FREE!

MMOZine

Issue 11 | April 2009

Free Magazine For MMO Gamers. Read it, Print it, Send it to your mates

EXCLUSIVE REVIEW

WORLD OF WARCRAFT: SECRETS OF ULDUAR PATCH 3.1

3.1 AND BEYOND!

EXCLUSIVE INTERVIEW
Blizzard on the future of WoW

EXCLUSIVE PREVIEW

AION: THE TOWER OF ETERNITY
The NCsoft flight-back starts here





+ REVIEWED

RUNES OF MAGIC
It's free-to-play, but it is good value?



+ INTERVIEW

GUILD WARS
Celebrating the past, hinting at the future.



+ ON TRIAL

CITY OF HEROES
Good clean fun in City of Heroes



DRAGONICA | EMPIRE OF SPORTS | CITIES XL | EVE: APOCRYPHA



Welcome to MMOZine

In a recent conversation I had with Cryptic Studios' Bill Roper, there was the implication that 2009 wasn't necessarily going to be a year of big MMO releases. It's true that there seems to be fewer 'WoW killers' on the release schedule, but then the term has rather fallen out of favour. Perhaps we've realised that WoW can't be killed. Warhammer tried and estimates put the number of players at 700,000 soon after release and it was termed a failure. Runes of Magic boasts the same number after going live and it was proclaimed a massive success. Clearly 'big' means different things to different people. Maybe it's time we stopped attributing big games to big-name publishers and high profile releases. Big should be something you grow to become, not are born into.

Richie Shoemaker, Editor
mmozine@gamerzines.com

MEET THE TEAM

The MMOZine massive were told to go forth and multiplay, which they did…



PAUL PRESLEY
Wandering in and wondering about Empire of Sports.



JIM ROSSIGNOL
Exploring the worms and their holes in the mighty EVE.



LESLEY SMITH
Uncovering the Secrets of Ulduar, and then some.

DON'T MISS!

This month's highlights…



DRAGONICA

The united colours of magic



Empire of Sports

Game, set and massively matched-up



Runes of Magic

Fight for freedom



Aion

Looking shiny

QUICK FINDER

Every game's just a click away

Cities XL
Ys Online: Call of Solum
The Secret World
Lineage II: Gracia Final
Huxley: The Dystopia
Dungeons & Dragons Online
Fallen Earth
Otherland
Stargate Worlds
Empire of Sports
Dragonica
Aion: Tower of Eternity
Runes of Magic
World of Warcraft: Secrets of Ulduar
EVE Online: Apocrypha
Guild Wars
City of Heroes



DON'T MISS ISSUE 12 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

Cities XL

FIRST LOOK

Building for the future

Publisher: Monte Cristo
Developer: Monte Cristo
Heritage: Starpeace Online, City Life
Link: www.citiesxl.com
ETA: Late summer

PREVIEW FEEDBACK! Click here to tell us what you think of Cities XL



Guess where the hospitals are…

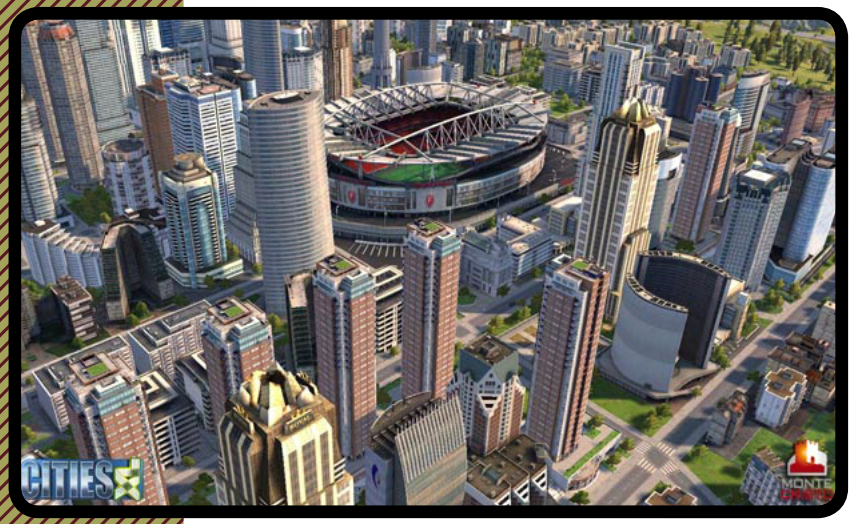
What's the story?

Although it's a little disingenuous to call Cities XL the MMO equivalent of SimCity, that is what it pretty much is. Actually, it's more two games in one, since buying the box will get you in on the single-player scenario game – which you can play to your heart's content or your patience gives up. It's only when you subscribe that the XL comes into play, for that's when you and thousands of others become the virtual mayors of your settlements, planning urban sprawl, laying roads, collecting taxes and unleashing alien robots upon the landscape.

What do we know?

Okay, unfortunately not the alien robots, but the online shenanigans promise to be far from a dull series of chart tables listing who has the biggest population or the lowest crime rates. Success in Cities XL will rely on co-operation as much as it does competition. While your neighbour in Germany may be planning all sorts of wonderful spires to proclaim his glory, you could be the one housing his most content workforce in your satellite utopia. Each town will rely not only on its own resources, but also of its direct neighbours, and with air and train travel, settlements even further afield.

"Each town will rely not only on its own resources, but also of its direct neighbours"





Two expansions will be available at launch, one with snow, the other with sand.

When do we get more?

The closed beta should be starting up as you read this, with open beta scheduled for the summer and a release in the early-to-late fall. We've had an audience with the developers already and came away quite excited about the long-term future of Cities XL, so you can expect more from us next issue once we've dabbled with the game. We'll be pushing for alien robots, you can be sure of that.

ONLINE GAMING • NO SUBSCRIPTION FEES

GUILD WARS







Join millions of players worldwide and play through all four chapters in the award-winning Guild Wars universe!

OUT NOW!

€14.99/£12.99 (SRP)

© 2005 – 2008 NCsoft Europe Ltd. All rights reserved. NCsoft, the interlocking NC logo, ArenaNet, Guild Wars, Guild Wars Factions, Guild Wars Nightfall, Guild Wars: Eye of the North and all associated logos and designs are trademarks or registered trademarks of NCsoft Corporation. All other trademarks or registered trademarks are property of their respective owners.

WWW.DISCOVERGUILDWARS.COM

NCSOFT® ARENANET

CONTROL Close Issue Print Page Search Issue Zoom In Zoom Out Toggle Full Screen Previous Page Next Page

FIRST LOOK

Ys Online: The Call of Solum

Publisher: Key to Play
Developer: CJ Internet
Heritage: Prius Online
Link: www.ysonline.com
ETA: Spring

PREVIEW FEEDBACK! Click here to tell us what you think of Ys Online: The Call of Solum


Biggest sword ever!


There's something very wrong here…


Point that thing the other way!



25 years in the making…

What's the story?

It's a poor excuse to dismiss a rich heritage of games purely on the basis that no-one's ever played them outside of their native Japan, but in the case of Ys Online, there actually happens to be a fair number of fans who remember vividly the early Ys trilogy from the early 1990s. In bringing the latest of what has since become a sprawling series to Europe, Key to Play are hoping these fans remain as keen as ever, and that everyone else will see beyond the stereotypical Asian MMO stylings and take up the Call of Solum.

What do we know?

Well, it has frail female characters with big eyes and short skirts, and guys with chiseled jaws – both can wield impossibly large swords equally well. There are three races in the game – the Eresians, the Afrocans and the diminutive pixies known as Kimo, but what looks to be the USP is the Action Point system that adds a degree of strategy to the combat via something akin to a customisable card deck, although hacking and slashing and spellcasting will be the cause of most of the damage.

When do we get more?

Key to Play has just unlocked the doors to the latest beta phase, from which plenty of new information should pour out as new features have been introduced – which will be very welcome as there is very little out there at the moment.



