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PCGZine

Issue 13 | Xmas 2007

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

REVIEWED!

UNREAL TOURNAMENT 3

Deathmatch monster unleashed!



+ WIN AN UNREAL PC! Killer rig inside

FIRST LOOK!

LOST
Yes, we've found it!

DEUS EX 3
The new conspiracy is unveiled at last...

GHOSTBUSTERS
They're back to save the day and wreck the city!

PLAYED IT!

BROTHERS IN ARMS HELL'S HIGHWAY
World War II goes to Hell



MASSIVE REVIEW!

SUDDEN STRIKE 3
The WWII tactical masterpiece rated...



EXCLUSIVE INTERVIEW!

Peter Hines on Fallout 3

REVIEWS



1

Kane & Lynch
The dysfunctional duo team up for psychotic hits



2

Juiced 2: Hot Import Nights
Praise the lowered



3

Viva Pinata
We beat it until it spills all the tasty goodies!

PLUS

WIN! Sapphire Atomic HD3870 VGA card

Welcome to PCGZine



It's a month of exciting announcements as we fast approach the end of 2007, and 2008 is going to be an exciting year for PC gaming with the likes of Ghostbusters, Rainbow Six Vegas 2 and Deus Ex 3 to name just a few of the hottest new titles. In this issue we bring you the real story on all of these, plus the latest reviews with the deathmatch delights of Unreal Tournament 3, the tactical tests of Sudden Strike 3 and the hitman antics of the strange but deadly Kane & Lynch. Plus we've braved the radioactive wastes to bring you the inside info of Fallout 3 and we've got some awesome prizes in two competitons to win a powerful new gaming PC and stunning new graphics cards!

Steve Brown, Editor
pcgzine@gamerzines.com

READER FEEDBACK! Click here to tell us what you think of the magazine!

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





QUICK FINDER
Every game's just a click away!

Unreal Tournament 3	Juiced 2: Hot Import Nights
Lost	Stranger
Deus Ex 3	Kane & Lynch
Ghostbusters	Painkiller Overdose
Rainbow Six Vegas 2	Goldeneye 2D
Brothers in Arms:	Shell Blast 3
Hell's Highway	Day of the Bobteds
Fallout 3	Move or Die
Viva Pinata	Race Driver GRID
Sudden Strike 3	Dead Space













MEET THE TEAM
Probably the best games writers on the planet



Steve Hill
Struck suddenly and without warning for the third time.



Lee Hall
Got Lost, called Ghostbusters and had a day of sex. Sorry, Deus Ex.



Richard Melville
Denied his Need for Speed and got Juiced instead.



Ian Morris
At last got his green fingers on Viva Pinata. But can he grow up?

ALIENWARE
To experience games at their best PCGZine uses the Area 51-ALX from Alienware. Packed to the gills with cutting-edge power and technology, if a game can't perform on this it has to be a dud.





SEARCH PCGZine PRINT THIS PAGE ZOOM IN ZOOM OUT TOGGLE FULL SCREEN VIEW PREVIOUS PAGE NEXT PAGE

LOST

Publisher: Ubisoft
Developer: Ubisoft Montreal
Heritage: Far Cry and Splinter Cell series
Link: http://lostgame.us.ubi.com
ETA: Spring 2008

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



It's teatime back at camp… quuuuiiiiick!



Do you think my boiler needs replacing?

They're bats mate. And they're nowhere near you. Get a grip.

LATEST NEWS

Lost: The Videogame

Found it! It was down the back of the sofa...

What's the story?

You're on a plane and just as you're about to tuck into your rubbery scrambled egg when the darned aircraft only goes and crashes. You're left with egg on your face, stranded with a ramshackle bunch on a tropical island desperate to get home. Weirdness ensues with polar bears, rival groups and lashings of Prisoner-style paranoia.

What do we know?

Like everyone else, unfortunately not a hell of a lot. Which is worrying considering that Lost colon the videogame was announced 18 months ago… It's the game of the hit TV series we all love to pretend we understand. In this (puke-inducing genre tag alert…) action adventure game you confront your own personal demons, as well as those lurking in the bushes, apparently. Gameplay includes puzzling – we've seen one where you follow clues scrawled on tree trunks (that'll be 'adventure', then) - and battling foes such as the smoke monster (bingo… 'action').

When do we get more?

It needs to be soon or we'll get all cynical and fear this is a shameless cash-in on the Lost brand. Come on Ubisoft, show us what you've got…

Anything else to declare?

Lost stars super-hotty Evangeline Lilly. When the toned Canadian-born cutie isn't on the set of her hit ABC show, she hangs out with friends and downloads online pdf magazines. Oh… about the game? Sorry, that's all we've got.

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Deus Ex 3

Publisher: Eidos
Developer: Eidos Montreal
Heritage: This is EM's first full game project. Nice easy start, then…
Link: www.deusex3.com
ETA: 2009

PREVIEW FEEDBACK! Click here to tell us what you think of Deus Ex 3!



Love, peace and harmony… have gone out of the window.



Democracy… now there's an idea for a game.



Is that… a box of arms?



Booming voiceover and arty, non-committal visuals – yep, must be a teaser…



"Mass protest, segregation and violence"

That's what would happen is C3P0 got in on with Princess Leia.

LATEST NEWS

Deus Ex 3

Augmented people enter from the back…

What's the story?

After telling us it will definitely happen, Eidos have teased us royally with a trailer for the forthcoming cyberpunk sequel, Deus Ex 3.

