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PCGzine

Issue 3 | March 2007

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

EXCLUSIVE PREVIEW

COMMAND & CONQUER 3: TIBERIUM WARS

NEW SCREENS AND VIDEO FOOTAGE INSIDE

HUGE REVIEW

SUPREME COMMANDER

It's RTS on a monumental scale

FIRST LOOK

TOMB RAIDER: ANNIVERSARY

Lara's back for a blast from the past

EXCLUSIVE INTERVIEW!

2142 BATTLEFIELD

Colin Clarke and Patrick O'Shaughnessy talk **Northern Strike**

REVIEWS



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Test Drive Unlimited

Handbrake turns in Hawaii



2

Vanguard

Most ambitious MMO yet?



3

TrackMania Utd

Stunt racing goes global

PLUS

WIN!

Sound Blaster X-Fi Xtreme Gamer



Welcome to PCGZine



2007 is shaping up to be quite a year on PC. And this issue provides a good flavour of the top titles that are heading our way over the coming months. In the here and now Supreme Commander has already picked up the illustrious PCGZine Award - it's an RTS tour de force, so don't miss our lead review starting on page 19. Elsewhere we can look forward to Command & Conquer 3, the return of Lara to her true gaming roots, 2142 Battlefield: Northern Strike and Warhound... you'll find the latest lowdown on each and every one over the following pages.

In addition, what with the launch of Vista, we thought it was high-time we introduced a help section to address any of your technical queries and quibbles. You can check it out on page 35.

Enjoy the issue...

Dan Hutchinson, Editor
dan@gamerzines.com

Don't miss! This month's top highlights

HANDS-ON
PREVIEW

Command & Conquer 3 Tiberium Wars

Check out the latest video footage here [PAGE 08](#)



EXCLUSIVE INTERVIEW!

2142 BATTLEFIELD

Prepare for Northern Strike
[PAGE 14](#)



WIN!
Sound Blaster
X-Fi Xtreme
Gamer



QUICK FINDER

Every game's just a click away!

Warhound	C&C 3: Tiberium Wars
Pirates Of The Caribbean	Tomb Raider: Anniversary
Enemy Territory: Quake Wars	Penumbra
Lord Of The Rings Online	2142 Battlefield
Hellgate London	Supreme Commander
Halo 2 (Vista)	Test Drive Unlimited
Harry Potter And The Order Of The Phoenix	Battlestations: Midway
UEFA Champions League	TrackMania United
Brothers In Arms: Hell's Highway	Vanguard
	Another World



Supreme Commander

It's RTS on an epic scale
[PAGE 19](#)

Warhound
First look!
[PAGE 03](#)



TrackMania
United
Exclusive review
[PAGE 28](#)

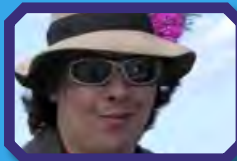


Tomb Raider:
Anniversary
Hello again. [PAGE 10](#)



MEET THE TEAM

Probably the
best games
writers on the
planet



Ian Morris

Ian steps back in time to Another World. Read his review on page 33. He really quite liked it...



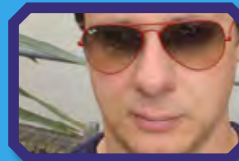
Tim Stone

When he's not shaking his fist at helicopters Tim's reviewing strategy games like SupCom.



Adam Oxford

Adam has been spending his days in the new online world that is Vanguard.



Steve Hill

Steve's been donning his shades and cruising the streets of Hawaii for Test Drive Unlimited.



WARHOUND

Publisher: TBC
Developer: Techland
Heritage: Chrome, Chrome Specforce, Call of Juarez
Link: www.techland.com
ETA: Late 2007

Warhound

LATEST NEWS

In dogged pursuit of first-person brilliance...

What's the story?

Freedom, well – sort of. You play an elite mercenary hard-ass and you're free to choose missions that will take you all over the world. You're a slave only to your love of money and your desire to be the best in the business.

What do we know?

Techland have turned the ambition dial up to 11 with this one. The game itself is a minefield of choices as you pay for your travel in and out of missions, select which intelligence to buy and plan how to undertake each task.

The missions themselves are more diverse than a Benetton ad. In Warhounds your 'to do' list includes kidnapping VIPs, whacking druglords, helping battle insurgents and even stopping the greatest terrorist threat in history (not another plot to kidnap Posh, surely?).

Then there's the multiplayer game, which enables 32 footsoldiers to lock horns online as they spatter locales from the Balkans to South America with bits of brain and shell casings.

When do we get more?

We'll have to wait until this dog's snapped up by a publisher before we can go paws-on.

Anything else to declare?

We're backing ever-improving developers Techland to pull out a corker with this ginormous shooter. You heard it hear first. Probably.

The greatest terrorist threat... red socks in the white wash plot?

Dazzle enemies by sporting the Britney look.

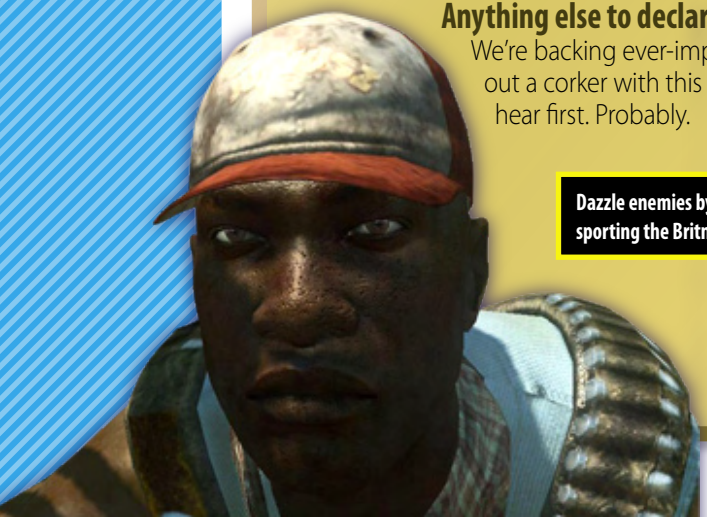


When Flaming Sambucas go bad...



Play dead. It worked for the cast of TV 'hit' My Family.

"Techland have turned the ambition dial up to 11 with this one"



THE DEFINITIVE SUBMARINE GAME SERIES EVER

SILENT HUNTER 4

★ WOLVES OF THE PACIFIC ★



 REPLAY THIS VIDEO



"SILENT HUNTER 4 IS A KNOCKOUT."

AVAILABLE MARCH 07

★ WWW.SILENTHUNTER4.COM ★



UBISOFT



Play a girl and have boobs.



Ships - like planes, but agonisingly slow...

“Frankly, the game sounds like a sandpit for swashbuckling psychos”



Publisher: Disney Online
Developer: Disney Online
Heritage: They're shiny and new like a fresh minted doubloon
Link: www.piratesonline.com
ETA: TBC

Never joke that size zero models look a bit 'weighty'.



Pirates Of The Caribbean Online

LATEST NEWS

In the navy with The Pillage People

What's the story?

You're a scurvy pirate, you are. Starting in the clink it's your lot in life to sail the seven seas (well, the one sea) and put together a crew of scurrilous rogues to plunder bounty and take on rival bands of profiteers.

What do we know?

The game's set in the POTC universe and you'll get the chance to team up with the likes of Jack Sparrow, Will Turner and the gloriously flat-chested Elizabeth Swann to rattle the bones of a marauding skeleton navy.

Frankly, the game sounds like a sandpit for swashbuckling psychos as you get to dress your pirate, link up with other actual human beings to form guild-like fraternities and build, then customise a pirate ship.

When do we get more?

Very soon indeed. The game is due for release in the States in the Spring and inside sources tell us it will also come to these here shores, most likely when the sun sleeps longest and the moon shines strongest (erm... nearer Christmas).

Anything else to declare?

There's a dark side to this cutesy universe. You'll bag extra loot by competing in dodgy card games and you can even master voodoo magic to heal, cheat in games or curse your enemies. You scoundrel!



Port Of Spain bouncers - notoriously arsey.

7 UP

The great and the good coming to a PC near you



Enemy Territory Quake Wars

Publisher: Activision | ETA: TBC

UK-based ex-modders Splash Damage pick up the reins with the latest Quake blast. A nifty objective-based framework forms a backdrop for hard-fought battles with ever-changing frontlines. The aim here is to bring players into the fray and ensure the rat-a-tat of chattering weapons fire is unceasing.



Lord Of The Rings Online: Shadow Of Angmar

Publisher: Codemasters | ETA: April 24

Tolkien's sumptuous fantasy world is whipped into massively multiplayer shape in the form of a sprawling interpretation of the entire realm. Adventures earn you kudos, experience and powers to humble your rivals.

Hellgate London

Publisher: EA | ETA: September

Demons have invaded the earth and turned London into a seething mass of zombified nasties. With humans heading underground to survive the horrors that lurk on the surface, it's up to you to pop your head over the parapet and turn this sorry tale into a human fairytale.



Halo 2 (Vista)

Publisher: Microsoft | ETA: June

Not exactly hot on the heels of the Xbox original, but a welcome addition nonetheless, Bungie's Halo 2 will finally cross platforms in June. Only PC gamers rich enough to have made the jump to Vista will get to grips with some of the most compelling multiplayer action money can buy.



Harry Potter and the Order of the Phoenix

Publisher: EA | ETA: June

With the seventh Harry Potter tome set to hit bookstores at about the same time, interest in the latest film is sure to be mightier than Hagrid's clogging right fist. This game conversion is an EA special, so expect bountiful cutscenes and little siblings to be transfixed by less-than-magical gameplay.

WINTER 2007

AUTUMN 2007

SUMMER 2007

SPRING 2007

ON THE RADAR

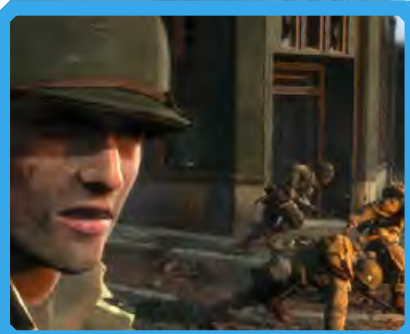
- World In Conflict (Autumn)
- The Witcher (November)
- Tomb Raider: Anniversary (May 25)
- Assassin's Creed (September)
- Blacksite: Area 51 (June)
- Kane & Lynch: Dead Men (September)
- Brothers In Arms: Hell's Highway (November 11)
- Virtua Tennis 3 (March 23)
- Medal Of Honor: Airborne (June)
- Ancient Wars: Sparta (March 23)
- Crysis (March 30)
- Spore (August)
- Unreal Tournament III (October)



UEFA Champions League 2006-2007

Publisher: EA | ETA: March 23

Fancy a taste of the glamour of European footy of the highest quality? Then take a peep at this half season break between FIFAs. Here EA turns on the glitz for a different take on the soccer experience, with a storyboard approach that will appeal to casual and hardcore fans of the beautiful game alike.



Brothers In Arms: Hell's Highway

Publisher: Ubisoft | ETA: November

The third in this World War II band of brothers series is a squad-based shooter on speed. You're dropped into the fray by parachute to join US forces and must battle hard to avoid exiting in a body bag.

STRATEGY ON A GALACTIC SCALE

"A GAME SO IMMENSE THAT SUPREME MIGHT BE TOO DELICATE A WORD" - GAMESPY

CRUSH YOUR ENEMIES LIKE ANTS

ATTACK WITH GIGANTIC EXPERIMENTAL WEAPONS AND WATCH THEM CUT A SWATH OF UNPRECEDENTED CARNAGE

WIN THE 1000 YEAR INFINITE WAR

COMMAND HUNDREDS OF UNIQUE UNITS. LEAD YOUR FACTION TO VICTORY AND WIN THE INFINITE WAR

DRIVE THEM FROM THE PLANET

EPIC, COMBINED-ARMS BATTLES TEAR ACROSS A DYNAMIC LANDSCAPE.

BASK IN THE GLORY OF SUPREME VICTORY

CONQUER THE GALAXY BY SEIZING PLANETS, AND REIGN SUPREME



 REPLAY THIS VIDEO

SUPREME COMMANDER

AN RTS BY CHRIS TAYLOR,

OUT NOW

WWW.SUPREMECOMMANDER.COM

DEVELOPED BY ACCLAIMED DESIGNER CHRIS TAYLOR AND GAS POWERED GAMES, SUPREME COMMANDER ESTABLISHES A BREATHTAKING NEW STANDARD IN PC GAMING AND USHERS IN THE NEXT GENERATION OF RTS GAMES.