CONTROL Close Issue Print Page Search Issue Zoom In Zoom Out Toggle Full Screen Previous Page Next Page

7 UP

New MMOs and content updates to mark on your calendar with a BIG RED PEN!



The Secret World

Publisher: TBD | **ETA:** TBD

More info has come to light on the next MMOG from the makers of Age of Conan. Set mainly in a present day Earth, The Secret World will delve into pre-history, chronicling a timeless battle between good and evil. Being solo-player friendly and doing away with levels and classes, the game aims to be both accessible and more involving than your typical online role-player.



Fallen Earth

Developer: Icarus Studios | **ETA:** TBD

Fallen Earth is set in and around the Grand Canyon. Interesting features include a 7,000km2 zoneless area, as well as a number of vehicles such as bikes and jeeps. With a mix of first- and third-person combat, we say the open beta can't come soon enough.

Stargate Worlds

Developer: Cheyenne Mountain Entertainment | **ETA:** TBD

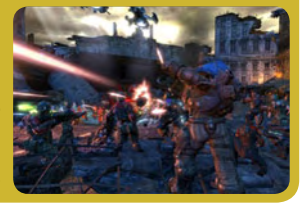
In light of reports of bills going unpaid, the makers of Stargate Worlds have responded by saying that "the lights here are still on and the development team is working hard." New investment is being sought, which is apparently keeping the electricity flowing. And although the defiant mood has perked up the fans, faith in the future of the game remains a little shaky.



Huxley: The Dystopia

Publisher: NHN | **ETA:** TBD

It may lack the kind of depth most MMO gamers are used to, but Huxley has at least acquired itself a sub-heading to warm potential players. Huxley: The Dystopia remains an online shooter at heart, but on a scale where up to 5,000 players can battle across each server. With shifting frontlines and NPC quests, it promises to be a more evolved version of PlanetSide, and with beta testing starting up in Korea, it won't be long until we find out if that is indeed the case.



Lineage II: Gracia Final

Publisher: NCsoft | **ETA:** TBD

In time to celebrate Lineage II's fifth birthday comes Gracia Final, the third and final part in a trilogy of content upgrades. Gracia Final introduces a number of tweaks and changes to PvP to include 3v3 competitions and 'random' competitive matches. Perhaps more interesting will be territory battles where clans and 'mercenary' players can fight capture-the-flag style as a step down from castle sieges.



Dungeons & Dragons Online

Developer: Turbine | **ETA:** TBD

Close to release is D&DO's Module #9, which introduces a new level cap to 20 and an area called the plane of Shavarath, where the decidedly unhelpful Devil Legions have been plundering Eberron under the command of General Horoth. As well as being able to thwart his attacks, players can enjoy new chat channels, a heap of UI and combat improvements, as well as new spells, abilities and skills.



Otherland

Developer: RealU | **ETA:** 2011

Announced last October, the website for this MMOG based on the Tad Williams series of novels has only just gone live. Very little new info has been released, but there are at least a good few images hinting at the style and content of the game.

ON THE RADAR

- **2009** — Fallen Earth
- **AUTUMN** — Aion: Tower of Eternity
- **SUMMER** — Jumpgate Evolution
- **SPRING** — Free Realms

Publisher: F4
Developer: F4
Heritage: None
Link: www.empireofsports.com
ETA: TBC

PREVIEW FEEDBACK! Click here to tell us what you think of Empire of Sports

Empire of Sports

Where the levelling treadmill exists for real

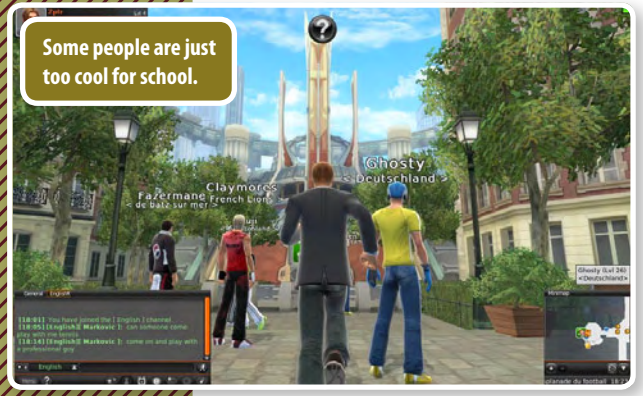
"The sports that rely most on mouse accuracy are the ones that seem to work best"



You won't find these down at Planet Fitness.

When you've spent most of your online gaming career hacking at various sub-species of goblin, button-mashing your way down a 100m track against a guy from France seems an odd thing to be doing in order to have to hit a new level. It's also quite a fun thing to be doing, at least until you make the calculation that the keyboard you're hammering the warranty out of is more expensive than any MMO subscription could ever be. Thankfully, Empire of Sports offers a few more gentler pursuits that aren't quite so taxing on your hardware.

It's not competing in sporting events that seem analogous to what persistent world gaming has been about for the last decade, but the way in which they're played that is initially weird. To be playing any sports game on a PC is strange enough, but to be doing so with one hand on the keyboard and the other twitching the mouse almost feels like something we should be ashamed of.


Some people are just too cool for school.

An accurate mouse

Happily, the sports that rely most on mouse accuracy are the one that seem to work best – tennis, basketball and soccer, in that order. Here the tennis on offer is perhaps more tactical than any virtual game, set or match has ever been. Football games seem a little less



Dancing to the same old tune.

Empire of Sports cont.

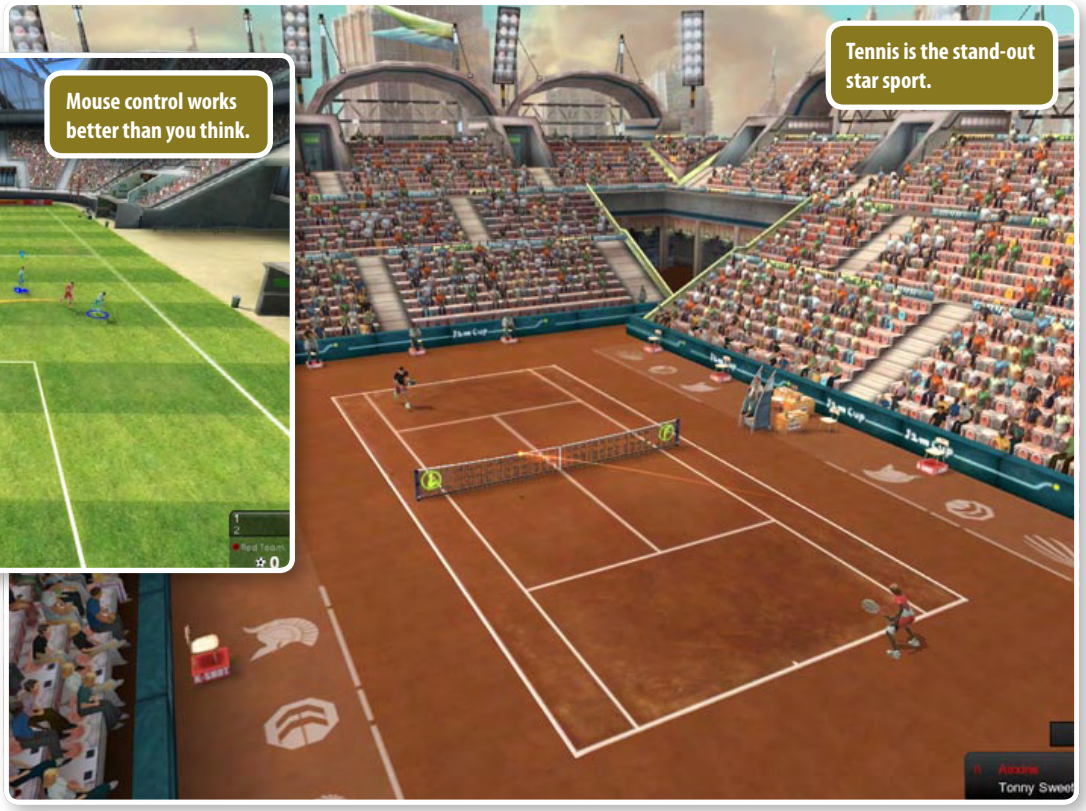
fluid, though that's as much a fault as games being populated with AI substitutes and their human teammates constantly chasing the ball. It needs more work, though perhaps as much from the human players as from the developers.