What do we know?

The game is clearly set in an era of massive political turmoil. A freeze-frame analysis of the teaser trailer reveals images of mass protest, segregation and violence – could this be The Collapse which followed the original Deus Ex?

A movie theatre tells folks modified with bio-technological implants designed to enhance their physical attributes, to use the back door, another sign is emblazoned with an unwelcoming slogan aimed at 'augmented people'. It's not a good time to be modded.

But there are hints at the ultimate triumph of modified humans, with the slogan 'Who we are is but a stepping stone to what we can become,' and the central image of an augmented foetus, a symbol of survival.

In terms of gameplay there's a red light for those who fear a dumbing down development trajectory for a series that began as a sublime RPG/FPS hybrid and was followed up by a far cheesier offering… Deus Ex will use the Tomb Raider: Legend engine.

When do we get more?

The game is on a 24-month development cycle, so expect hearsay and speculation for a while yet.

Anything else to declare?

The brains behind Deus Ex, Warren Spector and Harvey Smith, will not be involved with Deus Ex 3 after splitting with Eidos in Spring 2007.

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7 UP

More golden nuggets of gaming glory to come

Black Prophecy



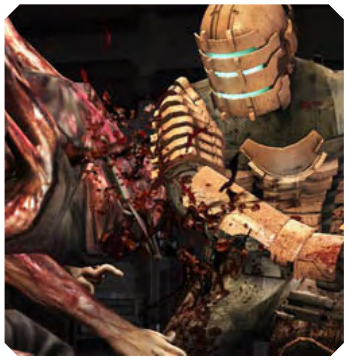
Publisher: 10tacle | **ETA:** Winter

By the looks of it Black Prophecy has got everything. It's an MMO with resource management elements, massively mutliplayer battles and individual quests to keep you busy while you're lost in space. But will this epic prove to be just a bit too epic for it's own good? Who cares? This game looks better than Paris Hilton viewed in night vision mode.

Dead Space

Publisher: EA | **ETA:** TBC 2008

EA has secretly had this space survival horror in development for a full year, and as a result the recent first glimpses already reveal a polished, and rather gory, thriller. When a deep space mining ship loses contact with Earth, the guys back at HQ fear the worst. But can they have imagined the striken crew would wind up battling hideous creatures with modified mining kit. Probably not.



Tom Clancy's Rainbow Six: Vegas 2



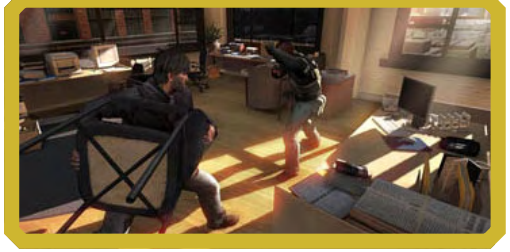
Publisher: Ubisoft | **ETA:** March 28

There it is - a solitary and decidedly purple screenshot to confirm that Rainbow Six's sexy Vegas story arc will be followed up with a sequel. Number two promises new tactical possibilities and an intense single player campaign as well as multiplayer action.

Tom Clancy's Splinter Cell: Conviction

Publisher: Ubisoft | **ETA:** March 1

What is it with this guy? He should release an autobiography called Tom Clancy's being tom Clancy by Tom Clancy. Besides, the latest Splinter Cell needs no help to cause a stir. Conviction remains an enigma just a few short months from release but promises political intrigue and edgy urban stealth action. We're gasping to see more.



Empire: Total War

Publisher: SEGA | **ETA:** Summer

Not to come over all bulldog spirit on your asses, but for a series developed in a nation with arguably the finest naval tradition going it's criminal that Total War's sea battles have been pretty much non-existent. Not so with the tally-ho riddled Empire, set during that great era of expansionism, the 18th century. The most modern Total War yet will boast epic sea battles and more political intrigue.



ON THE RADAR

WINTER 2008
- Football Manager 2009 — October
- Dead Space — TBC 2008

SUMMER 2008
- Race Driver: GRID — Summer
- Black Prophecy — Winter
- Empire: Total War — Summer
- Elite IV: The Next Encounter — November
- Avatar — May 2009

SPRING 2008
- Speedball 2 — February 8
- Tom Clancy's Rainbow Six: Vegas 2 — March 28
- Tom Clancy's Splinter Cell: Conviction — March 1
- Prototype — June 27
- Postal III — TBC
- Tom Clancy's Air Combat — TBC (To Be Clancied)
- Turning Point: Fall of Liberty — February 2
- The Wheelman — June 27

Turning Point: Fall of Liberty

Publisher: Codemasters | **ETA:** February 2

Crafted by the good folk behind Call of Duty: Finest Hour, Turning Point asks 'what if Churchill was killed when that cab knocked him over in 1931?' Clearly the boys at Spark Unlimited had just seen The Butterfly Effect, because according to their alternate history Europe fell to the Nazis, as did the States. Time for some first-person shooter resistance battling, wethinks...



Race Driver: GRID

Publisher: Codemasters | **ETA:** Summer

GRID's mission statement seems to be to put the fun back into racing. Aston, real-life tracks, fierce AI opponents and spectacular crashes are just some of the treats in store for petrol heads. This could be a great new direction for TOCA.