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"MASSIVE, BRUTAL AND FIERCE... THE FIRST GREAT GAME OF 2007"

90%

WINNER OF 5 BEST OF SHOW AWARDS AT E3 2006





Publisher: EA
Developer: EA Los Angeles
Heritage: Command & conquer series
Link: www.ea.com/commandandconquer
ETA: March 30

READER REQUESTS!
What do you want to see in Command & Conquer 3?

EXCLUSIVE HANDS ON

COMMAND & CONQUER 3: TIBERIUM WARS

Battle do nicely

They've been lurking out in space for the best part of 1000 years, so it's hardly surprising that EA LA managed to keep the existence of a third warring faction in C&C3 a secret until the turn of this year.

The aliens, a typically menacing force of laser-blasting megalomaniacs were sitting having a cup of alien tea, just waiting for the right moment to swoop for Earth and get stuck into the fight for tiberium, a valuable other-worldly resource.

They couldn't have picked a worse time for us ugly bags of mostly water, because in the Earth of 2047 the planet is in the grip of a bitter war between the goodies, the Global Defence Initiative (GDI), and the baddies, the Kane-led Brotherhood of Nod.

The two latter factions will be familiar to fans of a series that defined the RTS genre in its first outing and has

been slowly evolving into an evermore intuitive game since.

The aliens are a brand new force, capable of churning out scores of deadly, but initially fairly flimsy units as they bid to overwhelm any human opponent who fancies bagging himself an ET.

And this welcome return to the traditional epic RTS format for C&C has more surprises up its well-starched sleeve than presenting a whole new army to play with.

The backdrop of a battle for the precious tiberium, a material that throbs with latent power ready to be refined to generate cash to fuel your war effort, is familiar enough.

But the weapons, vehicles and even the very mechanics of the game have been given a much needed shot in the arm to make C&C a more gripping and



Traffic cops are less forgiving in C&C



The aliens are all hard and shiny on the outside, but gloopy on the inside.



Alien: The Musical won rave reviews for its big closing number



Shoulder pads will come pack into fashion, with a vengeance

"The weapons, vehicles and mechanics have been given a shot in the arm"



You can take our freedom, but you'll never take this car park!

Jean-Michel Jarre-inspired laser shows light up Tiberium Wars



You can almost smell the burning flesh of the alien scum



There it is, the glowing tiberium that everyone wants

> C&C continued

accessible experience.

Each faction now boasts a vast array of units, from grunts and grenadiers to sniper troops and mammoth individual units. Our favourite so far is the alien Annihilator, a spindly tripod that stalks the battlefield making mincemeat of scurrying foes and terrifying your rival on the other end of your multiplayer game.

The GDI's juggernaut is reminiscent of the burrowing superunit of the same name from Rise Of Nations, dwarfing the enemies trying desperately to bring it down as it clunks across the field of engagement.

All the factions have access to upgrades, a fact that will urge you on to fabricate new buildings and establish a solid base from which to pump out plasma-firing playthings such as the glorious Nod stealth tanks.

The revamped gameplay mechanics mean you don't see structures knocked up before your eyes, but they're built offsite ready to be plonked onto the field, free from the incessant bombardment of rival forces.

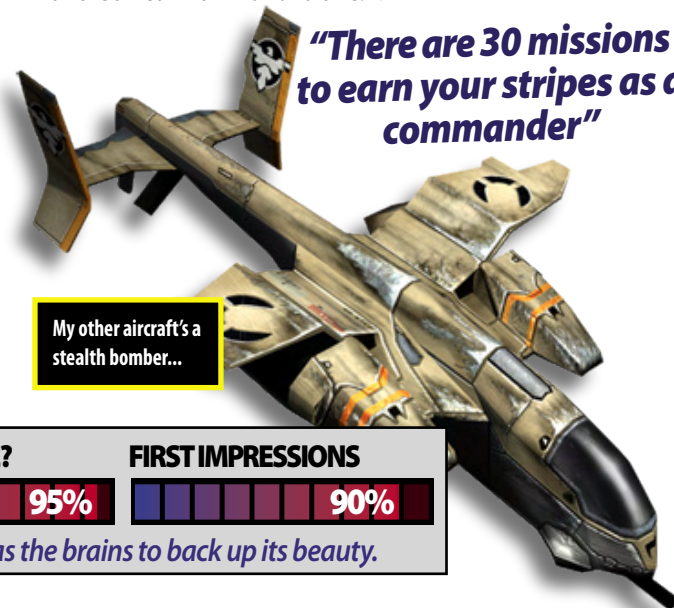
The tactical benefit of being able to drop readymade real estate onto the field is probably most significant with firing buildings, such as towers, which can be placed just in time to counter a major offensive or shore up a leaky line of defence.

Interface-wise, C&C3 simplifies matters further by keeping all your commands in a discreet sidebar that can be accessed with minimal disruption to your all-important view of the unfolding carnage. And there should be plenty of that – with 30

single player missions in which to earn your stripes as a commander.

With a multiplayer mode that supports VOIP and enables players to commentate on their actions while others watch and learn, we're settling in for a playing time to rival the One Hundred Year war with this one. ●

"There are 30 missions to earn your stripes as a commander"



My other aircraft's a stealth bomber...

INTERACTIVE CONTENT
 Click here to see the new C&C 3 trailer

PCGZine
 COMMAND CONQUER 3

HOW COMPLETE? **95%**

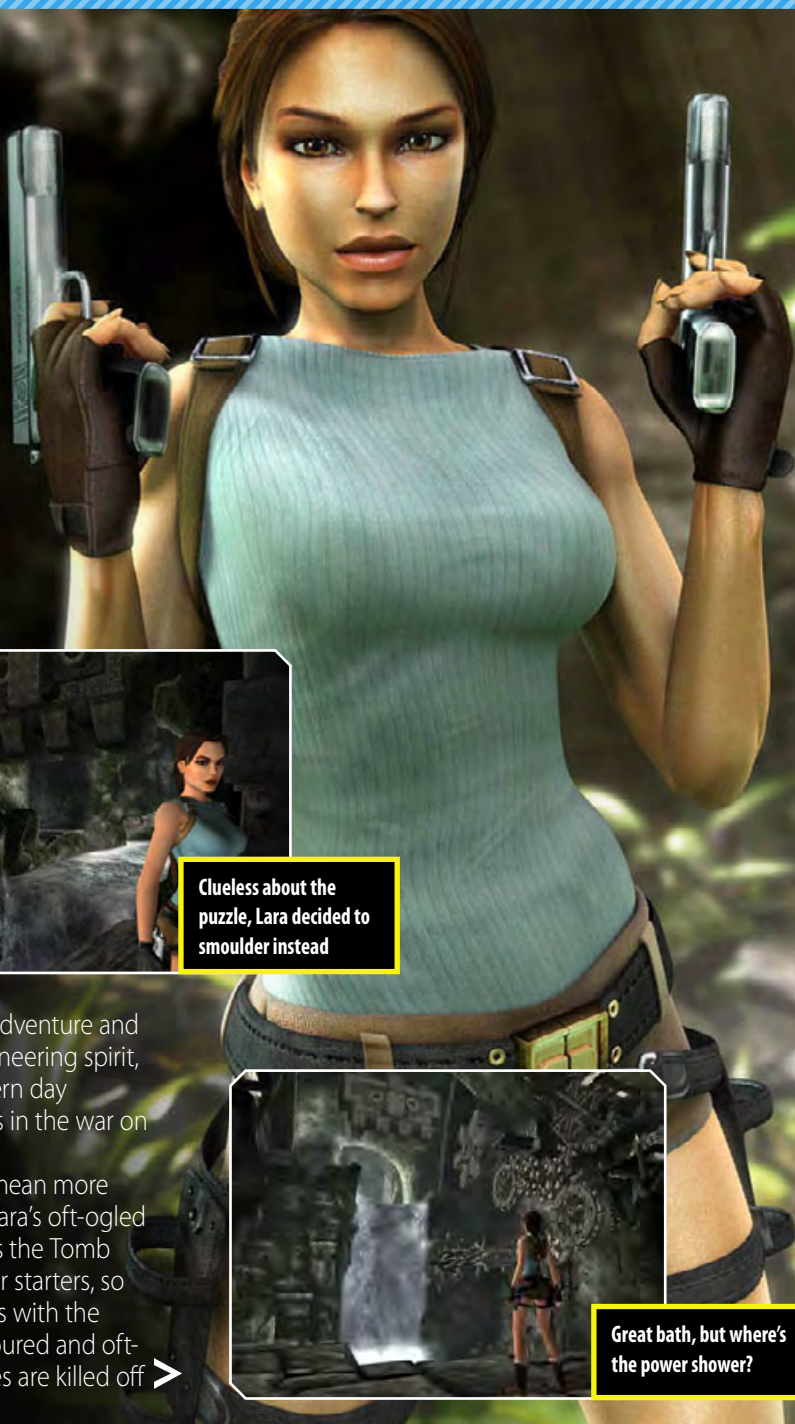
FIRST IMPRESSIONS **90%**

Stunning, and has the brains to back up its beauty.

EXCLUSIVE HANDS ON

TOMB RAIDER: ANNIVERSARY

Eleven years on, but is the love still strong?



Publisher: Eidos
Developer: Crystal Dynamics
Heritage: Tomb Raider Legend, Legacy of Kain: Defiance, Soul Reaver 2
Link: www.tombraideranniversary.com
ETA: May 25

READER REQUESTS!
 Click here to tell us what you want from Lara Croft!

Mind if we get personal for a minute? No? Good. You see, the original 1996 Tomb Raider reignited our passion for games by offering something fresh and exciting after a fairly dreary few years in the virtual world, and we cherished it dearly.

Beneath the hyperbole and the revisionist theories knocking iffy controls or frustrating level design, Tomb Raider was the perfect title to catapult PlayStation and gaming into the big time, largely because it really was excellent.

The game felt truly three-dimensional, offered a believable and ballsy heroine and deployed cinematic trickery to breathe life into diverse environments that were far less busily populated than they seemed at the

“Expect more polygons per nipple for Lara’s oft-ogled chesticles”



Reviving dinosaurs... aint that the truth Eidos?



Clueless about the puzzle, Lara decided to smoulder instead



Great bath, but where’s the power shower?

time.

So, who the hell do Crystal Dynamics think they are messing with our bird?

Actually, they’re one of the most qualified devs in the business and what they’ve done with Lara is blummin mouth-watering.

Anniversary isn’t so much a remake of the first Lara adventure as a whole new game inspired by the original. It basically borrows the wonderful

ambience of the first TR adventure and makes a game in that pioneering spirit, with all the tools of modern day development as weapons in the war on abject boredom.

And that doesn’t just mean more polygons per nipple for Lara’s oft-ogled chesticles. The game uses the Tomb Raider Legend controls for starters, so the occasional frustrations with the early TR’s sometimes laboured and oft-exaggerated control issues are killed off

"Screen-shuddering graphics and trademark filmic camera effects"



Lara swings into action. No? Ok - sorry

Around every corner lurks a new, fiendish trap. Or another corner



NEW FOOTAGE
Click here to see Lara in action



With a job as glamorous as hers, where does Lara go on holiday? Dudley?

> Tomb Raider continued

like a pair of inconveniently placed wolves.

Like any good reworking of an original, there will be some familiar elements in Tomb Raider Anniversary, which still features Lara's hunt in Peru, Greece and Egypt for the Scion artefact.

Nods to the original game and the Lara heritage are frequent, with similar locales transformed with multi-layered platform action that's shown off quite nicely in a few of the screens you're

doubtless scouring with a reminiscing eye right now.

Classic videogame moments, such as the thundering arrival of the T-Rex (hey – who cares it if was nicked from Jurassic Park) are reworked and writ large with screen-shuddering graphics and trademark filmic camera effects.

The repertoire of enemies Lara encounters has also been tweaked and includes snapping crocs, monstrous bears, wolves and - strangest of all – humans. These enemies look far more brainy than their fore-runners, capable

of boxing you into a corner and tearing at your clothes like a two-year-old brat desperate for another choccie button.

Clearly the game will be a welcome barrel-roll down memory lane for those of us who loved Lara first time round and have been cheating on her ever since.

By being a full-on reworking, however, Tomb Raider Anniversary should capture some of the wonder with which we first stared at our heroine and wow a generation brought up on sequels that haven't always lived up to the majesty of the original tomb raid. ●

ALL GROWN UP

Lara's narf looking better, eleven years after her 1996 debut on PlayStation...

Major boob

The doors

Younger model



THEN

Her knockers looked like two Rubix code fighting under a cloth



NOW

Is that a push-up bra, or do we detect a whiff of surgical spirit?



