAGAZINES AND MORE!



360Zine NEWSLETTER: Your email address Subscribe!

gamerzines

NEXT MONTH

ISSUE 73: NOV 29TH

REVIEWED



HITMAN ABSOLUTION

REVIEWED



CALL OF DUTY BLACK OPS 2

PREVIEWED



TOMB RAIDER

TOTALLY FREE!

DON'T MISS NEXT MONTH'S ISSUE!

Subscribe to 360Zine for free by entering your email address below!

Your email address

Subscribe!



All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website where you can find help on doing so. While the greatest care is taken in producing this publication, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this publication is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.
All contents © Cranberry Publishing Ltd 2012
Company registration number: 4987058

Sadly, you've reached the end of this issue. What would you like to do now?

Exit this issue and go and download another magazine?

Exit. **Read the free PC Games magazine now!**

Want more Xbox 360?



CLICK HERE TO CONTINUE TO PCGZINE - FREE PC GAME MAGAZINE

N4G news for gamers

THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

http://www.n4g.com/



News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

360Zine NEWSLETTER: Your email address Subscribe!

gamerzines