Almost exhilarating

The rest of the sports work as you might expect. Bobsleigh and skiing are cases of timing and steering, which is almost exhilarating, but far from massively multiplayer to be perfectly honest, while track and field conveniently and predictably borrow from the age-old Hypersports form book. More sports are promised and they will be needed. More importantly, the game needs more competitions, leagues and stats.



Mouse control works better than you think.



Tennis is the stand-out star sport.

"More sports for Empire of Sports are promised and they will be needed"



Glazed eyes and standing around mean these people are elsewhere.

Away from the sports themselves, the Empire side of things is more recognisable as an MMO, and although it appears bright and breezy, there's more to do than it might first seem. Learning each sport is easy enough, but mastering them and levelling takes practise, which can be achieved through missions (return 'X' number of drop shots), or by playing practise games. You can grind your general character attributes at the gym (more keyboard-stabbing, though it's marginally more interesting than being in a real gym). There's even crafting of sorts as you apply boost packs to your sports equipment, and tricks that are akin to skills and special moves. With teams in place of guilds, there's plenty of common ground between Empire and other persistent worlds.

In being ridiculously accessible and in making the very best of a control combination rarely considering for sports gaming, this title – when it goes fully live – could well be the Wii Sports of massively multiplayer gaming. Whether it will be as throwaway might not matter in the slightest.

MMOZine Verdict

An MMO with a difference. Has the potential to be great stuff

HOW COMPLETE



FIRST IMPRESSIONS



Dragonica

Publisher: Gala Networks
Developer: Barunson Interactive
Heritage: Dragon Raja, Flyff
Link: dragonica.gpotato.eu
ETA: TBA

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

Whose side are you on?

It's not often you see a pair of clockwork boots stomping along to the Tetris theme, and to be frank with you, we're not sure we can explain why such a sight exists in Dragonica. We've also seen during our first contact with the game characters farting noxious green gas in the direction of their enemies and treasure chests on legs that come at you with a flurry of blades like some demented Swiss Army Knife. The Michael Jackson-style moonwalking is also somewhat baffling.

Made in Korea, the chirpy and irreverent Dragonica is being brought to Europe by free-2-play MMO specialists Gala Networks, who say that Dragonica is primarily targeted at the teen market, although they are quick to add: "Gameplay will be familiar to anyone who played arcade games in the late 1980s, or consoles in the early 1990s." This at least goes some way to explaining the Tetris thing…

Influenced by Golden Axe and Donkey Kong Country, the game is an arcade-driven 3D side-scrolling affair, meaning combat and movement is based on combos rather than command queues.

"The control system is designed to be entirely keyboard-based and uses combinations of directions and buttons to deliver the different types of special moves," says Jamie McCormick of Gala Networks. "It avoids the issues that many MMOs have – either button-bashing or being very clicky."

It certainly isn't the most sedate MMO we've ever come into contact with, nor the most complex. The four character classes (Knight, Magician, Thief and Archer) seem to have more in common with those timeless characters from Gauntlet, and the predominately PvE quests appear



"Dragonica is an arcade-driven 3D side-scrolling affair"





Dragonica continued

to involve grabbing what you can before your comrades do and moving on quickly, making sure to squeeze out a couple of ripe ones as you go – for comic effect, obviously.

While it's easy to be snobbish and dismiss Dragonica for being juvenile and shallow, with so many grind-heavy freeplay MMOs vying for attention (and with few features that distinguish one from another) it's genuinely refreshing to come across one that doesn't take it or anything else too seriously. Beneath the brash graphics and billowing effects, Dragonica appears to have a lot of character, plus a number of features over and above relentless thwacking that might give traditional MMO gamers pause to download it.


There are four main player classes, and eight sub-classes.

"It features an in-game economy allowing player-to-player trade," says McCormick, "or else players can set up their own in-game shop in the game's marketplace and offer items to everyone who plays the game." There are also pets that can be used as mounts, houses to move in to and a coupling system with skills that only a married duo can make use of. You can even adopt children, though whether you'll be able to buy they from the shop will make for a curious gameplay mechanic.

We'll be finding out in time for next issue, after a full and thorough playtest. With big name publishers NCSoft and THQ pushing the game in various parts of the world, it's one they clearly see merit in. Let's hope their faith is not misplaced.



10-player PvP mode is said to resemble Super Smash Bros.



MMOZine Verdict

If you're looking for a fun MMO with a difference then this could be it

HOW COMPLETE



FIRST IMPRESSIONS



Publisher: NCsoft West
Developer: NCsoft
Heritage: Guild Wars, Lineage II, City of Heroes
Link: http://eu.aiononline.com
ETA: Late 2009

PREVIEW FEEDBACK! Click here to tell us what you think of Aion: Tower of Eternity

MMOZine EXCLUSIVE SCREENS!



If you get hit during casting, there's a chance your spell will be interrupted.

"NCsoft reckons it will launch with around 1,500 quests"



Character creation is very flexible.

Graphically, it's as sharp as any other top MMOG we can think of.

Aion: The Tower of Eternity

FIRST LOOK

A brief hands-on with NCsoft's next game

What's the story?

The story is an ethereal, fantasy-inspired world-split asunder, background-rich online RPG, but that's not what you meant is it? A recent trip to NCsoft let us get some time with the game, have a quick play around with creating our own Mage character, get to run around the world playing some of the first quests and also get a feel for the gameplay mechanics. As the game has already launched in Korea (to wild success), it means a lot of the development on 'Westernising' the game is about polish and translation, so the actual gameplay we'll experience will be very refined for a launch. In fact, even though we were playing something that they're not happy to let the outside world see, we can say it's already very accomplished, and with at least six months to go, we're expecting a very strong title in Aion.

What do we know?

While there are several classes to choose from, we decided to plump straight for our preferred class, a Mage, so that we could throw some spells around. We appeared in the world with knowledge of a Stasis spell to freeze enemies and the classic Fire Arrow 1. Interestingly, Fire Arrow 1 got upgraded as we levelled up, so it became Fire Arrow 1 Level 2, which means that not only will you be able to level up spells, but clearly there will be more powerful versions of the same spell. It also became apparent that you will have to plan attacks, not just because of the skill-chains (where you can choose a different action based on what you've just done; spell 'trees' if you like) but also because spellcasting can be interrupted by being hit, which explains why you start with the stasis spell as well as an offensive one.

Aion: The Tower of Eternity continued

Fire arrow, freeze in place, fire arrow seemed to be the tactic for these low-level mobs. The combat in Aion is looking to us to be more refined and engaging than in any other hack 'n' slash MMO so far, as it works hard to remove the linear 'cast this spell, then the next...' mechanic that current MMOs suffer from. That said, there is a Macro facility we took a brief look at to allow you to stack commands if you so choose.

How's it looking?

As regular readers will know, Aion uses an upgraded version of the Cry Engine for the graphics, which means that while it will run on most decent hardware, it certainly doesn't have a dated look. Think of somewhere between the cartoon World of Warcraft and the realism of Lord of the Rings Online and you'll have a feel. Or, alternatively, take a look at the exclusive screens on these pages!

Anything else to declare?

What is exciting about Aion is that the developers have thought long and hard about tweaks to improve gameplay. For example, while there is an Auction House in-game, there's also a feature to set up a Private Shop. So, imagine you are a potion crafter, then you could create a range of stock and set up shop outside a popular instance for a nice income. It works easily, and it's a neat improvement on the idea of trading.