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- OFFICIAL PLAYSTATION MAGAZINE

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HANDS ON

GHOSTBUSTERS: THE VIDEO GAME

Publisher: Pub Vivendi
Developer: Dev Terminal Reality
Heritage: BloodRayne
Link: www.ghostbustersgame.com
ETA: Late 2008

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

Busting makes me feel good…

Before Buffy was kicking the living crap out of vampires, and before Derek Acorah was first possessed by an angry child chimney sweep, the Ghostbusters were the hottest paranormal ticket in town.

For no good reason other than the fact they can, Vivendi is resurrecting the franchise 23 years after the original movie starring Dan Aykroyd, Bill Murray and Sigourney Weaver.

As in the movie duo, Ghostbusters the Video Game is set in a New York haunted by all manner of ghoulish enemies, including the iconic Slimer – a green hovering slobber monster with a twisted sense of humour.

You'll play a parapsychology professor on a mission to rid the city that never sleeps of a threat that's in a permanent state of slumber – that is to say, dead guys.

But you won't be a member of the original cast. Instead you'll don the boiler suit of a raw recruit and have to get used to facing building-sized >



Slimed, or just short of tissue?


A library shot. Or New York's famous library.


Ham and red wine - always a winning combination.



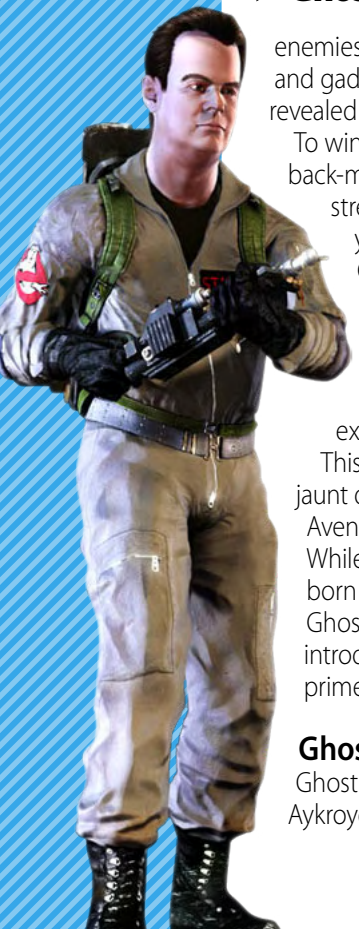
Having a ball with Slimer in the ballroom.



My word that looks like fun.

"Harold Ramis, Ernie Hudson, Bill Murray and Dan Aykroyd are on the voice roster"

> Ghostbusters continued



enemies with an array of weapons and gadgets which are yet to be revealed by tight-lipped publishers.

To win the good fight you'll use back-mounted devices that emit a stream of power that paralyses your paranormal quarry. Ghosts can then be trapped and safely removed. Think of the Ghostbusters' service like Rentokil, only the bugs that they exterminate are already dead.

This, then, should be a welcome jaunt down memory lane (via Fifth Avenue and the Public Library). While for young whippersnappers born after the eighties, Ghostbusters should be a warm introduction to a slapstick world, prime for videogame conversion.

Ghost writer

Ghostbusters was written by Dan Aykroyd and was nominated for a pile of Oscars. It was funny, slapstick and twinkling with adventure. Treated properly it could be one of the most vibrant games of 2008. The game will definitely glitter with star quality. Original cast members Harold Ramis, Ernie Hudson, Bill Murray and Dan Aykroyd are all on the voice roster.

Publisher Vivendi is promising the game will capture all the fun of the movie incarnations and have hinted that it will be a sequel to the second movie in the same timeline.

Early gameplay footage reveals a third-person action adventure with set-piece battles against the likes of the giant Marshmallow Man set against the backdrop of Manhattan. The action is frenetic, which your struggles to cage your rampant foes made all the more chaotic by highly interactive scenery. Tables tumble, plates fly and windows smash as you blast at Slimer and Co.

Ghostbusters' twisted laughs are also apparent. At one stage in the snatched preview footage our hero is faced with a weeping child who then erupts in a ball of purple ectoplasm to become a rabid enemy. Curse those deceptive creatures of the night…

GHOSTBUSTERS: THE OTHER VIDEO GAME

There have been a handful of Ghostbusters games, but the most iconic was the Commodore 64 originally released in 1987.

Look at it – this game is a museum piece, but a variety of viewpoints for ghost-catching sections and map sequences, as well as driving sections made this a tour de force for the time.

And oh how we loved to sing along to the Ghostbusters theme tune on the loading screen. 'When there's something strange in your neighbourhood, who you gonna call?...'



PCGZine GHOSTBUSTERS THE VIDEO GAME

HOW COMPLETE? 65%

ANTICIPATION? 90%

They just have to get this great franchise right

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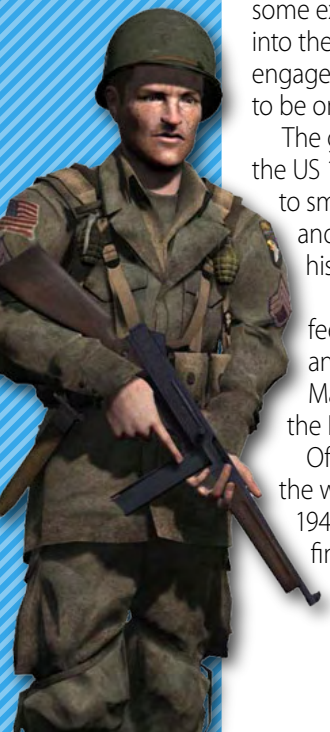
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HANDS ON

BROTHERS IN ARMS: HELL'S HIGHWAY

Publisher: Pub Ubisoft
Developer: Dev Gearbox
Heritage: Brothers in Arms series, 007 Nightfire
Link: www.brothersinarmsgame.com
ETA: February 29

PREVIEW FEEDBACK! Click here to tell us what you think of Brothers in Arms!