HANDS ON

PENUMBRA: OVERTURE EPISODE 1

**PENUMBRA
OVERTURE**

Publisher: Lexicon/
Gamer's Gate
Developer: Frictional
Games
Heritage: Of viking origin
Link: www.penumbra-
overture.com
ETA: April

For sale - basement
flat with bags of
potential.



Penumbra is
chillingly empty
at times.

A bitter sweet symphony

There's nothing more terrifying than the lurking threat of unseen enemies; nothing more spine-chilling than tip-toeing through corridors unsure of what may lie beyond the next corner...

And that's what Penumbra Overture is all about. While enemies are not a constant thorn in your side, they are an ever-present threat as you guide

protagonist Philip through a warren of tunnels in a mysterious Greenland facility.

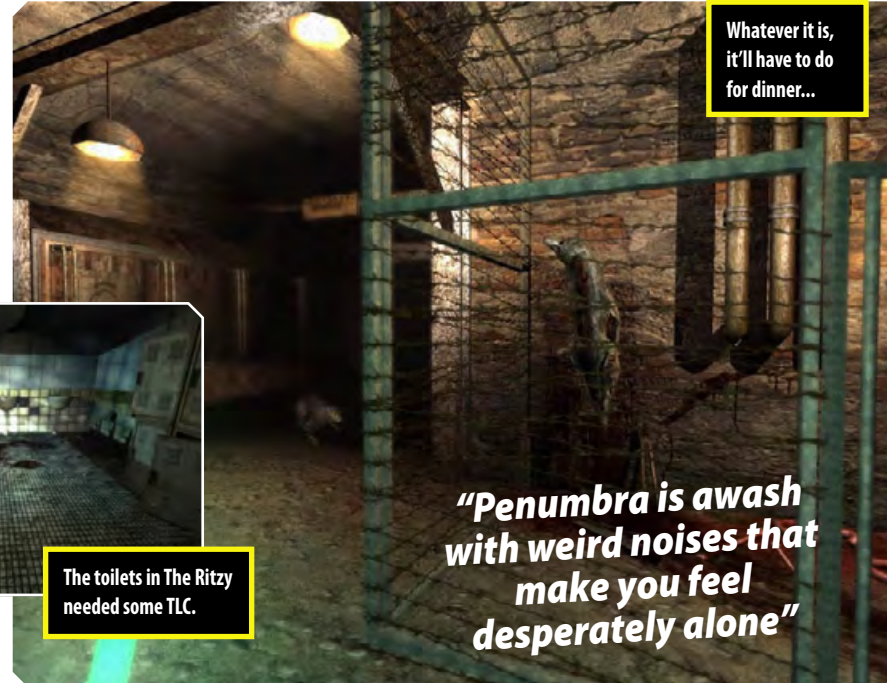
Your stinking feet are wedged into our hero's size 12s on the hunt for a book, identified in a letter from his late father (spooky) as so dangerous that it must be found and burned.

On the whole, the action is very much of the mental variety. A series of puzzles presents obstacles in your quest as you mimic real movements with sweeps of your mouse to push, pull and twiddle knobs as you go deeper into this strange, inhospitable environment.

Penumbra is awash with weird noises, clanging vibrations that put you under pressure and make you feel desperately alone. There are no humans to ease your loneliness either, with your only information about the outside world and your peculiar



The toilets in The Ritzy needed some TLC.



Whatever it is, it'll have to do for dinner...

"Penumbra is awash with weird noises that make you feel desperately alone"

mission coming from scribbled notes and the odd fuzzy radio transmission.

In all, Penumbra seeks to play to its strengths as a low budget game by focusing on its dark mood and sometimes challenging puzzles.

It's an episodic game that will need to generate a sense of attachment with its parentless lead character to keep us hooked for the next instalment....

But wait, what's that strange scraping noise? Ah, that must be our review team sharpening their pencils for next issue's final verdict... ●



Ways to skin a cat... number 257.

PCGZine PENUMBRA OVERTURE	HOW COMPLETE?	FIRST IMPRESSIONS
	85%	70%
<i>Unfinished symphony, but will it be music to our ears?</i>		

TEST DRIVE

Unlimited

'A triumph' 90%
PC Format



REPLAY THIS VIDEO

EXPLORE

1600km of diverse
Hawaiian roads



OUT MARCH 07

CONNECT

"Best Online Game"
Official Xbox360
Magazine



OUT NOW

WIRELESS

1st ever fully online
racing experience
on PSP



OUT MARCH 07



"RACING REINVENTED"
OUT MARCH 2007

The most expansive network of open roads ever realised in a videogame
Seamless online connection; unlimited challenges and opponents
Create clubs to race, chat, trade and upload challenges in the
in-game community
Over 90 licensed supercars and bikes from the most exclusive
manufacturers

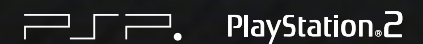


ATARI



PC DVD-ROM

www.testdriveunlimited.com



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Publisher: EA
Developer: DICE
Players: 1-64
Certificate: 16+
Features: Expansion pack for Battlefield 2142 – new maps, vehicles, unlocks...
Heritage: Battlefield, Rallisport Challenge
ETA: March 9

**2142
BATTLEFIELD**



Colin (top) and Patrick seem determined that the Northern Strike booster pack will add plenty of value to the BF 2142 experience, without costing an arm and a leg.



Wide open warfare

PCGzine pins down Colin Clarke and Patrick O'Shaughnessy, producer and assistant producer of Northern Strike, the latest 'booster pack' Battlefield 2142...

Nothing compares to the delicious carnage of multiplayer masterpiece Battlefield. The series has offered up some of the most compelling online play in PC history with iterations set in World War II Europe, 'Nam, the modern Middle East and a near future Earth.

A sandpit of sprawling drive-/fly-/

crash-anything vehicle levels and intimate urban locales, Battlefield's worlds have been expanded and improved with a string of booster packs. The latest is Northern Strike, and boy is it striking...

Before we get stuck into Northern Strike, could you tell us why you believe gamers have been hooked by the whole Battlefield experience?

I'm sure that every designer or producer or PR dude will have their own thoughts about why Battlefield games are so great, but my own belief is that it's because of how our games allow players to be creative.

We present you with a large



The Goliath is a formidable new unit for Northern Strike

sandbox full of toys and some simple, specific goals by which to achieve victory, and the rest is up to you. You are often rewarded for experimenting, whether it is with victory over your enemy or a great laugh at your own mistakes. And because the path to victory isn't linear, you're facing new challenges every round.

So what makes the series so great? Battlefield has always been about open warfare. This means everything from 'see it, drive it, fly it, shoot it, and win it all' to players needing to rely on their team mates as well as their own survival skills in order to be successful.

In Battlefield 2142 we provide players with more tools than ever before to use in each encounter. This allows for more creativity and inspiration in play while allowing players to still support one another as

they advance to common goals. At the same time the improvements to the squad system actively rewards players for good team play interactions.

Above all of this, Battlefield is about fun in a first person shooter environment. You don't have to be the best rocket shooter, the most agile twitch jumper, or even have the best aim to find fun in Battlefield. Defend or attack, support or destroy - it's all open to find fun in your own way.

"In Battlefield 2142 we provide players with more tools than ever to be creative"



2142 BATTLEFIELD



Northern Strike: it's nothing to do with disgruntled miners



How satisfying does THAT look?



Dressed for skiing, armed for killing

> Interview continued

What does Northern Strike add to BF 2142 as an experience? Is it just some reskinned bits and bobs and new vehicles, or will it actually improve gameplay?

Our basic concept for Northern Strike was to emphasise and reinforce the "assault" style of map layout. This is based on giving one team a single, uncapturable base at the beginning of the round and the other team several capturable bases.

The attacking team (with the single base) must capture the rest of the bases while the defenders hold them back and attempt to run out the clock, or tickets, as it were. If you remember Wake Island from BF1942 or Strike at Karkand from BF2, these are both assault-style maps.

We feel this asymmetrical layout gives both teams a better sense of

purpose and makes for more exciting rounds. We took this concept and tweaked the rules a bit, created vehicles that fit into the team's roles on the map, and built the ultimate maps to promote attackers vs. defenders gameplay.

For those who will be confused by such terms, can you explain horizontal podding and why it's so useful to players.

I guess this refers to the static pod launchers on two of the Northern Strike maps. One of the maps is a Titan pit-stop of sorts, and the other has a crashed Titan on the ground, so they both have some Titan parts lying around the map.

One of these parts is the pod launcher assembly that's fitted to both sides of the titan, and the launchers still work! However, these pods work a little differently than those from the APCs... They launch at a slightly angled trajectory, so you can use them to gain some ground quickly against your enemy.

There are three new maps in the booster pack – tell us your favourite and describe a bit of action that will whet the appetite of our readers...

Port Bavaria is my favourite of the Northern Strike maps. Here, the EU forces start out with a base at the bottom of a valley. The PAC army hold several cliffside Titan docking bays nearby, and the EU forces must launch in assault pods from APCs to make it up the cliff and attack the first line of

bases. For the first several minutes of the round, its wave after wave of launch pods in attempts to break through the PAC defences and gain a foothold on the front line from which to cover the rest of the map. It's a frightening sight from the defender's stance.

The two new units couldn't be more different – one's a heavy firing platform, the other is light and fast. Goliath or Hachimoto? Which would you have in your arsenal on the march to war and why? Or maybe you'd take both?

The vehicles are each team's tools to reinforce their roles on the assault-style map layouts in the booster pack. The EU forces have brought their Goliath fighting vehicle, a slow but extremely well-defended infantry transport that serves as a mobile spawn point. This is the edge that the EU team must use effectively to distribute troops throughout enemy territory.

Its weapons are mainly defensive and more or less unremarkable, but it has a system that repairs itself constantly during battle, keeping it

"The asymmetrical layout gives both teams a better sense of purpose and makes for more excitement"



> Interview continued

alive to supply reinforcements. The repair system isn't infallible though, in fact it's quite vulnerable to a few well-placed missiles.

Here's where the PAC Hachimoto comes in. A skilled team of driver-and-gunner can take a few bites out of the Goliath's defences as well as cleaning up pesky infantry for good measure. This thing provides the ultimate drive-by. It's fast, it can move sideways, and it has big guns. In fact, you have to hit & run or else - the lack of significant armour here makes you a sitting duck if you keep still for too long.

Can you tell us what the ten new unlocks, pin and awards are? Which are your favourites? Have you or the testers had any proud and/or thrilling moments achieving one of them?

We've added bronze, silver and gold

Sorry Clive, there's only room in here for six - you'll have to walk

awards for two new categories, using the new vehicles and playing on the maps. There are four new ribbons; one each for obtaining kills in the Hachimoto and the Goliath, one for being victorious on all of the new maps, and one for defending against the new vehicles. The new pin is awarded when you manage to capture the PAC home base, which is a little trickier on our maps.

Achieving these awards grants unlock credits that you can use on any available unlocks, not just those in Northern Strike. As for those, there's a new ability unlock in the form of footwear that increases your sprint recovery and decreases damage taken when falling, and a new squad leader spawn beacon with a shorter spawn time.

Additionally, each class has two new unlocks at the top of their unlock branches. Some examples of the class unlocks are a new smoke grenade for Assault soldiers that has a short-range enemy infantry surveillance function, a throwable item for Engineers that will spoof anti-vehicle motion mines, a

decoy object for Recon soldiers that masks and displaces their signature on the enemy's infantry tracking devices, and Support soldiers can unlock a sticky-grenade launcher.

My proudest achievement is obtaining the Operation Snowflake Ribbon, which requires 40 kills from the Hachimoto, 5 of which must be road kills. Even without the award, it's always gratifying to run people over.

For the uninitiated, tell us about the Epic Titan mode - why have you decided to extend it. Why do you think it's such a great way to enjoy the maps?

Titan mode sees each team controlling a huge floating mobile base in the sky, which are called Titans. The ground battle has missile silos spread across the map, which your team must capture and hold to send missiles tracking towards the enemy Titan.

Titans start the round well protected, but after taking enough missile attacks, they open up and allow infiltration by enemy troops. After more pounding by missiles, the hull fails and

"Titan mode sees each team controlling a huge floating mobile base in the sky"

the Titan is destroyed, granting your team a victory.

Attrition by missiles isn't the only way to destroy a Titan, however. Your team can make it's way into the Titan itself, breaching enemy defences and destroying internal systems, and ultimately the ships core, to obtain victory.

This game mode is a less abstract scenario, built upon the classic conquest game mode of previous Battlefield games, and the final Titan assault feels truly epic. There was no question that we would include Titans in Northern Strike, this time placing the ground battles in a more urban and infantry-focused environment.