Thanks to the additional development time the Western version of Aion is getting, NCsoft reckons the game will launch with many more than the already 1,500 quests and missions that the game has had since its release in Korea, which should mean that it won't suffer from the lack of content that launches often have.



When do we get more?

Next issue. We're planning on keeping in-depth coverage of Aion up to and after launch in MMOZine, and also in our sister magazine, PCGZine. This way we can look at some specifics of the game, such as The Abyss (the huge PvPvE zone where you can spread your wings and fly everywhere) and crafting, so we can see fully how it has been implemented.



This is brilliant – as well as the standard Map, there's a semi-transparent map view to use as you run around.



Roll up, roll up! Get your potions here! Private shops are a nice new idea.

World of Warcraft 3.1

Behind and beyond the Secrets of Ulduar



Tom Chilton, the Lead Designer on World of Warcraft

World of Warcraft may be the world's favourite PC game, and both expansions have been the fastest-selling in PC history, but Blizzard are in no mood to sit on their laurels as the release of Secrets of Ulduar has proven. Lesley Smith sat down with WoW's Lead Designer Tom 'Kalgan' Chilton to see what lies ahead…

Why did you decide to focus on Ulduar in 3.1?

Well we had our plans for 3.1 pretty much planned out months before Lich King came out. In fact, a lot of the work for 3.1 was already being done. Ulduar, was in production probably half a year before Lich King even shipped. Now granted that there wasn't someone working on it straight for that entire time – they worked on Ulduar and some other things for Lich King – but it was definitely in production for quite some time. But really, once Lich King shipped, the team as a whole turned its attention to 3.1.

Is the 3.1 storyline self-contained or will we see repercussions beyond Ulduar?

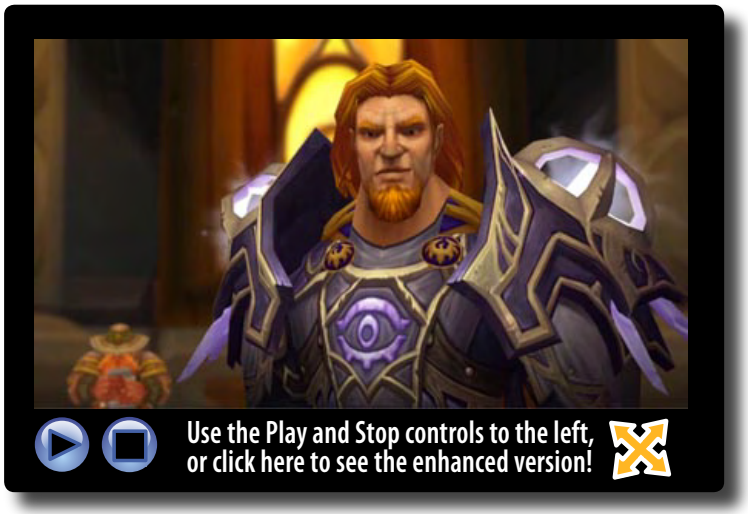
It's definitely ongoing, particularly the part about the Argent Tournament. This is actually only the build up period for that, as the major part of that event is actually in 3.2.

Is that anything to do with the battleground you've promised us in 3.2?

That's in addition to the battleground.

"We had our plans for 3.1 pretty much mapped out months before Lich King came out"







Having fun is what it's all about.

Interview continued

Is the Argent Tournament a way of testing whether mounted combat would work in-game as a new mechanic?
I can't say for sure that it is, but a lot of that would depend on how it plays out. We have to very careful about thinking about replacing the combat we already have in place. I think there's room for the jousting as a fun thing to do and maybe it never goes beyond that; beyond a thing that we do on the side, but maybe it's a small kind of addition to our overall combat. I don't envision it being the future of WoW combat.

"There's always potential for expansion into the different islands and the south sea, Kul Tiras"

Do you worry that you'll run out of locations to use in the game?
Yeah, there's actually quite a bit that goes unnoticed right now. There's always potential for expansion into the different islands and the south sea, Kul Tiras. There's also what's going on in the Maelstrom itself and there's a lot of areas in Azeroth and Kalimdor themselves which also haven't been used and need to be filled out, so there's a surprising amount of room for new growth.

Are you trying to make more class or racial lore inherent to the game?



You won't get lost in here.



Just your everyday green thing stood on a bale of hay. You get them everywhere.


Does the lance point to a bright new future for WoW combat?

Interview continued

We do it whenever it makes sense to do so and not just for its own sake. We don't have, like, a stated goal of 'need more class and race-orientated content in the game'. Really, we do it when it's like a big focus – in Dalaran it's the Kirin Tor so it makes sense to build up the whole Mage thing. Obviously the Death Knight and how we introduced that. It required an awful lot of Death Knight lore so it's really more of when it makes sense to do it, we do it and try to be as thorough about it as we can.

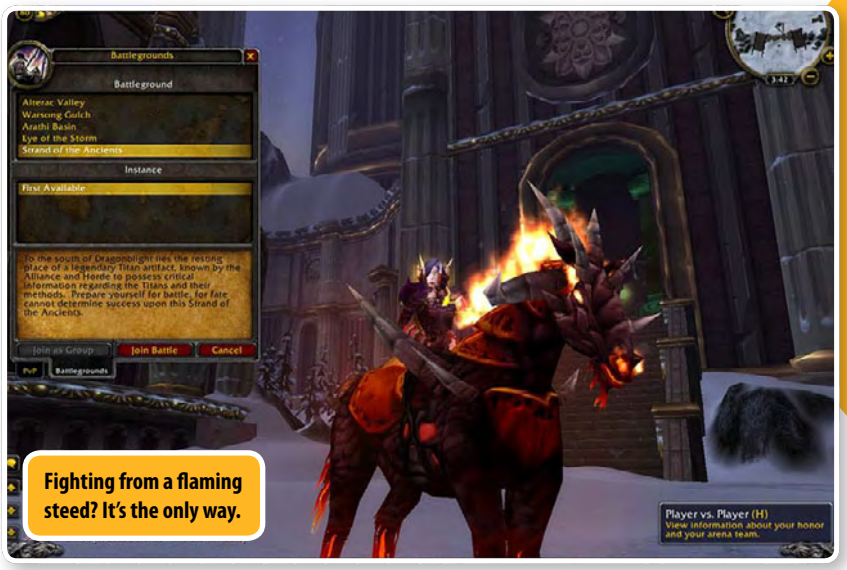
Do you ever worry that a new expansion or patch will see old content being neglected? Are you implementing more quests which see players returning to Classic WoW content?

Yeah absolutely! Also I think part of that is as we improve our techniques we get better at creating content, and so it makes the older content look less appealing, so we do have it on our minds to make improvements to the older content and get it a little bit more up to speed. That's not something we'd be doing right away, and obviously not in 3.1, but it's definitely on our minds for the future.

> *"There are a lot of bosses we have planned for the future that are even bigger in threat and scope"*



Personally, we'd rather be good looking.

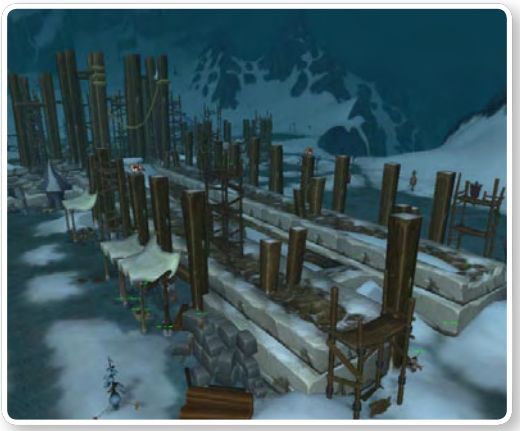


Fighting from a flaming steed? It's the only way.

Is there ever a concern that you'll run out of big bosses for players to face? After all, we've gone from slaughtering Illidan and Kil'Jaeden to Malgyos with the promise of the Lich King and even Yogg-Saron.