The Allies are in Dire Straits…

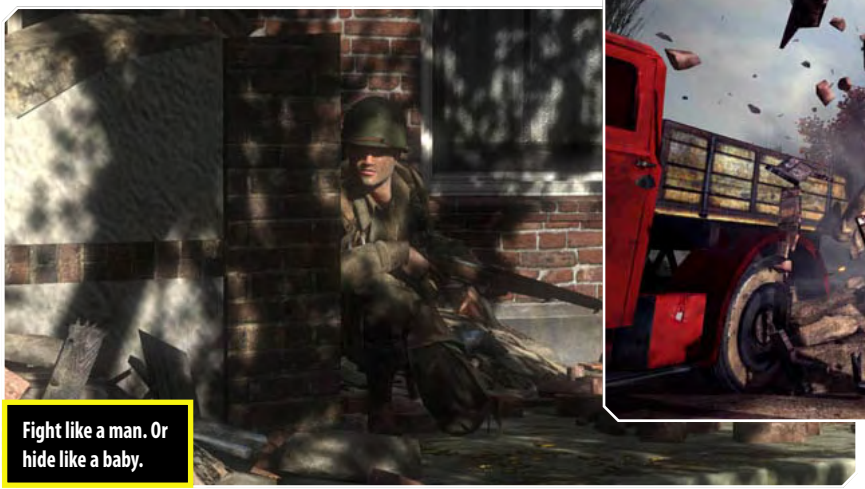
Talk about itchy trigger fingers. We've seen next to nothing new on Hell's Highway for some months, then publishers Ubisoft pop their heads over the parapet to announce a delay in release…

HH has been hauled back to base some extra training before it's thrown into the crowded WWII theatre of engagement. Mind you, it's shaping up to be one hell of a soldier.

The game follows the brave boys of the US 101st Airborne Division who aim to smash a beeline towards Hitler and bring the bloodiest conflict in history to a swift conclusion.

You'll squeeze your bloated feet into the boots of Matt Baker and Joe Hartsock for Operation Market Garden, a mission to off the Nazis by Christmas 1944.

Of course, the history books tell us the war didn't end in Europe until 1945 as Hitler sent waves of his finest troops to repel the Allies, making for some of the most intense – and therefore game-friendly - battles of the bloodiest conflict in history.



Fight like a man. Or hide like a baby.



"Camaraderie, humanity and hope punctuate bitter battles"

The US Army – specialising in overkill since 1941.



Some of the recruits were a little wet behind the ears.



They damaged a perfectly good cycle, but that postman got the message.

Physically Better

The world of BIA: HH is unnervingly realistic. The remarkably physical environment responds to your every shot, no matter how wayward.

Walls become scuffed and pocked as your bullets skid towards targets in mounted machine gun emplacements. Panels on vehicles will dent as you lay down support fire for pals legging it across open ground. And enemies will crumple in crimson heaps as you jackhammer rounds through flimsy fences.

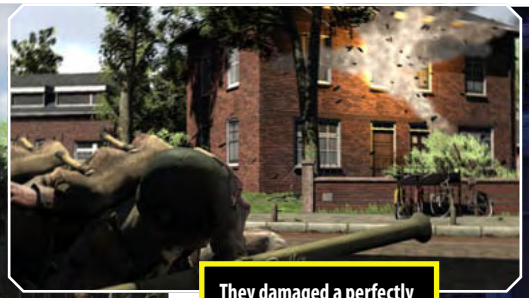
The engagements you battle through are all real and the environments you tear up with your authentic weapons are faithful to the real settings. Eindhoven, for instance has been recreated from photos and records to look just as it did back in 1944.

But it's the people, not the places, you encounter that give Brother in Arms its true personality. Moments of camaraderie, humanity and hope punctuate bitter battles where the shrapnel flies and enemy troops just >

BROTHERS IN ARMS HELL'S HIGHWAY



Five guys chilling out in the middle of a warzone. What can possibly go wrong?



They damaged a perfectly good cycle, but that postman got the message.

"I know this great place for a vacation… Brokeback Mountain. Maybe we should check it out when we get home?"

> Brothers in Arms continued

keep coming.

You can lob ammo to comrades, patch them up when they've taken a knock and team up with your fellow fighter in a game that manages to celebrates fraternity as well as individual grit.

As a squad leader you command your troops with a simple couple of clicks. If you're sneaking up on foes you can set your group's posture to stealthy and then instruct them to take up positions, lay down supporting fire or simply let rip.

As ever in this sumptuously presented series, there's a balance between strategic play and balls-out action, though that balance is firmly weighted in the direction of the latter.

The tactical element of gameplay amounts to adhering to the basics of combat theory – outflanking opponents, following wounded enemies to locate their comrades and avoiding head-on engagements with numerically superior foes.

The tool with which see through your tactical decisions – be it bazookas and sniper rifles, intelligent squad members or your own brass neck – ensure the game looks set to be frenetic and compelling.