You must get asked this a lot, but we are desperate to know what's next for the BF series - you've done WWII, Vietnam, modern combat and now future combat. Where can you go from here?

Surprise!! I'm not going to give you any details! But... this week you can check out www.battlefield.ea.com to get some new info about what's coming next (*Turns out to be Bad Company video on Xbox 360 Marketplace* - Ed). ●

2142 BATTLEFIELD

Something tells us that won't work



In the future all architects will be blind





WIN!

2 Sound Blaster X-Fi Xtreme Gamer soundcards

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Closes 27th March 2007



The Sound Blaster X-Fi XtremeGamer sound card makes the X-Fi chip available in a low-profile PCI format for small form factor or full-size PCs.

Features

- The world's most powerful audio processor, delivers faster frame rates in games with hardware-accelerated Direct X, OpenAL and EAX 5.0.
- CMSS-3D Headphone delivers incredible surround sound over stereo headphones for gaming, movies and music.
- 24-bit Crystalizer makes all audio sound better and enhances games, MP3/WMA, streaming audio and video, TV and radio, DivX and DVD movies.
- Active Modal Architecture with 'Entertainment', 'Gaming' and 'Audio Creation' modes dedicates the processor to the task at hand, with an easy-to-use interface for each mode.

ENTER THE DARK WORLD OF A THREE PART HORROR



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"An enticingly eerie horror game. This makes for a game-world that we look forward to getting immersed in more"
Gamespot

"Eerie episodic survival-horror, bolstered with an excellent sense of atmosphere and accomplished physics gameplay." Games Radar

16+

www.pegi.info

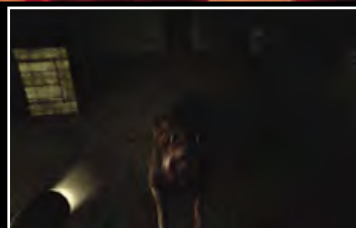
PC CD-ROM

FRictionAL
GAMES

- Revolutionary physical interaction system.
- First-person perspective allows seamless combination of action and problem solving.
- Stunning audio and visual design bring horror to life as never before.
- Solve problems your own way: combat the intelligent AI, or confound it.

LEXICON
ENTERTAINMENT

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PENUMBRA
OVERTURE

EPISODE ONE



Supreme Commander



Subs lurk beneath these waves.

Publisher: THQ
Developer: Gas Powered Games
Heritage: Total Annihilation, Rise of Nations, Starship Troopers
Link: www.supremecommander.com
OUT NOW

SYSTEM REQUIREMENTS
1.8GHz CPU, 512Mb RAM, 128Mb 3D card

Death's Symphony Orchestra has an opening for a conductor

If you've ever been tempted to buy a tarantula, glue a lightweight surgical laser to its back, and drop it into the middle of a busy ants' nest, then you really must get Supreme Commander (and stop buying cheap vodka from that shifty Ukrainian down the market). This refined, spectacular, sci-fi RTS does giant robo-arachnids incredibly well.

Three factions are provided and each one has three awesome colossi

perched at the top of its tech tree. With the United Earth Federation the star is the Fatboy, a vast fortified factory mounted on caterpillar tracks. With the Aeon its a huge UFO, and with the Cybrans it's the towering spiderbot-with-deathray that featured in most of the trailers. It has to be said, without these giants the sides would be surprisingly samey. Each relies on a similar mix of land, air, and naval units

to do its conquering and the same two resources (mass and energy) to fund its growth. The shared characteristics make switching civs painless, but you do have to wonder why Chris Taylor and chums, free as they were from any historical and licence constraints, didn't have a little more fun with faction design.

Well, that's the negativity out of the way. Once you've resigned yourself to

WEAPONS OF MASS CONSUMPTION

SupCom's army ingredients



Pillars Of Strength

Muck And Bullets

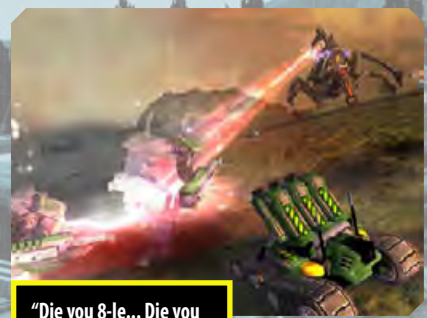
Crush, Kill, Destroy

Pillars Of Strength

Armoured Control Units (ACU) are the closet thing SupCom has to heroes. They can build or fight, and be upgraded with numerous weapons, sensors, and shields. Lose one in a campaign episode and it's usually 'mission over'.



You'll need a good spec PC to run this game.



"Die you 8-le... Die you 6-legged freak!"



"This spectacular sci-fi RTS does giant robo-arachnids incredibly well"



The black smudges were once a proud army.



> SupCom continued

the fact that you can't play as a race of super-intelligent sea cucumbers, or Nazi bacteria, it's pleasant surprises all the way. This is plainly a game fashioned by people who know real-time strategy. The command-and-control system is simply brilliant - an inspired mix of the reassuringly familiar and the why-has-no-one-thought-of-that-before novel. Small things like the way you can tweak patrol waypoints,

The Fatboy generates its own shield.



"The command-and-control system is simply brilliant"



FREEZE FRAME The long march



5 MINS

Game opens with an excellent cinematic explaining the origins of the thousand year Infinity War.



1 HOUR

First really big explosion. An enemy Armoured Command Unit detonates taking down everything nearby.



3 HOURS

First taste of naval combat. Mission 3 has you building subs, frigates, and torpedo bombers.



4 HOURS

First opportunity to amass a sizeable air armada. Several hundred aircraft leave on the same raid.



8 HOURS

First appearance of a Cybran spiderbot. Many friendly units perish before its mega-laser is silenced

co-ordinate attacks, and ferry troops across maps with automated transport ships add-up to effortless battle choreography. The biggest aide-de-camp is the unusually mobile camera. One stroke of the mouse-wheel lifts the lens from the standard low-altitude vantage-point up to a mini-map style view of the entire battlefield. As SupCom's venues and armies tend to be massive, the zoomed-out view, with

icons representing the units, is damn useful. It's almost too useful actually. It's easy to spend half a mission with your head in the clouds and miss most of the spectacle.

Prepare for battle

On paper the three campaigns look skinny. Six missions per sequence doesn't sound a lot until you realise that each scenario is composed of

several phases and can take hours to complete. Usually the maps and the objective start small: build-up a base, chaperone a convoy, eliminate an enemy patrol, that kind of thing. Once you've completed your first task the play area enlarges and new, more demanding goals are unveiled. The narrative lubricant that keeps everything moving is not quite Blizzard standard, but is good quality.



Looks like those titanium buttocks were a wise upgrade.

Your ACU starts all by itself and must build a base from scratch.

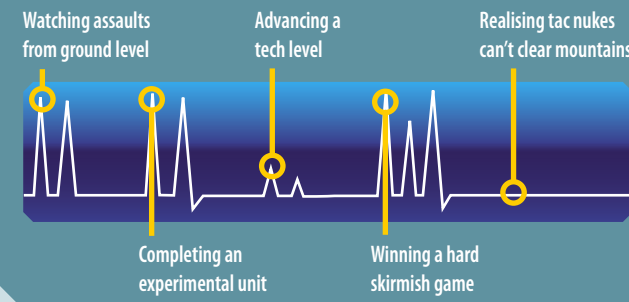


Forget tank rushes, the gunship gangbang is where it's at.



"Many photon beams make light work." Old Aeon proverb.

PULSOMETER *Signs of life*



Even God's impressed by the UFO's death beam.



Skirmish maps tend to be fairly spartan. A few ruined towns might have helped.

QUICKFIRE QUIZ

> SupCom continued

Watchable pre-rendered cut-scenes between scenarios and well-voiced vid-link talking heads within them tell the story of a tripartite war in which there are no clear-cut good guys.

Exhaust the campaigns and there's still months (years?) of laser-licked entertainment waiting in skirmish and multiplayer. Both modes bristle with options and feel uncommonly well playtested. In the former you can pick the play style of your artificial

opponent, and choose between three different difficulty levels and victory conditions. On the normal setting the AI can seem a little passive, but often he/she/it is just biding their time. Even on 'easy' don't expect to waltz into an enemy base and find a few poorly placed structures and a crowd of useless transport or builder units kicking their heels.

Whatever the map or victory condition, most skirmish and MP sessions end-up as battles for control of the scattered 'mass' deposits. While basic energy generators can be constructed anywhere, mass mines

must be sited directly on seams, making turtling tricky. The more mines and power stations you erect, the faster your factories can disgorge units; it's a brutally simple equation. In the campaign there don't appear to be unit caps, and there are few time limits, so missions often close with skies, seas, plains and hillsides seething with ordnance-spewing war machines. Other RTS games offer better stories, more interesting factions, and more atmosphere but none cram so much wanton destruction on a single screen and make it so simple to control. ●

Tim Stone

"Missions close seething with ordnance-spewing war machines"

READER REVIEWS!

Agree with us? Disagree? Click here to tell us now!

PCGZine Verdict

Mayhem on a monumental scale

- Armies with hundred of units
- Slick, sophisticated control system
- Similar factions

90%

VANGUARD

SAGA OF HEROES™



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REPLAY THIS VIDEO



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Create chains of spectral attacks and powerful reactions with a groundbreaking dynamic combat system.

Command the skies on your dragon, roam the world on your warhorse, or choose from dozens of other mounts.

COMING SOON

JOINVANGUARD.COM





Test Drive Unlimited

Aloha from Hawaii...

Imagine if you had a wedge of cash, a driving license and a penchant for sportswear. What would you do? According to the makers of Test Drive Unlimited, you'd irresponsibly drive a selection of performance vehicles around Hawaii, buy a number of properties in which to store them, and prance around in a Ben Sherman tracksuit.

Publisher: Atari
Developer: Eden Games
Heritage: V-Rally, NFS: Porsche Unleashed
Link: www.testdriveunlimited.com
ETA: March 16th

SYSTEM REQUIREMENTS
2.4Ghz CPU, 512Mb RAM, 256Mb 3D Card



There's no shame in renting.

Superficially at least, that's the premise of the game, which of course appeared on the Xbox 360 a few months ago, taking advantage of the console's ready-made online service to offer what was dubbed Massively Open Online Racing. The same applies here, although the online aspect is not compatible with Xbox Live, leaving PC gamers to fend for themselves on the mean streets of Hawaii.

Those streets have been recreated in astonishing detail, with the game boasting over 1000 miles of satellite-mapped roads, all lined with improbably lush vegetation. And while

it's by no means the PC's most graphically impressive game, it looks like the kind of place you'd like to visit. Particularly of course if you like cars, of which there are over 125 licensed varieties, all lovingly recreated down to the finest detail. Essentially, it's car porn, so if you're the kind of person who drools over, from Lamborghinis to Jaguars to Aston Martins, with even a few motorbikes thrown in for good measure.

Holidays in the sun

As usual, the downside of this authenticity is the manufacturers' reluctance to let their prized possessions receive any visible damage.

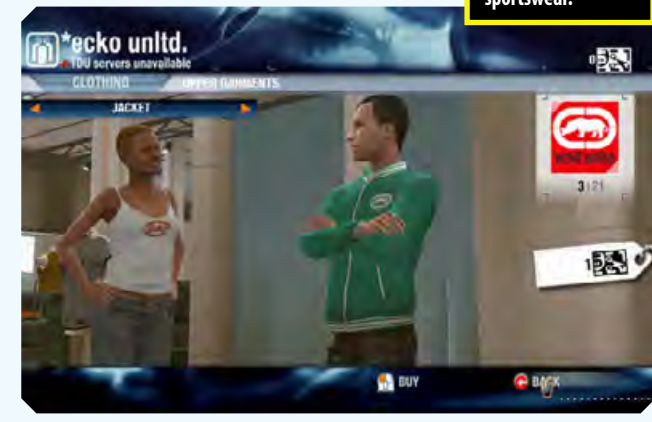


The in-car view for the purists.

As such, you're largely invincible, able to mangle other generic vehicles and even knock them off the road with impunity, save for the half-hearted attention of the local police force (sadly not Magnum P.I.).

In between cruising around, there are challenges to take on such as races

It's all about the sportswear.



"TDU boasts over 1000 miles of satellite-mapped roads"



Delivering cars unscathed is a big earner.



COME AND HAVE A GO

If you think you're fast enough...



The challenge

The course

The race

The challenge

Pick your victim, flash your headlights, cruise up alongside him, roll down the window and give him the eye. And if he spurns your sexual advances, offer him a race.