We do try to outdo ourselves, and there are actually still a lot of other bosses we have planned for the future that are even bigger in threat and scope. We already have a lot of really rich lore regarding some of these, and others are things that we've already built into our internal lore, even though there hasn't been a lot of stuff that has been published externally about it, so these things are going to be revealed over time.

We try to outdo ourselves with how amazing the boss fights are and, in the past, some of that would carry over into making the bosses seem even more grand. But yeah, there will be more new stuff in the future that we already have figured out. ●







Publisher: Blizzard Entertainment
Developer: Blizzard Entertainment
Heritage: Warcraft III, StarCraft, Diablo
Link: www.wow-europe.com
OUT NOW



Publisher: Frogster Interactive
Developer: Runewalker Entertainment
Heritage: Bounty Bay Online
Link: www.runesofmagic.com
OUT NOW

System requirements: 2GHz CPU, 1GB RAM, 5GB hard drive space and a DX9.0-compatible graphics card

Runes of Magic

Is it the great pretender?



If MMOGs were recording artists, Runes of Magic would be a reality TV singing sensation. It has shown undeniable talent and has chosen mostly the right songs to make enough of a winning impression to attract a good few fans, but it's still to find its own voice. For some uncertain while yet it will have to shake off the comparisons with more successful singing stars – World of Warcraft for instance, the Celine Dion of online gaming.

Runes of Magic also has a point to prove – that with regular content, and plenty of it, it can assert to the unbelievers that free-to-play games can draw the crowds and keep them as entertained and interested as they appear to be with their subscription games. In that respect it's not the first to try to convince gamers that there are others ways to pay for quality, but it looks to be the first to put its energies in the right place.

Already there's a lot that's right about Runes of Magic. Crafting is one gameplay area that is pleasing. It offers a fair degree of freedom, but rewards specialisation – as it arguably should. Then there's the Arcane Transmuter – a device that can combine the stats from one item with the looks from another.

Around the mounds of ore and clumps of herbs and wood that are ripe for gathering, quests litter every square yard. There's always something to do, and someone to do it with. If ever a game offered a compelling argument that quantity wins over quality, Runes of Magic would be that game. It helps because there is undeniable quality in its abundance. Missions have been crafted rather than generated, and there is a compulsion to keep progressing through each zone, even if the game lacks the narrative lure of Middle-earth, or the more redeemable fantasy of Azeroth.

"Already there's a lot that's right about Runes of Magic"







WORLD GONE MAD

It's Earth, but not as we know it

ASLAN VALLEY **DUSTDEVIL CANYON** **RAVEN FELL**

After the doddering mushrooms, wolves and spiders of previous zones, Aslan Valley is where the mobs start to get really interesting.







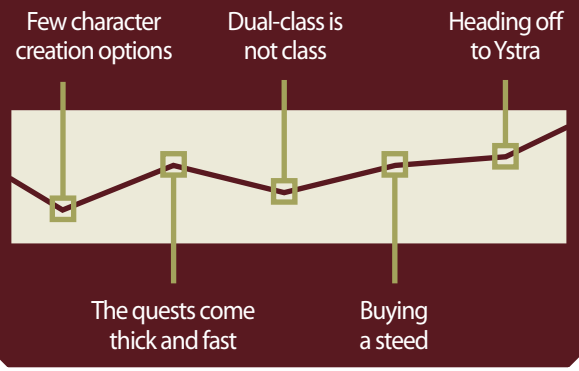
Runes of Magic cont.

Choosing a character is reduced to the standard human careers – Knight, Warrior, Rogue, Mage, Priest and Scout. It's an uninspired mix, but perfectly workable. At level 10 you can dual-class, but rather than playing a powerful hybrid, you feel more like you're playing two characters in one, with the lesser role having to be levelled separately, often by retreating back over old ground and swapping out equipment beforehand.

If you're a gamer with a zero budget then other frustrations can set in. Experience debt seems harsh and movement without a steed is slow, both of which will take a few earth coins to fix. If you're a hoarder, extra backpacks might also be necessary to rent. It all adds up. Net monthly outgoings in converting some local currency to shiny stones should never exceed a typical MMO subscription, but it begs the question… Why have Jordin Sparks when you can have Celine Dion? At the final curtain, it comes down to taste. Compared to an established five-year veteran, this new kid on the block may not always be on key, but it's an impressive first show.

Richie Shoemaker

PULSOMETER: Signs of life





MMOZine Verdict

The sincerest form of flattery

- ✓ An abundance of quality content
- ✓ Excellent crafting system
- ✗ Dual-class system annoys

Publisher: Blizzard Entertainment
Developer: Blizzard Entertainment
Heritage: Warcraft III, StarCraft, Diablo
Link: www.wow-europe.com
OUT NOW

World of Warcraft: The Secrets of Ulduar

> "The Lich King and Malgyos the Spellweaver take a back seat and the plot returns to classic lore"

The continuing reign of the Lich King

It seems like only yesterday that millions of players descended on Northrend killing everything and (on many realms) everyone in sight. In reality, months have gone by. All the bosses have been carefully disposed of, and now 80 and addicted to Wintergrasp, you're pining for something new and challenging.

Now, right on cue, Blizzard have released The Secrets of Ulduar (which also goes under the catchy title of Patch 3.1), the first in a series of mini expansions which will continue the storyline of Wrath of the Lich King. Of course, while the focus is on endgame players, those new to the game or just levelling have not been forgotten either, and there's plenty in this latest patch for every kind of World of Warcraft player imaginable.

The first noticeable thing is the shift in storyline. For a moment, the Lich King and Malgyos the Spellweaver take a back seat and the plot returns to Classic lore. The Titans – specifically the Pantheon – are the god-like creators of Azeroth. Heavily inspired by Norse mythology, they have been an important part of Azeroth's mythology, even if we are only now encountering them in-game.



Roll over screen for annotations







World of Warcraft cont.

For the last few months, the breath-taking Titan fortress of Ulduar has been taunting end-gamers from high in the Storm Peaks (a zone only accessible by flying mount). Players have had access to parts of it – the Halls of Lightning and Stone – and it has been a focal point for quests, but the majority of this vast, imposing building has been off-limits… until now. Ulduar is also the prison for the old god Yogg-Saron, who has been referenced in the game since players first stepped into Northrend back in November.

Titanic bosses

The bosses themselves are all Titanic in origin, from Ignis the Furnace Master and the XT-002 Deconstructor to Titans like Auriaya, Mimiron, Freya, Thorim and Hodir themselves. Fans of Wintergrasp will particularly enjoy Flame Leviathan, which is downed using souped-up siege vehicles! Some aspects of the raid might be familiar though, such as running a gauntlet through the Titan stronghold (a tactic last seen in Zul'Aman) while the fight against Freya will be familiar to anyone who has downed Sartharion and three drakes in Obsidian Sanctum. Yet this doesn't matter, as the bosses and the instance itself are all in their own way striking and sometimes beautiful.

While Ulduar will prove to be hard, Blizzard have implemented a new system to make it easier for players to adapt. Previously if you needed a healer and all you had was a

SADDLE YOUR UNICORN

Horses? They're so boring…

MOUNTED COMBAT **TIME TO TRAIN** **FIGHT CLUB**

The Argent Tournament allows you to do something never before seen in Azeroth… mounted combat!

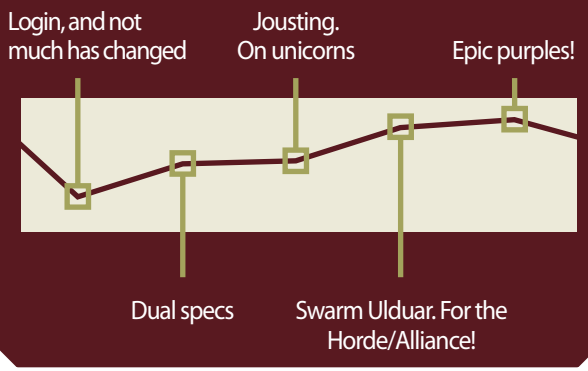






What would a contest be without cool swag? Broxel sells some spiffy shirts.