Brothers In Arms: Hell's Highway may have been delayed until February, but on all the evidence to date it will prove to be well worth the wait. ●





Bricks and mortar.



"Boys, where gonna have something decent to roast on the fire tonight…"

PCGZine

BROTHERS IN ARMS HELL'S HIGHWAY

HOW COMPLETE? 98%

ANTICIPATION? 88%

Has Medal Of Honor: Airborne fixed in its sights

Publisher: Bethesda Softworks
Developer: Bethesda Softworks
Players: One
Certificate: TBA
Features: Free-roaming post-apocalyptic playground, a huge cast of AI characters, strategic battling, and Liam Neeson's voice.
ETA: Autumn 2008

FALLOUT 3 "Where there's humanity, there's hope"

The makers of Oblivion become the remakers of strategy masterpiece Fallout. Bethesda's Peter Hines explains why we should be slobbering with excitement.



Yes, that is a Fallout 3 T-shirt he's wearing. Developers are poor.

Out in the Wasteland life is harsh, so why did your father choose to swap the comfort of his post-apocalyptic bunker – Vault 101 – for a nuclear tipping ground? Daft old bugger. On the upside, if pops hadn't legged it we would be getting all excited about Fallout 3, would we?

Oblivion and Fallout have enormous reputations and a vociferous following. Surely you're going to really annoy some of the fans... does that make free-thinking development virtually impossible?

If you were to spend a lot of time worrying about who you're going to please, and how much, absolutely. But one thing we've learned over the years is that if we work really hard on pleasing ourselves and making a game that we really enjoy playing, we can find some other folks who will enjoy playing it too. Morrowind and Oblivion certainly bear that out. No matter what you do or who you try to please, somebody else wants something else and will be annoyed. So we'll stick to what we can control and leave the worrying to someone else.

You're effectively performed a 180-degree turn by reviving the post apocalyptic universe of Fallout after the fantasy world of Elder Scrolls. How many of the knee-shattering weapons were born of your frustration at wielding virtual blades for all those years?

Since we still haven't talked about all the different weapons yet, I can talk about two of my favorites. I like the Fat Man and, honestly, I like the good old Chinese Assault Rifle. >



Dropping a nuke on a devastated wasteland. Now that's just a waste.



When it's your turn on the slide, it's time to nuke anyone in the way!



Fallout 3 pays homage to the visual style of previous games. See.

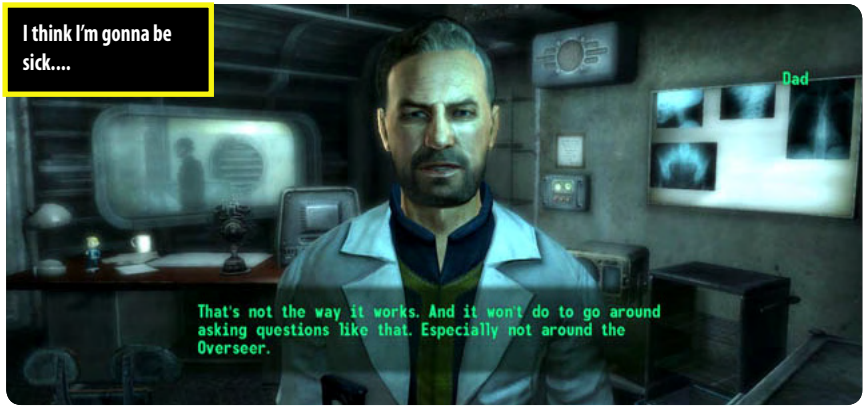
> Interview continued

Fallout 3 is built on the technological platform of Oblivion. How similar will the games feel?
We certainly build on some of the technologies we've developed, but that's different than how the world looks and feels. I don't know if I could quantify how much additional development time we spent on the core engine. It's a different code base that uses some stuff we had done for Oblivion, as well as new things that have been created specifically for Fallout 3.

Fallout 3 looks to be a very dark game. Where will the glimmers of hope come from? We assume that there are plenty of moments of trademark dark humour in there...
The glimmers of hope come from the people you meet. Where there's humanity, there's hope – people have dreams and aspirations. And you can squash those dreams, or help people fulfill them. Definitely plenty of dark humor, but I don't know if that's where I'd look for glimmers of hope.


The Britain In Bloom inspector was not impressed with Springvale's efforts.

Is Fallout 3 an action game, or a strategy game?
It's a role-playing game. First. Last. Always. Any role-playing game always absorbs bits of other genres in terms of how it presents combat or what the player is doing, but it is a post nuclear role-playing game to its core.





"They have no right being super rich. All they did was say 'I love toy soldiers'"

Tell us a little more about the V.A.T.S. system.
V.A.T.S. allows you to use your character's action points to target different enemies or body parts in a paused mode. As I said above, it's a role-playing game, not a shooter, so we want to reward the role-player and not the fast twitch player.

Players can expect different outcomes if they tread a neutral path in Fallout 3. Will you be tripping conservative players up with disproportionately good/evil outcomes if they just try to mind their own business?
Yes, whether your karma is good, evil, or neutral, you'll experience different things. At one point in the game, if you're evil, the good guys try to kill you, or if you're good the evil guys try to kill you. If you're neutral, everybody leaves you alone. So there are drawbacks and advantages for neutral just as there are for good and evil players, and we've spent a lot of time working on the gameplay options and outcomes for that "gray" area in between as sometimes the most interesting choices can be found there.