> TDU continued

and timed checkpoint affairs. And if you flash your headlights at another driver – real or computer-controlled – you can create your own quick races. Winning challenges earns cash, cash buys or hires better cars, better cars win better-paid races, and so on and so forth. Obviously you've got to look the part to drive some of the world's best cars, so nipping into a boutique for a new pair of jeans is all part of the experience.

While there is plenty to do in TDU, getting round to actually doing it proves something of a stumbling block. After all, how many cars do you need? You can only drive one at a time; much as you can only wear one pair of virtual shoes at a time, and the incentive to accrue more cash is minimal.

There's a lot to be said for simply cranking up the radio (offering indie,



Tyre fans are ably catered for.



Multiplayer races can earn quick cash.

"Technically impressive but not necessarily that compelling"

dance and classical stations) and going for a cruise. You can even follow the signs to Pearl Harbour if you can be arsed, although you won't find much there. Technically impressive but not necessarily that compelling, ultimately TDU is like going on a luxury holiday but not getting out of the car. ●

Steve Hill

PCGZine Verdict

More fun than being stuck on the M25.

- Massive game world
- Authentic vehicles
- Lack of structure

78%



Publisher: Eidos
Developer: Eidos Hungary
Heritage: None
Link: www.battlestations.net
ETA: Out Now

SYSTEM REQUIREMENTS
2GHz CPU, 512 MB RAM
64MB 3D Card

Unfortunately, Japanese fighters shot down the mail plane

In late 1941 Japanese forces had massed in South East Asia.
On December 6th President Roosevelt sent a personal note to the Emperor of Japan, appealing to him to cease warmongering.

Battlestations: Midway

The Pacific could be yours by dinner

Most games go through somewhat of a metamorphosis throughout their production lifetime, but few can contend with Battlestations: Midway's journey. Developed by Eidos for the PC and Xbox360, the past three years have seen a change of formats, a change of developer, and even a slight change of title. Given the ease with which titles can disappear off the radar altogether, it is something of a surprise that we're actually sitting here playing a finished product.

Perhaps this is testament to the fact that there has been no deviation whatsoever from the original concept of a WWII based action-strategy title. It

is this fusion of action and strategy on which Battlestations: Midway lays its hat and in which you must find some sort of a balance if you are to control the seas and skies of the Pacific. Luckily, you are eased into battle...

You are introduced to everything, from the basic navigation of a destroyer, to the precision control of a squadron of dive bombers through the in-depth Naval Academy mode. While this series of missions isn't exactly enthralling, and as a whole is pretty long winded (seriously, if you take your time the tutorial can take up the best part of two hours), it does set you up rather well for the forthcoming US campaign which, thankfully, drops you into the middle of the action, starting in a small patrol boat stationed at Pearl Harbour itself.

Within moments you'll be cutting Japanese fighters from the skies and

mercilessly destroying submariners with your depth charges, before being thrown into the midst of a good old dogfight.

It is this constant changing around that displays one of the game's strengths. Pacing is a key element, and



The local council had little patience for those caught without a fishing license



Goodness gracious, great balls of fire

DEAL DEATH FROM THE SKIES
Don't just shoot, think!



Soften it up with machinegun fire



Dive in with a bomb or two



Finish it off with a torpedo



Boom!

"Within moments you'll be cutting Japanese fighters from the skies"



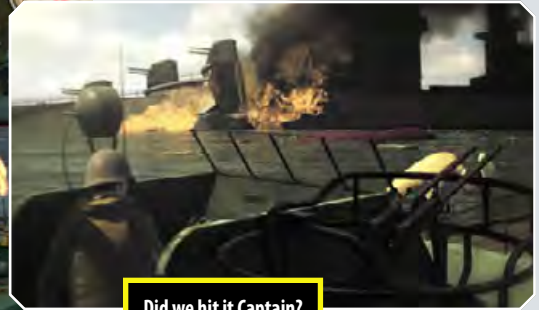
Traffic was always like this during the school run

> Battlestations continued

without the likes of the sluggish submarines, which are a little hit and miss, you wouldn't truly appreciate the excitement that can be had by taking control of a squadron of fighters and setting off to destroy Japanese bombers before they introduce your cruisers to the sea bed. Ships, whether it be destroyer, cruiser or battleship, also slow down the action a little, but allow you time to check on your Tactical Map, the interface through with most of your strategic planning takes place.

Although it works well, it isn't a particularly deep interface, and you are

The new recruit had mistaken "Get the fire hose" for, "Cadet, fire topedos"



Did we hit it Captain?



somewhat limited as to what you can achieve from it. Move a selected unit, attack a selected unit, defend a selected unit, there's not much to it but it doesn't really detract from the game, and keeps the action moving. Micro management, isn't much of an issue, and given the game's nature, it would be a shame if you had to spend too much time sat behind a map.

Paper, scissors, stone

As with most decent strategy titles, it is the game's relative simplicity that draws you in. What we have here is essentially paper, scissors, stone on a grand scale. Available from the in-game

menu is a Tactics screen which pretty much spells out for you which stone is best selected for blunting those damned Japanese scissors. Fighter beats bomber, bomber beats destroyer, destroyer beats fighter. If only it were that simple.

While the controls and general interface are fairly solid, what we're really lacking here is polish. The graphics are adequate, and while there are moments in the heat of battle where you sit back and relish the sight of bombers emerging from the bellowing smoke from sinking battleships, you can't help but wish that a more advanced graphics engine had been used. It's not too difficult to see that the developers were originally producing a PS2 game here. That said, that this is part strategy game, and even at the best of times, the RTS genre hasn't been known for flashy visuals.

As ever, the problem with blending genres is that you rarely get the best of both worlds, and you can never please the real genre-junkies with a crossover title. Strategists won't find much rivalry for Company of Heroes here, nor will action-nuts be swayed away from Battlefield 2, but Battlestations: Midway is so much more than just a sum of its parts. It's just a shame that it's all over so quickly.

If you've got the day to yourself you can install the game sometime after breakfast and you'll undoubtedly be done by the time you're sitting down for your evening meal. In fact, leave out the Naval Academy tutorial and you'll have time to walk the dogs and watch some TV.

What we really needed here,



especially for longevity sake, is a skirmish mode, and a map/mission editor wouldn't go amiss either. Sometimes you find yourself aching for some mindless bombing runs, or a purely naval battle. Without some form of sandbox mode, the battle just doesn't last long enough. For a game trying to push the boundaries of genre, it's a shame that it has missed out on something so standard.



Check this handy little screen before sending your sub after the torpedo bombers

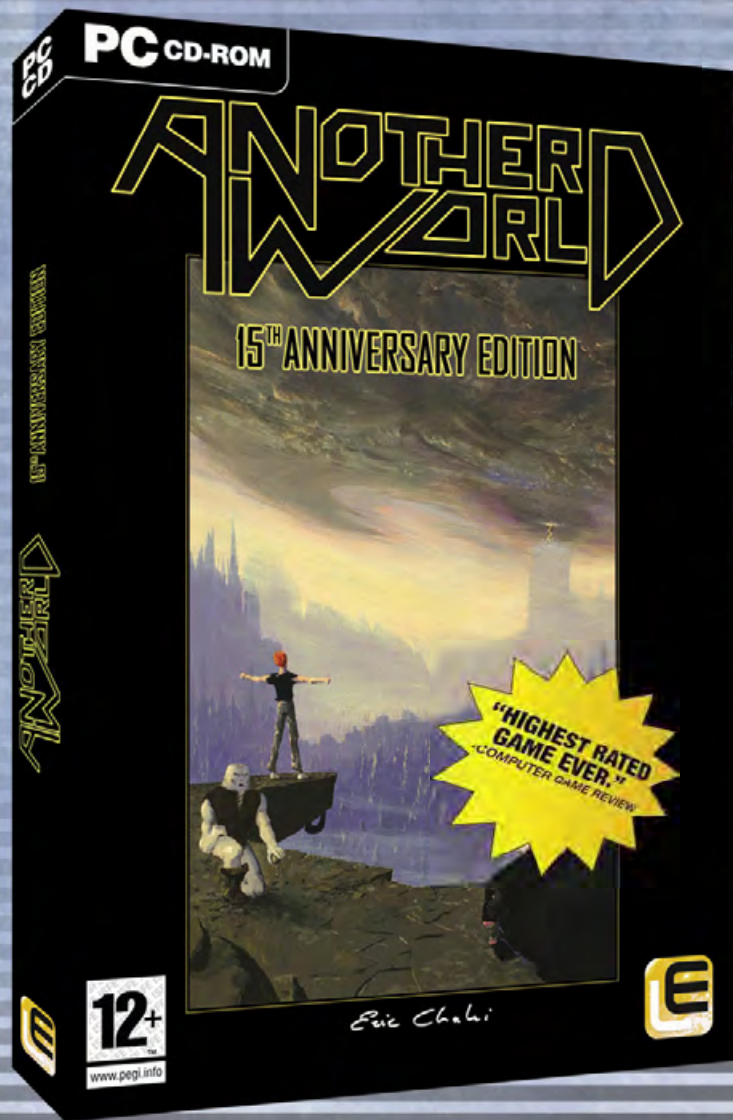
Darran Hepworth

PCGZine Verdict

Enjoyable, but short lived and lacking polish.

- Nice blend of genres
- Enjoyable dogfights
- Over too quickly

77%



ANOTHER WORLD

"Highest rated game ever"
Computer Game Review

"Most innovative new game of the year"
Electronic Gaming Monthly

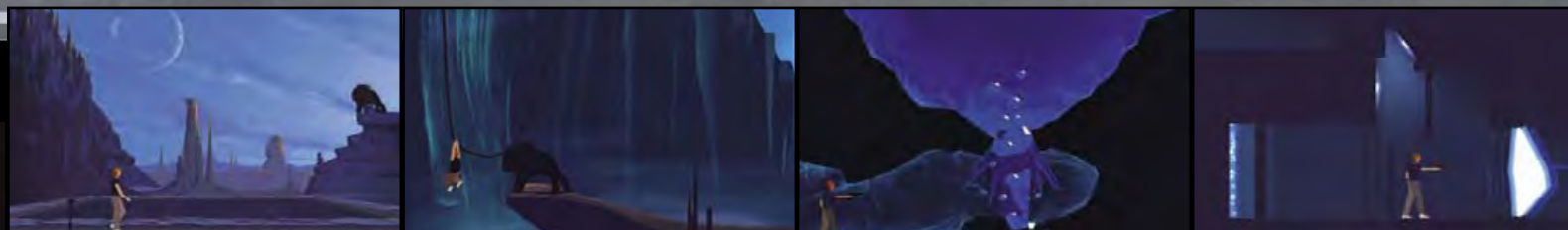
- Music and SFX re-recorded by the original composer
- Redesigned game-play by original author ERIC CHAHI
- Limited 15th Anniversary Collectors Edition
- Play in High Definition
2048 X 1536 Resolution



LEXICON ENTERTAINMENT



ElektroGames





Publisher: Ascaron/93 Games
Developer: Nadeo
Heritage: TrackMania
Link: www.tm-united.com
ETA: 09/03/07

SYSTEM REQUIREMENTS
1.6Ghz CPU, 256Mb RAM,
32Mb 3D card

TrackMania **United**

The world's favourite stunt racer just got bigger, faster and global!

Yeeehaaaaa! Yep, the world's fastest, craziest and most inventive stunt racing game is back in town and its current aim is nothing short of complete global domination (Dr Evil would be proud). Since it first burst kicking and screaming on the scene at the latter end of 2003, TrackMania has been the James Dean of race gaming – less worried about immaculate authenticity and pin sharp graphics than sheer speed, exhilaration and outrageous tracks that just defy logic. The ensuing TrackMania Sunrise ironed out lots of the kinks and added the Stadium

environment, while recently a downloadable add-on (TrackMania Nations) was released to tie in with the Electronic Sports World Cup. As the title suggest, the best of all three titles have come together and added one whopping new improvement.