PULSOMETER: Signs of life



World of Warcraft cont.

shadow priest, said priest would have to traipse to the nearest Old World city, part with gold, repack their Talents and pick up their spare set of gear from the bank, then rinse and repeat at the end of the raid. Now it's possible to re-spec on the fly and any player above level 40 can learn by just giving their friendly class trainer a one-off payment of 1000g. From then on, all you need to do is spend your talents in the usual way and activate a specific tree as and when. It takes a couple of seconds and can be done any time, providing you're not in combat. Blizzard also plans to allow you to save sets of armour like Macros and switch between them quickly, even if as of writing, it's been removed from 3.1.

"While Ulduar is the place to be seen once 3.1 hits, that's not the only place to hang out"

While Ulduar is the place to be seen once 3.1 hits, that's not the only place to hang out. In an effort to get players excited about PvE again, they've introduced the Argent Tournament. Based north of Sindragosa's Fall (the area in Icecrown seen in the cinematic), it's all about mounted combat – yes jousting! You can choose a city to champion, which will eventually lead to new tabards, mounts and cute pets such as the Elwynn lamb, a Silvermoon broom or a Mechanopeep. Essentially a quest hub that provides a break from the norm, there's the promise of on-going interest (think the Isle of Quel'Danas) as players help to build the Coliseum. Granted, it's ultimately little more than another rep grind, but it looks to be a lot of fun.

There are also the usual class and profession tweaks, and you can no longer ghetto hearth (where you join a group and go into an instance, then leave to get a free hearth) either. Sorry about that. On the upside though, Blizzard have implemented lots of little improvement things, from new button graphics and a colourblind mode to revamping Noblegarden into a proper world event and now teaching mounts how to swim.

Thanks to the continuing evolution of one of the planet's biggest MMOs, the transition from 3.0 to 3.1 is going to be simple and enjoyable for all levels and classes but also really challenging. Blizzard have finally realised that not everyone wants to be a raider, it's no longer all about being a specific class either but more about the game. Because of this it doesn't matter if you're level 8 or 80, there is something for everyone right here, right now.

Lesley Smith

MMOZine Verdict

A fine update that'll appeal to all fans of the game

- A new raid, new loot and lore
- Loads more quests
- Something for everyone



Publisher: Atari
Developer: CCP
Heritage: Elite, Everquest
Link: www.eveonline.com
OUT NOW

SYSTEM REQUIREMENTS
2GHz CPU, 1GB RAM, Shader model 2 3D card (Geforce 6 or better)

EVE Online: Apocrypha

Refreshed and expanded: the divine galaxy of Eve Online

"Absolute beginners now get an entirely overhauled tutorial, which now veers off in a number of directions"



Asking for help in the starter corp channels usually brings you want you need.

Some games simply cannot remain static, and EVE is one of those. Sometimes, however, the losses to EVE's ongoing evolution are saddening. The capital ship effect might be the most superficial of entities in the EVE universe, but the original astounding cone of energy has been replaced with a bubbly-blip, like the jump effects in Battlestar Galactica. It is, in our mind, the worst thing about the Apocrypha expansion. It's a loss of a grand videogame spectacle – a hundred capital ships jumping at once was really something.

Roll over screen for annotations



By implication, of course, this is one of the best expansions EVE has seen. Arriving on the back of a bunch of tweaks to PvP and a wholesale buffing of the server architecture, Apocrypha delivers new and interesting additions to all areas of the EVE food chain. Absolutely beginners get an entirely overhauled tutorial, which now veers off in a number of directions. These directions work hard to suggest particular specialisations to beginners… do you want to become involved in combat or industry? And perhaps you should consider working with other, real people? This last part has previously been overlooked by the developers, despite an arsenal of people-connecting tools. Being told explicitly that you need to get to grips with other people is something that EVE needs to do even more of. That 'multiplayer' part of 'MMO' is too frequently dismissed or ignored by the very players who are paying to play.

The other direction these tutorials lead you is towards the 'epic' story



Specialising early on means you get much better at what you do, and faster.


EVE is not for the faint-hearted – vast losses can be accrued in seconds.


Fitting your ship is easier than ever.

EVE Online continued

arcs. These new sequenced missions provide the early stages of the game with a much-needed narrative coherence, making it easier than ever for beginners to feel grounded and purposeful within the open-ended and often mystifying game universe.

The other major change – and it's a change that could hardly be more impressive – is the vast expansion of the EVE universe (it's now over 40% larger) via wormholes. This expansion is not directly connected to the main structure of the galaxy – instead they're accessed via the previously mentioned, and rather unstable, wormholes – wavering portals which take players directly from one place to another. That place might just be another system nearby to where you started, or it might be the other end of the galaxy. In many cases, however, it's to so-called W-space, the unknown, uncharted systems that are outside the known space systems.

Unique properties

W-space has some unique properties. The first of these is that it's behind a wormhole – these close up after time, or after too much traffic has been through them. Being able to probe for a new escape wormhole is essential, lest you become stuck entirely. The second thing wormhole explorers discover is that they can no longer see exactly who is in 'local', the chat channel for the star system. Only speaking reveals your presence –

THE FINAL FRONTIER

Spaced out? You will be…

EXPLORING **LAUNCH PROBES** **WARPING**

Probing allows you to explore, and find little dungeons to run in normal space, or find wormholes.




Each race has quite specific ship types, which vary in their effectiveness in combat.

EVE Online continued

perfect for opportunistic piracy. Thirdly, there are the Sleepers. These new enemies are potent indeed, and will react aggressively to remote repairing and ECM tactics. They are also the source of new technology in the EVE universe. Sleeper loot can be used to create the Tech 3 ships – strategic cruisers which are heavily moddable. These ultra-exclusive machines are currently on the market for many billions of dollars, and the dangers of W-space mean that their price may actually be slow to come down to acceptable levels.

Of course, all this new exploration also required a new scanning and probing interface. This is, at last, an interactive system. A 3D space map shows exactly where your probes are, and what range they're scanning at. It's significantly harder to track down a ship in space, but the system makes a lot more sense, and scanning can now be regarded as an actual skill, rather than hitting a button and hoping. It's a small, but brilliant change – one among many you'll find in the game.

Apocrypha ties together a wide range of needs and trends within EVE. The W-space expansion provides new places for players to be outside of the main galaxy, while never breaking the 'one server' model. The inclusion of genuine exploration is fascinating and



exciting, and will no doubt be a part of a larger evolution. The Tech 3 toys might be too expensive for most, but they're an aspirational target both for rich players, and for the bored industrialists who need new challenges.

Nevertheless EVE still has many issues which are to be addressed in forthcoming patches – stealth bombers are to be rejigged, and then, hopefully, CCP will begin to examine the grievous problems of sovereignty and the complex issues of power-bloc gaming. It feels wonderful to be able to type that – EVE, at least, is a game in which such things are possible. ●

Jim Rossignol



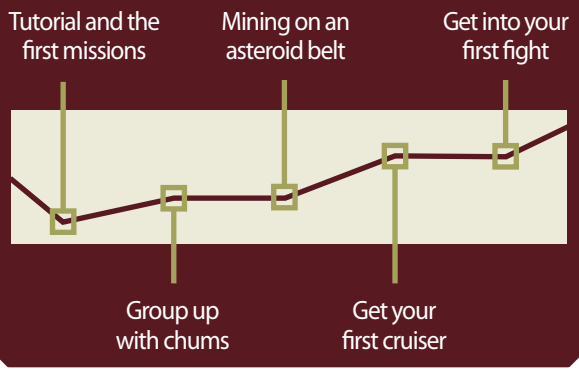
EVE's best moments are in player interaction – combat, construction or trade.