Are you getting the community involved in the development?
We continue to interact a lot with the fan community at large, but since there's a lot about the game that isn't known, it's more about having a general sense of what folks are saying than trying to react to any specific feedback on an aspect of the game.

Describe moments when you just thought - 'this is really cool'...
There have been quite a few "this is really cool" moments for me over the past couple of yeas, things like my first really good fight in V.A.T.S., the first time I saw a Brahmin in the game, the first time I shot a Fat Man…

Finally, I don't want to leave The Vault - it looks scary out there... Have you put some mah-jong mini games in Fallout 3 for people like me who are too terrified to step outside?
You can definitely avoid combat in many situations depending on the character you're playing. But, it's definitely a dangerous world out there and, unfortunately, you're going out there whether you like it or not. ●

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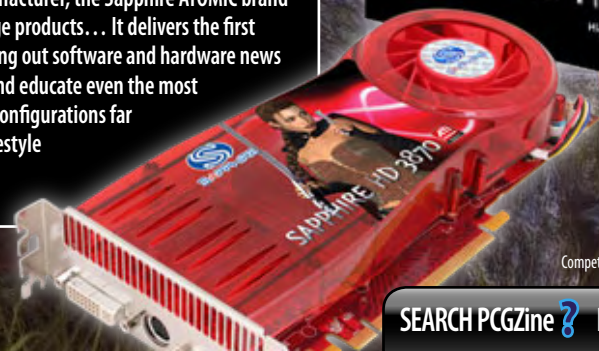


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Team Rainbow just can't get enough poker.

BIT OF A GAMBLE

I LOVE RAINBOW SIX VEGAS but I think that setting the next R6 game in Vegas again is just lazy. Surely an all-new location would have been much more appealing? Vegas was great, but we've been there, done that. What about a European vacation for the squad? With Call of Duty 4 encroaching with Modern Warfare, Rainbow needs something bolder than Vegas 2 in my opinion. Hopefully I'll be proved wrong, but I have to say I'm worried!

> Alan Barrington

> PCGZ says… We take your point, but if you remember, there was unfinished business at the end of Rainbow Six Vegas that means that the sequel's plot (if you really care about plot in R6) will have to pick up where it left off - in Vegas. And as the real Vegas seems to change constantly, we're confident that there will be many new and exciting locations.

CRYSIS OF CONFIDANCE

THANKS FOR A REALLY FUNNY but informative Crysis review last issue. I rushed straight out to buy it and I've now finished. The trouble is that I want more! What a great shooter and it really shows off my new high-spec PC. Will there be a sequel, or are the team moving on to new things after this release?

> Peter Jessop

> PCGZ says… You're in luck Peter, because the head of Crytek has recently announced that Crysis is intended as an epic trilogy of shooters, so you have two more to look forward to. Of course, you'll probably need two more PC upgrades to play those, as even better graphics are promised, close to photorealistic movie quality!

GOOD GEAR!

I'D JUST LIKE TO SAY THAT I have been reading your mags for a few months now and I think that for free they are excellent. However someone needs to have a word with Ian Morris about his review for Gears of War on the PC as reading it; it doesn't seem as if he has played the game. In my opinion it was the best game ever when it came out on the 360 and although it has dated a little in all areas it still is the best shooter ever made (in my opinion). I find myself wishing that COD4 and Crysis featured the 'stop and pop' gameplay (that Ian doesn't seem to like) and that would make these games even better. Maybe you should ask Ian if there was someone with a machine gun shooting at him whether he would run towards them like a maniac or dive behind some cover and gun down the 'SOB' while he is trying to reload.

> G Owen

> PCGZ says… You're right, he did duck when we shot at him!

VIVA FOREVER

Is it wrong to love gardening?

Dear PCGZ, I know you're not really agony aunts, but I'm feeling lost and confused and need reassurance. You see, I'm really the world's biggest shooter fan. There's nothing I love more than dropping terrorists in Call of Duty 4, stomping Locusts in Gears of War and fragging friends in UT3. I'm a mean, bloodthirsty, killing machine who laughs in the face of RTS, yawns at RPG and spurns sports games. But having been forced by my girlfriend to try Viva Pinata, I'm now hooked and I've turned into the gaming equivalent of a panellist on Gardeners Question Time. I just finished discussing the breeding patterns of Jameleons over dinner. Help me!

> Jim Brocklebank

> PCGZ says… You're beyond help. Why don't you just get married and buy an allotment too?



The terrifying world of the Pinata addicts.

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Unreal Tournament 3

A veritable killing spree, or just another minor update?

Publisher: Midway
Developer: Epic Games
Heritage: UT 2004, Gears of War
Link: www.unrealtournament3.com
OUT NOW

SYSTEM REQUIREMENTS
1.8Ghz CPU, 512MB RAM
128MB 3D card with Shader 2.0 support

We're going to open this review with a simple statement: if you've liked an Unreal Tournament before, you're going to love this one. A distinctly evolutionary, rather than revolutionary progression of the series, UT3 is pretty much an identikit version of the previous games, just with much prettier graphics, a lot more maps, and a tad more lag. But we'll get to that later.

The latest instalment in Epic's blockbuster fragging franchise has seen something of a refinement for version number three, and as such, a number of modes have been trimmed off, leaving the game with just six core game types; Deathmatch, Team Deathmatch, CTF, Vehicle CTF (does exactly what it says on the tin), Duel and Warfare.