Coppers

The gameplay is divided into three modes – Race, Puzzle and Platform. There are seven environments to explore in Race mode, ranging from barren desert plains to snowy mountain ranges. Dirt-racing is one of the novelties, as is a marked divide

between time trials and 'official' status. Once you feel you've mastered and notched up medals for all the basic Stadium tracks, you unlock the possibility of Net-recognised ranking at both the local and global level. You're allowed so many free goes at this before you start spending currency (called coppers). You can use more coppers going online to download other players' tracks and skins, etc. You accumulate more currency every time you log on or win medals but the separation of time trials and officialdom is loco. If you smash the speed record in an 'unofficial' trial,

HOW TO BE NUMBER ONE

TrackMania tips & tricks



Race mode

Puzzle mode

Platform mode

Race mode

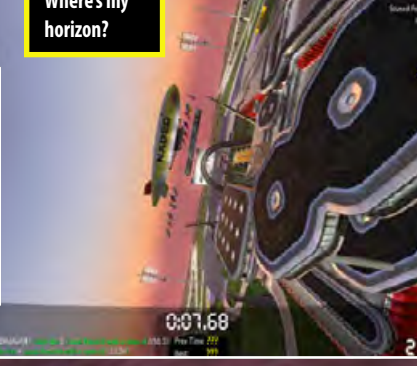
Work your way through seven different hostile, tortuous environments with cars ranging from zippy sports numbers to lumbering 4x4s, first through exacting time trials and then going 'official' to scorch your way to the top of the online ladder. Additional challenges, other players' tracks and 'ghost' competitors can be downloaded, but all of this has to be paid for using your copper collection.



Ghost in the machine



Where's my horizon?



That's my baby!



"Sheer speed, exhilaration and outrageous tracks that just defy logic"



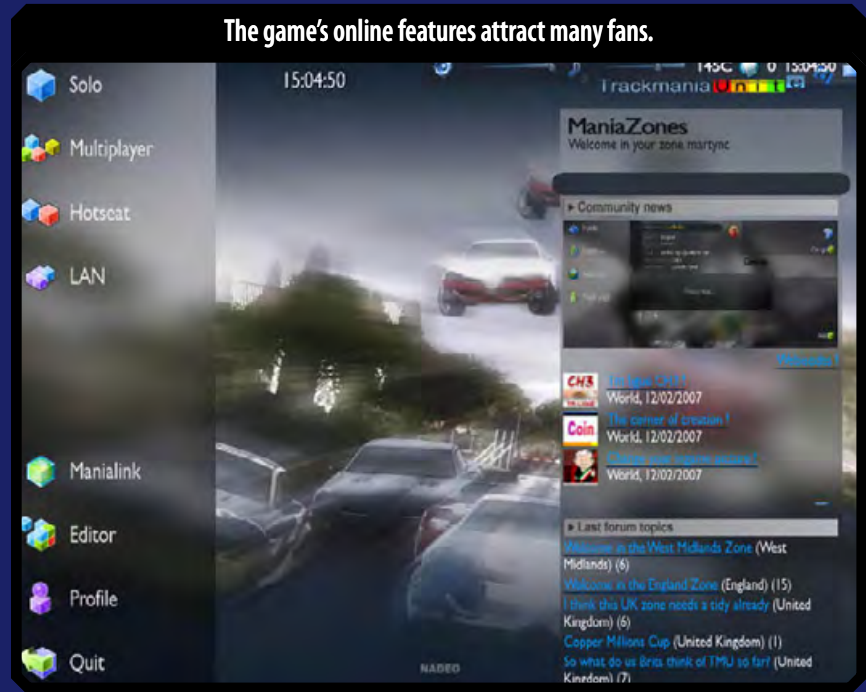
Lost in Narnia

> **TrackMania** continued

does that mean it will never be universally acclaimed? James Dean wouldn't approve.

On the other hand, the ability to switch online at a moment's notice in solo play is a massive bonus as it makes the range of gameplay well nigh limitless. You can purchase challenges (i.e. other people's home-made circuits) and even the replays of top ranked players worldwide to help you crack seemingly impossible levels. Also you can call on medal winning 'pacemakers' to spur you on to faster laps.

If you're the creative type that likes head games as well as the adrenaline rush, Puzzle mode might be a mightier



attraction. Given a piece of land, a start and end point and a bunch of checkpoints, you have to construct a track to link all these factors using a limited supply of building blocks before jumping into your motor and testing it out. It's a fun way of introducing you to the full Track Editor which now has a staggering 1000+ components, including an extremely cool decelerator

block, but lacks a decent tutorial. Finally, the Platform mode breaks the track up into different levels leaving you to figure out how to manoeuvre round it without falling off. It's all about timing, coordination, daredevilry, speed and more than a little luck – not for the fainthearted or anyone in need of anger management.

Martyn Clayden

PULSOMETER *Signs of life*



The submarine approach

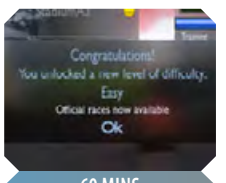
Who put that net there?

FREEZE FRAME
On your marks...



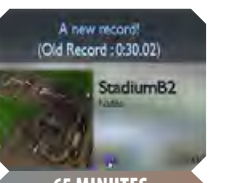
10 MINS

Get your Profile in gear, your paintbrush out and get ready to seriously pimp your ride.



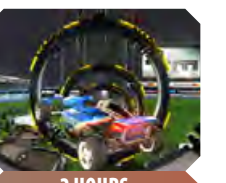
60 MINS

Pick up a medal for all the Race tracks and you can start ranking online.



65 MINUTES

Hopefully on your second official attempt you've coughed up to become a contender.



2 HOURS

You should be up for downloading new challenges from seasoned online veterans.



8 HOURS

Your nation expects you to show Johnny Foreigner that England rules the er, track.

PCGZine Verdict

What was a large online fan base is about to explode

- Vast online potential
- Virtually endless trackmaking
- Puzzle mode is a bitch to master

89%

HandheldGamerZine

Download launch issue now!



Don't miss issue #1



SONY PSP

Sid Meier's Pirates
Chili Con Carnage
Rainbow Six: Vegas
Champ Man 2007

NINTENDO DS

Mario vs. Donkey Kong 2: March of the Minis
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Issue 1 | March 2007

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Vanguard: Saga of Heroes

Publisher: Sony Online/
Koch
Developer: Sigil
Heritage: Everquest
Link: www.vanguardsoh.com
ETA: out now

SYSTEM REQUIREMENTS
2.4 GHz CPU, 512Mb RAM
128Mb 3D card

High on fantasy or low on imagination? Vanguard's ambition dwarves other MMOs

There are, as we point out nearly every issue, more people entering the World of Warcraft every day, boosting its population to that of several major cities. Why has no other MMO managed this level of success in the past? And why isn't there one that looks like replicating it in the future? A quick look at Vanguard can perhaps supply the answers.

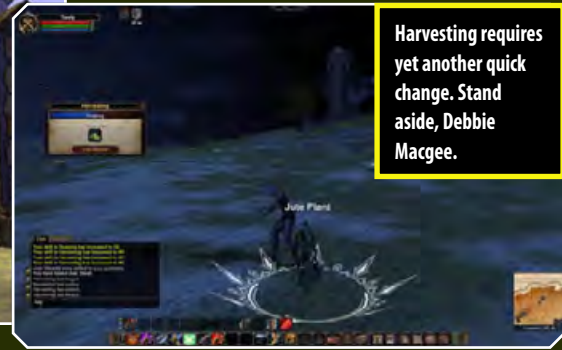
Not that we're comparing the two – that would be unfair. Vanguard is trying

to be a slightly different sort of game, truer to the role-playing ideal than Warcraft. But there are some object lessons to be learnt.

First of all, Vanguard does some things very well. The major innovation it brings to the table is de-emphasising combat as a means of character progression. The crafting skill tree and the diplomacy mini-game for interacting with other characters can be exploited just as easily as the



Despite some bugs with random graphics resets, draw distances are amazing.



Harvesting requires yet another quick change. Stand aside, Debbie Macgee.



traditional combat grind for character progression. Indeed, our Kurushasa sorceror spent the first few hours of his existence running between faction emissaries negotiating alliances, rather than slaying random mobs. Then he spent a longer period becoming a tailor, completing work orders for the local militias to increase his skills. Later in the game, he'll be able to open up a shop to sell his wares, even when he's offline.

Rewards such as mounts, normally linked to adventuring XP, can also be achieved by having 100 Diplomacy experience, or achieving level 10 in a crafting skill. This makes Vanguard a lot more varied and interesting for the role player than other MMOs, where such things are added extras, only to be explored when the primary level cap has been reached.

Vanguard's world is also an incredible achievement. Vast, seamless and rendered in the best graphics engine for a MMORPG yet seen, it's got everything, from baked savannah

INSIDE VANGUARD

Leading from the front



Inventorised

Horse track

Caravan of love

Inventorised

You have four professional trees to level up. Adventurer, harvester, crafter and diplomat. Each one has its own inventory panel with bags and clothing, and you'll switch between looks as the need arises. Unfortunately, this can break the role-play feel as you'll wear your fighting gear to kill a snake, then suddenly switch costume to skin it. Not to mention the fact you'll be carrying around ten tons of gear at any one time.



Another World: 15th Anniversary

Retro comes back to the future

Originally released on the Amiga 500 in 1991, before being ported to almost every other machine imaginable, the 15th Anniversary edition of Another World provides gamers with another chance to play a fascinating piece of gaming history. What with Lara Croft Anniversary, it seems we're seeing more developers reclaiming IP some might have considered "Abandonware"

Publisher: Lexicon Entertainment

Developer: Eric Chahi

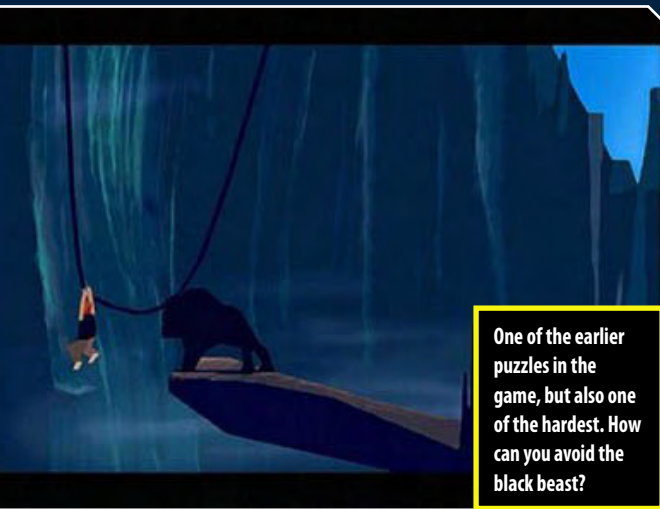
Heritage: Another World, Heart of Darkness

Link: www.anotherworld.fr/anotherworld_uk/

ETA: 30th March 2007

SYSTEM REQUIREMENTS

1.6Ghz CPU, 256Mb RAM, 32Mb 3D card



One of the earlier puzzles in the game, but also one of the hardest. How can you avoid the black beast?



The cave is one of the trickier bits of the game.

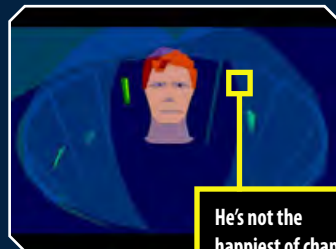
and offering it a new lease of life. You play as a professor named "Lester", who's transported to "Another World" after lightning strikes his laboratory mid-experiment, the game was critically acclaimed upon its release. A 2D platformer-come-adventure game, Another World plays out like a history lesson in gaming design, and you'll quickly notice several elements that have been "borrowed" for more recent blockbusters. In its day, Another World was a pioneer in design, doing away with any form of GUI or interface, instead choosing to plunge the player deep into a foreboding alien world, which still feels every bit as

"The gameplay is as unique and varied as its graphical design"

strange and atmospheric today. Being released 15 years later, the graphics have been given a bit of a polish and makeover, while maintaining the original's stand-out graphical style.

Hard to fit into any one category, the gameplay in Another World is as unique and varied as its graphical design. Challenging puzzles and elements of platforming are effortlessly blended together to create a fantastically enjoyable game, the only problem being that some of the puzzles can be a little too discrete.

Thankfully, however, the atmosphere that made the game so great the first time round is present and correct, and with some teasingly hard puzzles to get your head round, an exclusive, fascinating "making of" documentary, and an extra level that wasn't included in the original Amiga version, the game is a must buy for anyone who fancies having another go at a true gaming legend. A welcome nostalgia trip. ●



He's not the happiest of chaps really, is he? Then again, stranded on an alien world, would you be?



Although its 15 years old, graphically, it doesn't look too shabby.

"BONUS FEATURES"

Step back in time to another world

Costing only a solitary tenner, the 15th Anniversary edition of Another World provides incredible value for money. Added bonuses include a full soundtrack CD, enhanced resolutions of up to 2048x1536, and the most compelling of all extra content, a full "making of" documentary. Featuring a candid interview with the game's designer, the documentary is a must see for all fans of retro games, as Eric Chahi takes you into his development studio and shows you the custom coded tools he used to program the game on his Amiga 500, providing a fascinating insight into game design of days gone by.