Finding a player corporation can be tricky, so just try talking to a few people. And be careful.

"Apocrypha ties together a wide range of needs and trends within EVE"

PULSOMETER: Signs of life



MMOZine Verdict

Dark and brutal: space MMO for the long haul

- ✓ Beautiful
- ✓ Vast and intricate
- ✗ Impenetrable

Guild Wars



Remember me?





Mike O'Brien, co-founder and studio head of ArenaNet answers our questions on Guild Wars and its sequel.

Four years old, and five million players worldwide…

The power and popularity of Guild Wars is well known to MMOZine. When we launched Issue 1 we teamed up with NCsoft to give away an exclusive mini-pet for the game. The idea was that we'd give away 40,000 codes to our readers over the first two months. What happened was that readers literally melted our servers downloading the magazine, resulting in several hasty upgrades (tripling server capacities in a matter of hours) and over 100,000 downloads of the magazine in under 48 hours. But we also learnt how understanding and loyal the Guild Wars community was, which is why on the fourth anniversary of the launch of the game, we took the opportunity to catch up with co-founder of ArenaNet – developer of Guild Wars – Mike O'Brien.

When you first created Guild Wars, did you realise just how popular it would become?
We thought it would be big, but we didn't know how big. No one sells over five million copies of their first game. The response from the player community has been amazing.

What do you think has been the main reasons behind the success of Guild Wars?
Guild Wars is an easy game to pick up and get into, and it offers the depth of an MMO but without requiring the huge commitment of time and money that MMOs generally require. It's a game that players can play in bite-sized chunks, whenever they have available time, and can easily come back to whenever they like. And it has an innovative design, borrowing more from the Magic the Gathering tradition instead of the D&D

"The response from the player community has been amazing"





Guild Wars proved popular, with its high production values but no-fees approach to MMO gaming.



Guild Wars spawned three full expansions, and is due a new content update on its birthday.

Interview continued

tradition which other online RPGs use, so it's something new that people haven't experienced before.

How important has PvP been in maintaining the player base for Guild Wars?
A lot of Guild Wars players try out the casual arenas, but only a small fraction get really into advanced competition. But those players who do get really into PvP are among the game's most loyal fans, so we pay close attention to them.

The instanced gameplay is not something you see used as much in other MMOs. What advantages and disadvantages does it give to Guild Wars in terms of the gameplay you can deliver?
The heavy use of instancing allows us to tell a story and to have big, world-changing events that persistent world games just can't support. It also allows everyone to play on one set of servers without tripping over each other. On the flipside, instancing doesn't provide the easy opportunities for socialising that large persistent areas provide. Naturally this is something we'll address in Guild Wars 2.

Given the wait we've got for the sequel, what will be happening in Guild Wars over the next year to keep players involved?
Well there's 250 years of history between Guild Wars and Guild Wars 2, so there's lots of opportunity to be creative. Our live team recently moved from a monthly schedule to one that focuses instead on doing 3-4 large updates a year. This gives us the chance to deliver some really meaty updates in terms of both content and functionality. You'll see the first one of these delivered this April for our fourth anniversary.

With the success of the commercial game but no-fees model of Guild Wars, why do you think more MMOs haven't adopted this approach? Instead there seems to only be subscription or free-to-play, micro-transaction funded games coming out.
You see a lot of free-to-play games because that's the easy fallback position for MMOs that don't have the industry-leading production values they'd need to attract a large audience otherwise.

As for monthly fee games, part of the reason is that so many developers and publishers are trying to replicate WoW's success instead of carving out a space of their own. And part of the reason is that game design and business model have to go hand-in-hand. If your MMO is only going to attract a few hundred thousand hardcore users, you'd better charge a monthly fee, because that's the only way you'll generate enough revenue to sustain the game.

Would it be fair to assume that Guild Wars 2 will continue the buy the game but no-fees approach that Guild Wars and its expansions have used?
Yes, that's definitely the plan.

We've got to ask – when will there be more information on Guild Wars 2. A screenshot even?
We expect that we'll have some more information to share about Guild Wars 2 later this year. Thanks for the interest and stay tuned.

This is absolutely everything that anyone outside of ArenaNet has so far seen of Guild Wars 2.



"There's 250 years of history between Guild Wars and Guild Wars 2"

PLAY AGAIN

Around a world in 14 days*

(*or however long the trail period lasts)

Part 2: City of Heroes

Richie Shoemaker continues his alternative look at some of the MMOs you're likely to be playing

Although I have prodded tentatively around most online games, there are a few very high-profile ones that I've never sunk myself into. City of Heroes is one of them – City of Villains is obviously another. The reason is because, to be honest, from a young age I've thought superheroes were just silly – the idea of playing a game populated by real-life Jeff Albertsons in camp and ridiculous costumes just never held much appeal.

Over the years I have warmed to the idea of playing City of Heroes, not because of a new-found love for people with a compulsion to do great or foul deeds, but simply due to the steady release of content updates that Cryptic and NCSoft have released, each of which have expanded the now five-year-old game beyond a level anyone could have ever expected. As I write this, Issue 14 is tantalisingly close to going live, after which players will be able to author missions for themselves and for others. Few MMOs offer anywhere near that kind of content creation ability – perhaps for good reason – but I've always liked games that try to stand out from the crowd, spandex or no spandex, so perhaps now was a good time


I am green. This is my fist.


Weren't you in Battle of the Planets?


This look was surprisingly common in this part of London.


Henchmen – you gotta love 'em.


They don't tell you how to deal with this in hero school.

Replay continued

to see what the fuss with the game used to be about.

CoH's character creation process was something I wanted to get through quickly. I'd heard stories of people lost for weeks designing the perfect outfits, and with just 14 days available to me, I knew I couldn't dally too long.

Within minutes the randomly generated and initially amusing 'Fisting Green Guy' emerged into Atlas Park, a close-combat tanking specialist with a very large forearm (well it make me chuckle). And so there I was, in the starting zone for a five-year-old game, and the place was actually busy. Not since starting this trial-surfing adventure two months ago had I been anywhere this well-stocked with players. Before I had time to enquire why Atlas Park was so full of talent, I was offered a place in a group and some kind of gargoyle and a small chap who looked like an Oscar award and I, set about gangs of bag-snatchers with nary another thought on the matter. I'd never admit it in public, but before long I was actually enjoying myself.

I had prior warning that Heroes has a tendency to feel repetitive, and that when it does, the best thing to do is just start again. The options are so varied and progression so swift, that beginning anew is a tonic to the veterans. It was a tonic to me as well. Every day a new group of superheroes, most of them old-timers, welcomed me into their temporary cabal, and together we racked up influence points and made Paragon City almost worth living in for the millions of poor unfortunate wretches who lived there. I wondered how busy the high-level zones were – not that I cared *that* much to be honest.

"Perhaps more than any other MMO City of Heroes makes you feel special"

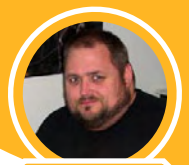
Perhaps more than any other MMO, CoH makes you feel special. It's simple child-like fun, camp and fully ridiculous, and even though I thought I'd come away indifferent, I couldn't help but thoroughly enjoy myself. Not enough to stick around, obviously, because another game beckons, but when (and if) I pass this way again, I shall be sure to spend a bit longer coming up with a better hero for myself. ●

To be continued…


Being a superhero 'n' all, Graham found it hard to blend in.

A heroic deed

We celebrate five years of City of Heroes in fine style…



Matt Miller, City of Heroes' Senior Lead Designer

Yes, City of Heroes is five years old. While other, lesser MMOs close after only a few months, NCsoft's epic of Spandex, special powers and silly costumes has gone from strength to strength. But what is the secret of its success? And what are NCsoft doing to ensure that City of Heroes will be here in another five years time? We spoke to the game's Senior Lead Designer, Matt Miller, to fine out more…

City of Heroes is five years old. Congratulations! What do you think has been the reason for the game's success?