Warfare is the sole new addition to the Unreal Tournament suite, and even then it's a recycled version of two old classics, Onslaught and Assault. Taking place across a good variety of maps, each team is in control of a core, which is protected by a shield. By capturing a number of nodes across the map, you have to build an unbroken chain to >


The cutscenes drive along the storyline, but disappointingly, they're pre-rendered!



We wouldn't get too used to seeing this screen. With AI like the single player game's, you won't be winning too often.



All the best weapons from the series return, like the minigun, seen here.

PCGZine GOLD

"An identikit version of the previous games, but with much prettier graphics"

They would sneak romantic moments alone in the armoury.



Capture the flag is fun - vehicle capture the flag is better. You get hoverboards in that.

>UT3 continued

the enemy's core, which will bring down their shield, letting you blow their core to smithereens.

With the addition of a special orb, which lets you instantly capture an enemy's node, Warfare maps can be a blast, and there's often a huge digital tug-of-war going on, as each team strives to push the other back and capture the relevant points on the map. Of course, as each team can also simply destroy the other team's nodes, thereby sabotaging their chain, there's a lot of strategy to each Warfare game, as you decide whether to defend your core, take out a node, or simply use your team's orb to go and instantly take one over. There's brains and brawn here.

But before we convince you Warfare mode is the new guiding light of UT, we do have to give you a warning – if you're planning on playing Warfare offline, we'd really think again, as the teammate AI is absolutely godawful. One map we played required you to first capture a node in the middle of the map to lower a bridge, before driving a tank across it to get to the enemy core. So, we go down to the node, we capture it, defend it against enemies, and turn to watch the bridge, expecting to see our tank happily trundling across. But nothing happens. Just then, we get fragged, the enemies recapture the node, and the bridge lifts up again, hampering our progress. Now, there's nothing wrong with that – what really got our goat was the way the team AI then decided to get our tank, drive it up the bridge, and straight off the edge into the oblivion below! WHY?!? Later in the game, it just got worse, as we lowered the bridge again, only for our tank to just sit there, not doing anything, while the enemy happily re-took the node. It's obvious that offline play was not a priority to Epic, as very little effort has gone into >



Destroy the core to win. Simple.



If this happens regularly, you should see a doctor.





If you see this juggernaut coming, we'd advise one thing. Run.

>UT3 continued

its balancing.

Online, however, is where Unreal Tournaments have traditionally shined, and thankfully, the same is true here. Warfare maps work much, much better online with a human team behind you, and it's far too easy to wile away the hours fighting a digital war. Thankfully, all the other modes work just as well online too, and the maps behind them are simply stunning.

With a huge graphical overhaul, we always knew UT3 was going look fantastic, but thankfully, the maps are practical too. With respawn points organised in exactly the right places, and those killer power-ups always in the middle of a danger zone, UT3's maps have seemingly been play-tested to perfection (bar one or two duds), and this greatly makes up for the disaster offline.

And while familiarity isn't necessarily a good thing, in this case, it's exactly what we wanted, as UT3 is every bit as furious and fast-paced as 2004. Double-tapping "D" to dive out of the way of a rocket has never been more fun, and running at a silky smooth 60 FPS on our rig, the game was immense – even just watching it was enough to make us feel tired.

Unfortunately though, we do have one more piece of bad news for online UT fans, as Unreal Tournament 3 is occasionally susceptible to distracting lag. While this may not be a problem for those of you on a thick pipe, on a fairly standard 2MB connection, we were experiencing lag on some servers with 12 people, let alone the full complement of 32.

But although it may be let down by a duff offline game, and the odd bit of lag online, UT3 still shines through with its ultimate playability. While it falls just short of the lofty standards set by UT 2004, UT3 is still a fantastic multiplayer shooter – just don't buy it if you're really after a brilliant single-player shooter. That's not what it's for. ● *Ian Morris*

"UT3's maps seem to have been play-tested to perfection"



Here's the infamous bridge of much flipping.

The first level sees you killing your sister, multiple times. Controversial...

PCGZine Verdict

Deja-vu wins through

- Great online maps and modes
- Just as fast as before
- Lacking offline

90%

WIN! AN UNREAL GAMING PC

Play Unreal Tournament 3 in its full glory with this custom rig!



The day of the 'beige box' has long passed. It's all so bright and colourful now!



The techies at Midway have built a custom gaming PC for us to give away this month and it's a real hottie! With all quality, cutting-edge parts such as a Cooler Master Stacker 831 case, MSI P35 Neo2 Mainboard, super-powerful Intel QX9650 CPU and blistering graphics from the NVidia 8800 GTX card, this monster will make light work of stunning games like Unreal Tournament 3. Midway will throw in a copy of UT3 for the winner and there are four more copies of the game for lucky runners-up. And don't worry, the PC will be fully built before you get it! Just answer the question opposite to enter...

MSI intel



Viva Piñata



The pre-mating course is one of the rare lowlights.



"Beneath the sugary surface lies a world of beatings, drugs and vice"

One of the cooler aspects of the game is the ability to customise everything.

Publisher: Microsoft
Developer: Rare
Heritage: Perfect Dark, Banjo Kazooie
Link: www.vivapinata.com
OUT NOW

SYSTEM REQUIREMENTS
Windows Vista/XP, 1.8GHz CPU, 1GB RAM, 10GB HDD, GeForce 5900/Radeon 9600 +

It's Party Time! Viva Piñata - filled with fun, doo de doo doo

With its bright, colourful characters, overly cutesy design, and animated TV show running alongside it, you could be forgiven for thinking Viva Piñata had been aimed at kids. Underneath its colourful, sugary surface, however, there lies a world of beatings, drugs and vice.