PCGZine Verdict

15 years old, with gameplay as fresh as ever released at a sensible price.

- Looks just as stunning as ever
- Puzzles still provide a challenge
- A bit too short

85%



Midway Arcade Treasures Deluxe

Publisher: Zoo Digital
Developer: Midway
Price: £14.99

A combination of Midway Arcade Treasures 2 and 3, this bundle proves to be something of a mixed bag. What's on offer here is a collection of Midway's "finest" arcade offerings, from N.A.R.C to Gauntlet II, each perfectly emulated on your PC. While the list of games on offer is comprehensive, the only problem is that many titles included weren't all that great the first time round. Although there's certainly a lot of filler in here, the arcade classics still play as well as they ever did, and the extra features that accompany each game, such as developer interviews really add to the overall collectors appeal of this package.

- Mortal Kombat 1-3
- Recreated arcade classics
- Recreated arcade rubbish

Nostalgia running wild. **67%**



Alpine Ski Racing 2007

Publisher: JoWood
Developer: 49 Games
Price: £19.99

Well presented, and with some respectable graphics, Alpine Ski Racing is a reasonable attempt at creating a realistic skiing simulation. Unfortunately, however, the game is let down by many things, not least its limited source material. When each and every race simply involves guiding your skier down a mountain, passing through some checkpoints on the way, you know it's gonna get very boring, very quickly, as it indeed does. Of course, that's not to say it isn't accurate, and mildly enjoyable representation of downhill skiing – but if you want to look at sweaty Germans in spandex, there are better ways than this.

- Enjoyable first time
- Repetitive music
- Repetitive gameplay

Snow go. **61%**



Freak Out: Extreme Freeride

Publisher: JoWood
Developer: Coldwood
Price: £19.99

This is much more like it. Released alongside Alpine Ski Racing, Freak Out is, as the name suggests, is a far less realistic game, and it's all the better for it. With gameplay that's incredibly similar to Xbox 360 classic Amped 3, Freak Out: Extreme Freeride is an enjoyable, if somewhat obvious "homage" to the extreme snowboarding god, complete with a strangely similar visual style, soundtrack and even challenges. While it isn't executed with the same level of pizzazz as Amped, it makes a valiant effort all the same, and now that Indie Built are no more, this is probably the closest we'll get.

- Great challenges
- Great soundtrack
- Amped 3.5

Amped on skis? Radical, dude. **85%**



Murder on the Orient Express

Publisher: The Adventure Company
Developer: AWE Games
Price: £19.99

The point and click genre is going through a bit of recess at the moment. After playing this, it isn't hard to see why. Based on the Agatha Christie novel of the same name, it's up to you to play detective and solve the murder in question. The only problem is, it isn't really that much fun. Getting your character to move in the right direction is awkward enough, but when coupled with some confusing puzzles, and some ancient gameplay mechanics (such as the all-too-frequent invisible walls), this should be enough to deter even the most seasoned point-and-clicker from getting on board the Orient Express.

- Decent Storyline
- Rubbish execution
- Awful gameplay

Murderously average. **48%**



> Inbox

Keeep your emails coming. It's great to get your feedback on the issue and your thoughts on all that's hot (and not) in the world of PC gaming. Disagree with our SupComm review? Let me know. Have strong feelings about Windows Vista - we wanna here 'em. Whatever it is you want to say, simply email me at pcgzine@gamerzines.com. (And as always... if you like what we're doing don't forget to tell all your mates about www.gamerzines.com).

Cheers,
Dan

Don't miss Issue 4
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I LIKED YOUR ZINE, I REALLY DID. BUT after reading the page 06 of the issue 2 where "The radar" of upcoming games is, I can't help but ask myself, wasn't "Spore" coming out this year too? Last time I checked they said it should come by July. So, either I should check again or you just didn't put it there.

> **Leonardo**

> **The radar is a round-up of just some of the games coming in '07. We update and rotate it every issue, but you're right Spore is on its way and on our radar.**

I JUST READ PCGZINE ISSUE 2 AND I was really amazed. It looks good. Really good. Screenshot slideshows, embedded media, comfortable reading design. I really liked the high quality written reviews and previews. Congratulations to the crew of GamerZines that you can come up with an innovative, original magazine.

> **Fenn Segers**

WELL, I HAVE SUBSCRIBED TO YOUR mags and they are the best. They beat the hell out of paper ones and best of all they are free. I would pay more than £5 for mags this good.

> **Saad**

WOW! WHAT A GREAT CONCEPT AND a great magazine. Consider me a devoted subscriber. Two issues down - hopefully many more to come?

> **Terrance Mulloy**

WHAT A STONKING MAG, BEATS ALL shelf bought mags hands down. This has got to be future, every gamer should embrace these guys and girls and hold them dear. Thank the gaming gods.

> **Andrew Cross**

THIS IS OF STUNNING QUALITY AND out compares every other magazine out there because it's also free. Your concept of free e-zines to a rapidly growing market will work out great for everybody. The richness of the multimedia snippets, interactive quizzes and the quality of text is fantastic. All in all, keep it up, thanx for the freebies and good luck with this project.

> **Neosphere**

> **Thanks for all the positive feedback everyone!**

IT'D BE NICE IF THE RELATIONSHIP between the introduction of the new Universal Audio Architecture and how it integrates with Vista's DRM solution were highlighted. I will admit that I speak from a position of embitterment as the last Audigy 2 product I bought was less than six months ago - an Audigy 2 ZS PCMCIA card for my laptop (I couldn't find a more recent equivalent hardware solution at that time). To discover that I've lost hardware acceleration for my games and am unable to play my legitimately purchased DVD-Audio discs has put me in a pretty unforgiving mood.

> **Luke Maslany**

READER FEEDBACK!
Click here to tell us what you think!

ENEMY TERRITORY: QUAKE WARS

Last month we asked what you'd like to see in ET:QW

IT WOULD ADD TO THE FEEL OF THE GAME IF THERE was the odd memento left over from the present - let's say for example, if there was a map set in London, that Big Ben would be looking down on you and it would just make you realise that this is Earth that's been invaded.

> **liam b**

WOULD BE COOL TO ABLE TO HAVE OUR OWN avatars on helmets and armbands in game. Automagically uploaded so they are seen by all. Some good thought has gone into this game and the tools needed to make our own maps.

> **kenny**

I'D LIKE TO SEE A PERFECT TEAM-PLAY IN THIS GAME and 60fps on my GF6600.

> **k0z4k**



Not long to wait now...



360Zine Issue 3 Out Now

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Issue 3 | March 2007

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EVERY NEW GAME REVIEWED

CRACKDOWN

Take to the streets as a sandbox superhero!

SAMURAI WARRIORS 2: EMPIRES
BATTLESTATIONS: MIDWAY
FUZION FRENZY 2

PLUS! EXCLUSIVE CRACKDOWN INTERVIEW

PLUS! HANDS-ON PLAYTEST
TOM CLANCY'S GRAW 2

EXCLUSIVE INTERVIEW!
MAJOR NELSON
Xbox Live's Director of Programming talks to 360Zine

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ALSO INSIDE

- 1 BLACK SITE: AREA 51**
Preview & video inside
- 2 UNREAL TOURNAMENT III**
New name. New info
- 3 HOUR OF VICTORY**
Exclusive first look

PLUS LOADS MORE!

INSIDE ISSUE 3

EXCLUSIVE PREVIEWS

Blacksite: Area 51 | Unreal Tournament III
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PLUS! EXCLUSIVE INTERVIEW

We speak with Xbox Live's Major Nelson

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Tech Support

We've received so many emails asking for advice, we thought we'd better open up a dedicated help desk. Send your questions to help.pcgzine@gamerzines.com



Russell Barnes is a freelance computer and technology journalist. He has spent 10 years specialising in PC gaming and troubleshooting hardware and software problems on the PC.

NVIDIA's apparent inability to produce a working Vista driver has left thousands of users in the cold.



VISTA: GAMES THAT GLITCH

I'm really starting to regret upgrading to Vista - my system will barely play a single title from my games collection since I made the switch. Is this some kind of Microsoft plot to get us all hooked on Minesweeper or is my system in need of attention? Most games crash out before loading, others glitch and stutter quite a bit. System specs include Athlon 64 X2 4200+, Nvidia 7900GT, 1GB RAM, 250GB HDD.

> **Simon Grayson**

> Though I'd have to agree that Vista's gaming performance leaves a lot to be desired, it would be wrong to pile all the blame on Microsoft - some of your trouble could be due to Nvidia being so slow off the mark with a working graphics driver. Since only

WHQL Vista drivers for the Series Eight cards have been officially released so far Nvidia have set up a 'Vista Quality Assurance' support page (www.nvidia.com/object/vistaqualityassurance.html) that offers advice and links for users in difficulty. Although I don't usually recommend using betas, v100.65 is probably your best bet (until it's superseded). If a driver upgrade doesn't do the job then putting Vista in Compatibility Mode might help. Right click on a game executable or desktop shortcut and go to the Compatibility tab. Tick the box under 'Compatibility Mode' and make sure 'Windows XP (Service Pack 2)' is highlighted. Then click 'Apply' and give it a try.

E4300 FOR THE WIN?

Any idea how well suited Intel's new E4300 Core 2 Duo CPU is to gaming? I'll assume it's crippled in some way to make it cheaper than the E6300, but



Intel Core 2 Duo's are a gamer's paradise - even the cheap ones.

does it cut it, at least for the time being?

> **Neil Harding**

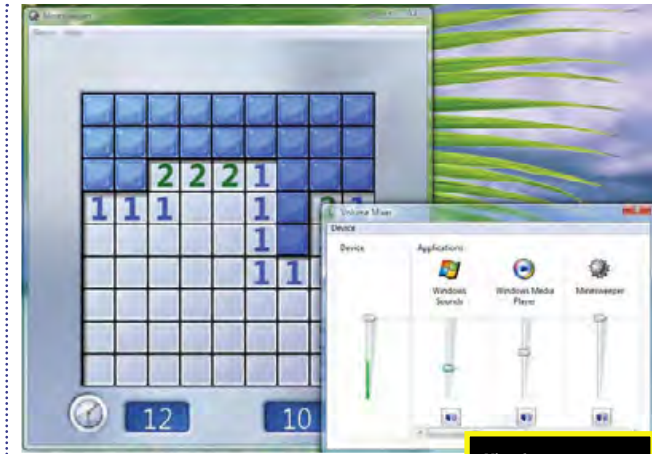
> You're right, Intel's new Core 2 Duo is a slightly 'disadvantaged' version of Intel's lower-end E6xxx processors, but thankfully not in any way that's going to greatly affect you. Besides a slightly lower core clock speed (which won't hold you back unless you try and pair it with a £300 graphics card) and a 800 MHz bus speed (as opposed to 1066MHz FSB) the only other difference in the E4300 is the lack of Intel Virtualisation Technology. Since virtualisation - which allows users to run multiple parallel 'virtual machines' on a single host machine - is only of any real interest to power users like software developers at the moment it isn't

something you are likely to miss.

As it turns out, the E4300 is also proving very popular with cash strapped enthusiasts since it has tons of latent power easily tapped with a few system tweaks. For max bang for buck you really can't go wrong.

VISTA: SOUNDS TERRIBLE

I'm struggling to get my head around Microsoft's decision to sever support for the 3D sound effects in a large number of current and previous generation games as reported in last month's issue. Do I actually need to



Vista's new approach to sound might be handy for taking individual control of application audio, but it's not so great for gamers.

upgrade my Sound Blaster Audigy 4 to get things working properly under Vista? If so I'll be subscribing to 360Zine from now on if you know what I mean...

> **'Shuggy'**

> Microsoft's decision to do away with the Hardware Abstraction Layer in its latest OS means games that use Direct3D or DirectSound to create their accelerated audio effects will only kick out flat stereo under Vista. While it affects most of the games made in the last eight years, gamers with a Creative X-Fi sound card can forcibly re-enable support for EAX effects using a bit of software called Creative Alchemy - full details and download instructions are available at <http://preview.creativelabs.com/alchemy>. With regard to your Audigy 4, technically you shouldn't

"For max bang for your buck you can't go wrong with the Intel E4300 Core 2 Duo"

Tech Support

> need to upgrade to an X-Fi since your card already offers the same native OpenAL support. Unfortunately, Creative say it's concentrating on getting as many games working under X-Fi as possible before it does anything else. According to its support pages Alchemy may support Audigy 2 and 4 cards later on depending on demand. My advice? Get demanding...