When City of Heroes launched it was an extremely solid foundation for an MMO. Superheroes, modern city, and comic books coupled with a solid Archetype system that let many players live out their fantasies. Mix in a wide variety of enemies to fight, some good comic book-inspired plotlines and an old-fashioned alien invasion, and CoH hooked players from the get-go.

> *"When City of Heroes launched it was an extremely solid foundation for an MMO"*

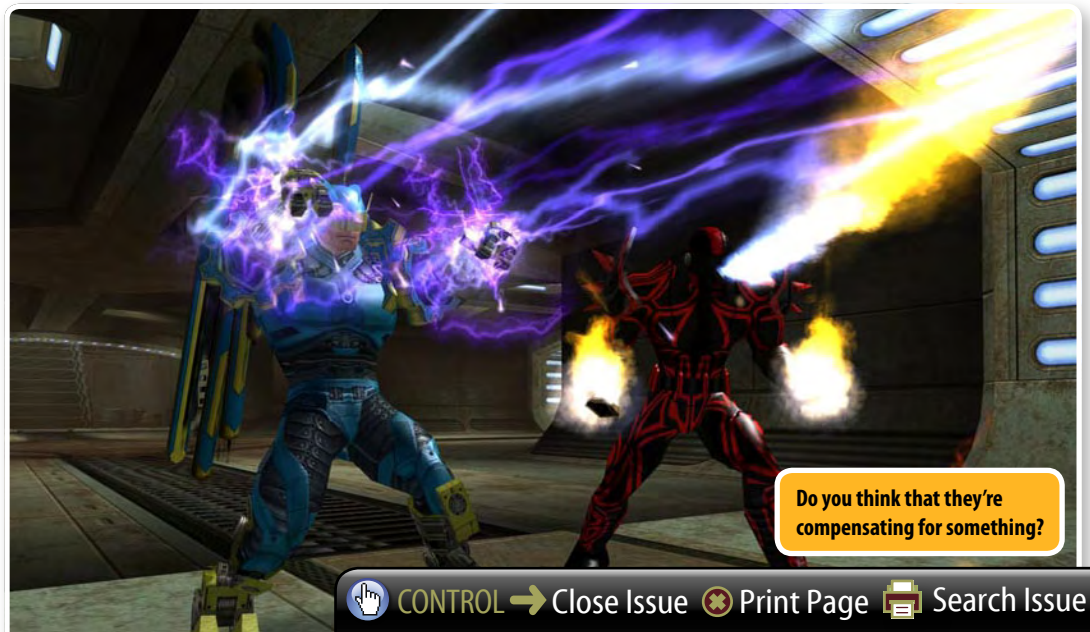
Then, as the game got more mature, it only got stronger. We never rested and said 'done'. We were constantly adding new zones, new enemies and best of all new gameplay systems to spice things up, and all for free as well! CoH really set the bar as for what MMOs were expected to deliver to their customers in terms of a 'free update'.



Like the eye patch, dear.

What's better, being a superhero, or a supervillain?

It depends on your work ethic. If you are constantly seeking out praise or wanting to have your life feel



Do you think that they're compensating for something?



The office mufti day was a huge success.

Interview continued

fulfilling using the talents given to you in a radiation accident, then you definitely want to be a hero. If you want a job where you set your own hours and your goals range from 'get rich' to 'rule the world', then it's a villain that you want to be.

The new Architect update will allow user-generated content to be added. Can you tell us how exactly will this work?
Players use an interface (based on our excellent Costume Creator) to set parameters that their missions will use, including which map they want, what objectives to have, how many objectives, what they are fighting against, etc. They can then write all the dialog and description text for practically everything in their mission. Finally they can string up to five missions together as one story arc, delivering a final 'souvenir clue' as a permanent memento to whoever finishes all their missions.

Plus, if a player wants to be super-creative, they can custom-build their own enemies and enemy groups, selecting powers and using our costume creator. This way they can have their very own arch-nemesis, and the group he controls, vexing the characters playing the story at every turn.

User-generated content is something we've long believed could be a breakthrough for MMOs. Do you think we'll see it adopted by other NCsoft games?
I won't lie… retrofitting the Mission Architect into City of Heroes was a vast undertaking. If other NCsoft games did it, they would probably have a lot of the same challenges that we had. Plus the concept of a 'holographic danger simulation room' just seems to fit better in a comic book game more than something like a fantasy game, but you never know.

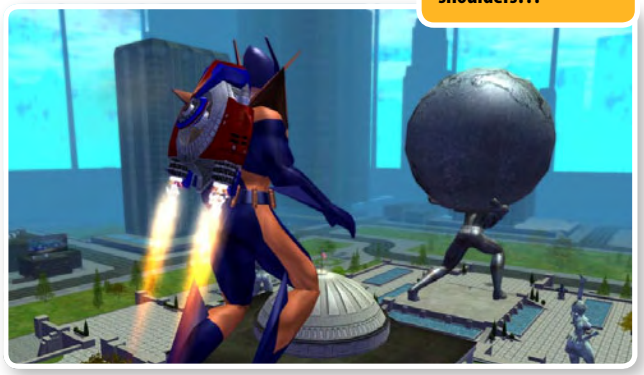

A sword of ice? Not the best idea we've ever heard.

Given the revival of superheroes (movies, at least two new superhero MMOs on the horizon), is there any chance we'll see a City of Heroes 2?
I've got a slew of names already lined up: City of Heroes 2: City Harder. City of Heroes 2: Electric Boogaloo. City of Heroeses. City of Heroes 2: Attack of the Rikti Clones. City of Heroes 2: The Wrath of Lord Recluse. City of Heroes 2: The Temple on the Moon. City of Heroes 2: A Tale of Two Cities. City of Heroes 2: How Synapse Got His Groove Back…

Okay, I'm joking. Before we can even think about a sequel, we're not finished with City of Heroes yet. We've got a ton of new features beyond Mission Architect that we look forward to sharing in future updates, but that's stuff I can't talk about quite yet. ●


To be honest, I don't fancy their chances much.

"We've got a ton of new features beyond Mission Architect that we look forward to in future updates"


He wasn't depressed, but he was carrying the world on his shoulders…

Publisher: NCsoft
Developer: Cryptic Studios
Heritage: City of Villains
Link: http://eu.cityofheroes.com
OUT NOW

gamerzines

FREE MAGAZINES FOR PC GAMES, MMOS, XBOX 360, PLAYSTATION 3, PSP & DS AND MORE.

www.gamerzines.com

FREE MAGAZINES! ALL OUR CURRENT ISSUES:

Never miss an issue again! Subscribe for free!

PCGZine
FREE! For PC gamers







360Zine
FREE! For Xbox 360



P3Zine
FREE! For PlayStation 3







PLAYZINE
FREE! For Wii, DS & PSP



CONTROL → Close Issue | Print Page | Search Issue | Zoom In | Zoom Out | Toggle Full Screen | Previous Page | Next Page

MMOZine Next Month

In MMOZine Issue 12



Sci-fi MMOG special!

JUMPGATE EVOLUTION

Exclusive interview and PvP playtest

PLUS!

Previews of Star Trek Online and Dark Prophecy

Star Wars Galaxies goes on trial

The Space Race: A brief history of space MMOGs

MMOZine Issue 12

Out 2nd June!

DON'T MISS ISSUE 12 SUBSCRIBE FOR FREE!

DON'T MISS ISSUE 12 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

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: 07770 648500
Call Duncan to discover how e-publications can work for you!

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 and you can find help on doing so here. While the greatest care is taken in producing this guide, 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 guide 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 2009
Company registration number: 4987058

Want more PC Games?

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

Exit this issue and go and download another issue?

Exit this issue and subscribe FREE for future issues?

Exit. **Read this month's PC Games Magazine.**



CLICK HERE TO CONTINUE TO PCGZINE, OUR PC GAMES 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.