GAMING LCD

My ageing 19" Sony Trinitron CRT monitor (otherwise known as 'old faithful') has recently taken to humming and intermittently turning itself off. It's probably time I bit the bullet and upgraded to a flash new widescreen LCD. Since I have absolutely no idea what's out there a little help finding something suitable would be appreciated. I'm on a pretty tight budget though - would £150 get me a half-decent 19 incher?

> Dom

> You're quite lucky your Trinitron lasted long enough for these types of screens to fall into your price range. As well as a multitude of respectable 'budget' brands like Hanns-G (with the HW191D) and Belinea (with the 1925S1W) even some of the bigger manufacturers like Asus, BenQ and ViewSonic have 19" screens in your price range. All run at a resolution of 1440x900 and boast 'gamer friendly' grey-to-grey response times of 8ms or less. The only drawbacks in the sub £150 bracket are limited connectivity (you're usually stuck with a single analogue input) and mediocre contrast ratios (ranging from around 500 to 800:1). If I were you I'd plump for either the Hanns-G HW191D since it's the cheapest of the lot (despite featuring VGA and DVI inputs, a 5ms response time and 700:1 contrast ratio) or the Hyundai ImageQuest N91W. With two VGA inputs, DVI connectivity, a contrast ratio of 800:1 and a 5ms response time

it does everything bar play the games for you.

SAVING STEAM

As it's been at least five minutes since I last did a fresh install my machine's really started to creak under the pressure of all those Worms and Trojans it seems to attract. I'd like to reformat, but I don't really relish the thought of re-downloading my entire Steam collection given my crappy connection. Can I drag and drop the contents of my Steam folder onto another hard drive to save me the trouble?

> Richard Spelling

> Don't worry, Steam actually comes bundled with its own backup utility. From your desktop all you need to is click Start, then Run and type "steam://backup/" (omitting the speech marks) in the dialog box. Follow the instructions in the simple backup wizard and you can back up any or all of your games to DVD or hard disk.



Hyundai's IQ N91W. Not the sexiest screen ever made, but for £150 it stinks of value for money.

Once you've reformatted your system just re-install the Steam client, double click on the archived file and you're away.

REACTIVATE?

At the moment I've got an Intel Pentium D processor on an LGA 775 motherboard made by Asus. If I upgrade the processor might I need to re-activate Windows? A friend of mine upgraded recently and it gave him three days to phone-in.

> Sean Marshall

> A CPU upgrade is perfectly acceptable. You have to fundamentally change your system to cause this to happen - your friend probably upgraded his motherboard.



Backing up your Steam collection could save you an entire month's bandwidth

GOT A PROBLEM?

Send us your technical questions and we'll try and help you out!



Click here now!

"I don't really relish the thought of re-downloading my entire Steam collection"



Aaron McKenna is the editor of Tom's Hardware Guide UK & Ireland, a site for tech enthusiasts of all persuasions.
www.tomshardware.co.uk

A Guide to Buying Dual-Core

How many cores do you need to be hardcore?

The idea of multi-core processors is hardly a new one. Anyone who had the "HT" logo on their Pentium 4 was already, technically speaking, using a virtual dual-core system; as HyperThreading was all about pretending that you had two processor cores instead of one so that the processor could do two things at once.

That's essentially what multiple cores are all about. Processors can perform millions of operations every second, but that's because they're really, really, really fast; the processor is still only

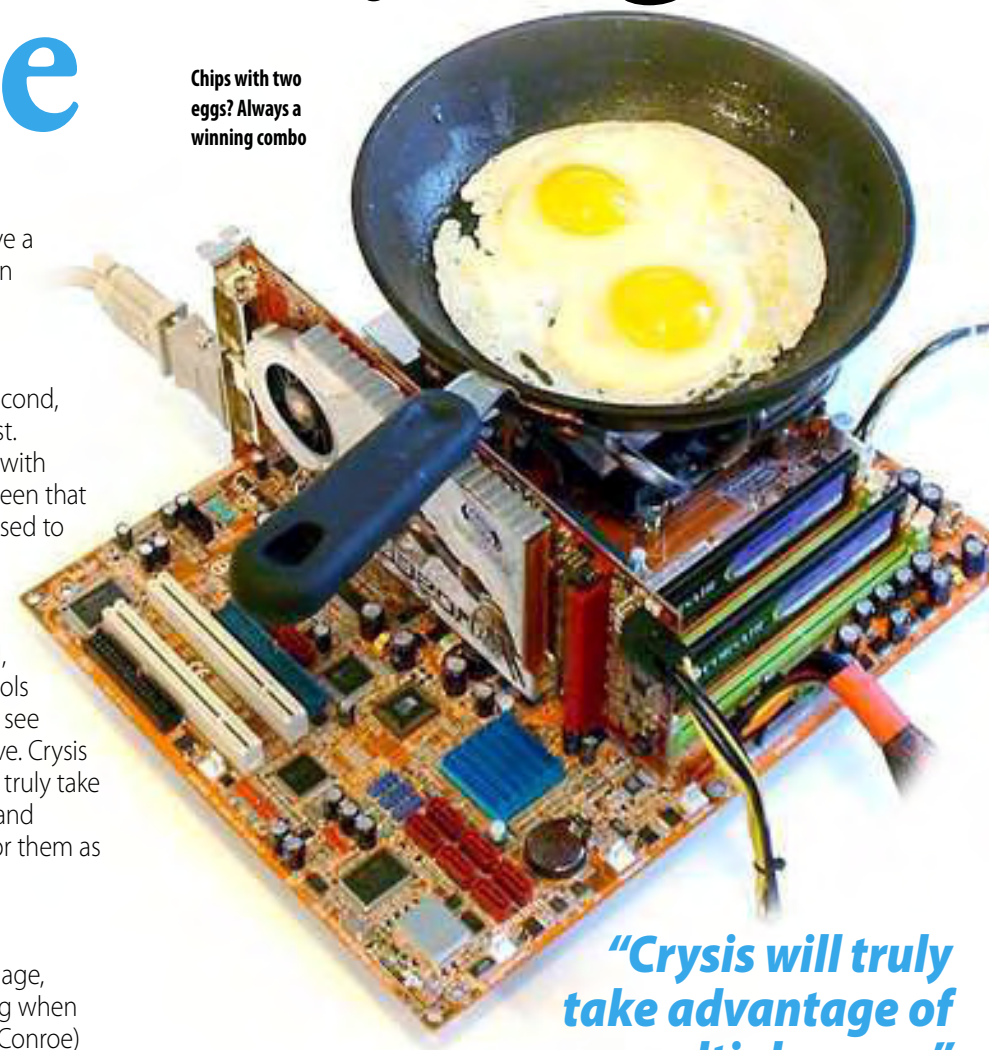
doing one thing at a time. Give a computer two cores and it can do two things at once which, when you multiply that over the amount of operations a processor can perform in a second, gives a big performance boost.

The problem with dealing with multiple threads has always been that very few programs are optimised to take advantage of multiple cores. Even today the majority of individual programs are single-threaded, and it's mainly professional tools such as Photoshop where we see multiple cores really come alive. Crysis will be the first videogame to truly take advantage of multiple cores, and Windows Vista is optimised for them as well, so things are improving.

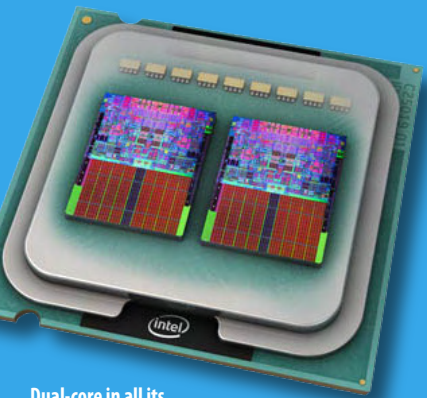
Intel versus AMD

Today we're in the multi-core age, which we entered with a bang when Intel released its Core 2 Duo (Conroe) range. AMD has been trying to catch

Chips with two eggs? Always a winning combo



"Crysis will truly take advantage of multiple cores"



Dual-core in all its techno-loveliness

THE HARE AND THE TORTOISE

The GHz race is over. Cores now define performance

In ye goode olde dayes we measured performance by Gigahertz. A 3.6 GHz Pentium 4 was faster than a 3.2 GHz one, and so on. You had your FSB and cache memory, but the main indicator was the GHz on the clock. Nowadays, much to the chagrin of processor marketing and sales people everywhere, this has gone out the window.

After instilling in us that "More is better" the marketing hacks now have to carefully explain to Joe Soap that a 2.33 GHz Core 2 Duo processor does, in fact, beat his crusty old 3.8 GHz Pentium 4 around with a very big stick.

Similarly, 4 cores is not as revolutionary leap as the move to dual-core was in the first place. A Quad-Core is just capable of handling more threads, and thus it's faster. Already we're looking at 8-core machines from both Intel and AMD; we've seen 16-cores in action on a test rig and Intel is working on an 80-core design for shits and giggles down in their R&D labs. GHz doesn't matter anymore.



Four cores good
Two cores not bad

“The smart route for gaming? Intel is the best bet”

situations than not, gives you less – sometimes much less – performance compared to Intel.

AMD’s solution will come into its own mid-2007 when AMD users on the platform will be able to replace the disappointing FX-70 with an 8-core processor (that’ll probably cost you a bomb) on the same motherboard. But that’s mid-2007, and there’s nothing to say that you won’t still need a 1,000 Watt power supply to run the top of the AMD range processors then.

In the meantime Intel’s Core 2 processors are consuming half the energy and are available in a much broader price spectrum, ranging from the E6300, which can be had for around £120; all the way up to the Extreme QX 6700 at around £650.

> Dual Core continued

up with its 4x4 platform, but the results from the first batch of processors was not promising – AMD’s two-processor solution sucks up twice the power of Core 2 Duo processors and, in more



100% more to get the bump from an E6400 to an E6700?

If money is no object then just go and buy the Quad-Core behemoth, but if you have a mortgage to pay then the usual maxim about looking at the whole system applies. An E6400 is not to be laughed at, and pair it up with, say, Nvidia’s more affordable GeForce 8800 GT or the brand new 8800 GTS, add 2 GB of RAM and you’ve got a machine that will take whatever you can throw at it. If you want to be hardcore then go Quad-Core, but consider 4-cores akin to going for a 3.8 GHz Pentium 4 versus Dual-Core, a more reasonable 3.2 GHz. ●

At the moment if you’re looking to go the smart route for gaming then Intel is the best bet. Great, that’s that sorted, we can all go home now? Not quite. For one example, if say you were buying an Alienware Area-51 5700, which comes with a base E6400 2.13 GHz processor with 2 MB cache; it would cost you £302 to upgrade to the E6700 2.66 GHz, 4 MB cache. It would cost you a further £303 to go from the E6700 to the Extreme X6800 2.93 GHz, 4 MB cache.

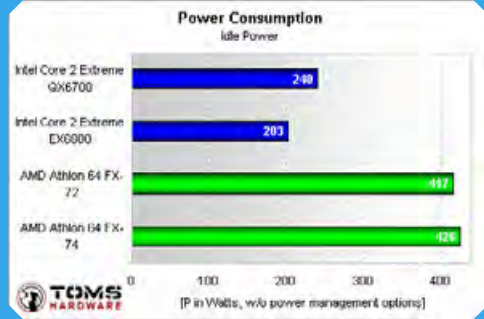
And wait, that’s not all: already there are Quad-Core (count ‘em, 4 core) processors on sale, yours via Alienware for a mere £85 extra over and above the X6800... Though that’s £690 from where you started with the E6400. There’s a lot of price – performance deltas to consider there; is it worth spending an extra £302 to go one step up the ladder? And is it worth going all the way to Quad-Core?

More is more

As always, it depends on what you want. The E6400 will buy you 5,489 PC Mark 05 CPU points, versus 6,841 for the E6700. Not a bad increase there, but the Extreme X6800 puts it to shame with 7,547 points, and the Quad-Core EX6800 pushes it to 8,607. That trend is seen across all of Tom’s Hardware’s interactive CPU benchmarks, but you have to factor in the price: sure if you’re going for an X6800 you might as well pony up the extra £85 for a rather large bump in performance, but is it worth paying



AMD’s CPUs currently suck up a lot of power to pack a lot less punch



Idle consumption

This benchmark shows Intel versus AMD dual-core processors power consumption under idle load. Intel’s Core 2 comes in at around 50% power consumption versus AMD’s 4x4, mainly because Intel actually puts two cores onto the one processor; whereas AMD’s solution calls for two processors working together. The advantage of AMD’s solution is that they can ramp up more cores, on paper, easier than Intel can – dual core on two processors equals four cores.



NEXT ISSUE...

REVIEWS

**Lord of the Rings Online:
Shadows of Angmar**

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