If your piñatas are starting to get rowdy, the game encourages you to beat them down with a shovel, spilling their sweet-filled guts across the land. If you're having trouble getting two piñatas to mate, all you need do is dose both of them up with a "romance" sweet, follow them back to their house, and watch as they do their "romance dance". We're sure we've never heard it called that before...

Okay, so we may be bending the truth a bit here, and Viva Piñata is certainly suitable for little Johnny to play, but our point is you'd be wrong judge this book by its cover, as Viva Piñata is a surprisingly deep, and enjoyable game.

You bought the farm

At its core, Viva Piñata is intrinsically similar to a farming simulator, like Harvest Moon. Taking a small patch of land, and moulding it to your heart's content, you'll immediately begin to attract piñatas to your garden, who are each looking for certain things if they are to become a "resident". From wanting to have eaten a Mousemallow (another piñata), to requiring a certain amount of daisies in your garden, the needs of each character are varied and plentiful, and demand some creative planning on your part if you're going to keep all the species happy.

But the more piñata you begin to attract, the harder it's going to be, because, as in real life, not all piñatas get along. There's a natural food chain of sorts at work here - your bird piñatas will eat your worms; the fox piñatas have a thing for fresh rabbit, and this makes keeping the piñatas at bay one of the most challenging aspects of the game – especially when you start to run out of space.

While its colourful looks may put some off, Viva Piñata is a wonderfully creative game that anyone, young or old, will get mileage out of. Beneath its cutesy appeal lies a game as complex as any.

Ian Morris



If you have a child, they'll be now saying, "OH WOW!" at this screenshot.

GOTTA CATCH 'EM ALL

Rare breeds addictive as animal crackers

While there's no real objective to Viva Piñata, there is a Pokémon style "gotta catch 'em all" theme running throughout. As you tend to your garden, and get more piñata's with resident status, you'll begin to attract rarer piñatas – getting the right combination of stuff in your garden to attract the rarest takes a hell of a lot of patience.



PCGZine Verdict

Innocence is bliss

- Inventive characters
- More depth than it first seems
- Getting all the Piñatas takes forever

89%



Sudden Strike 3: Arms For Victory

Only so many soldiers come home…

Publisher: Empire Interactive
Developer: Fireglow Games
Heritage: Sudden Strike, Sudden Strike 2
Link: www.fireglowgames.com
OUT NOW

SYSTEM REQUIREMENTS
2.8GHz CPU, 1GB RAM, 128MB 3D card

Sudden? The only thing sudden about playing this is the realisation that you are literally wasting your life. We won't bore you with the details; a glance at the accompanying screenshots will tell you practically everything you need to know. Yes, it's another real time strategy game, based around the games industry's perennial crutch, World War II. What the pictures don't relay is that WWII seemed to be over quicker than a game of Sudden Strike 3.

It's not that it's particularly blessed with content - five scenarios could be considered miserly – it's just that each once can feasibly outlast a day (or night) of test match cricket. That we found ourselves still playing it at 7am should be a recommendation, were it not for the fact that the preceding hours were a conveyer belt of laborious, repetitive grind, eking out territory inch by inch.

This may be realistic, but it's not exactly thrill-a-minute stuff. Strategy on a massive scale, you will get through thousands of soldiers, with a message popping up each time you send another thousand to their graves, the oft-repeated phrase "reinforcements have arrived" ultimately becoming a curse. Eventually, you're even tempted to attempt actual strategy, although an arcane interface and dodgy path finding makes this problematic. As does the fact that tanks in SS3 travel at about a tenth the speed of foot soldiers, something that in our experience is patently not the case.



It's a bit like petrol bombing a model village.

"Strategy on a massive scale. You will get through thousands of soldiers"



Bonfire night in Streatham high street was over.



Cloud versus plane - who will win this battle of wills?



Trench warfare reminiscent of the First World War.



Now that's just rubbish parallel parking, isn't it?

Trench foot

As such, arranging a coherent fighting unit is a largely thankless task, and gameplay mainly consists of taking >



Giant moles had taken the beach.



"Graphically it's light years behind World in Conflict"



The water texture looks good at least.



It all looks much better from high above. Close up, soldiers look cartoonish.

OVER LAND AND SEA...

Die! Die! Die!



Land | **Sea** | **Air**

Land

Tanks are your major weapon, although they are slow and often get lost.

>Sudden Strike 3 continued

the higher ground and taking the trenches one by one, often having first cleared them with an aerial strike. These become available over time, and due to the 'Mexican stand off' nature of the gameplay, it's perfectly possible to leave the game running for half an hour then sit back down and unleash a surfeit of death from above.

On the battlefield, there is a lot going on, with medics running around healing the wounded, and vehicles dispatching ammo, for instance. However, with so many soldiers to command, excursions into macro-management are extremely rare. And for such a po-faced game, up close the troops look vaguely cartoonish, gambolling about like a latter day version of the classic Cannon Fodder.

The historic context is presumably accurate, with the action enabling you to control the Americans, Russians, British, Japanese and Germans in such disparate arenas as the beaches of Normandy and the island of Iwo Jima. Ultimately, it's all fairly abstract though, as you spend much of the game clicking on various areas of the map, attempting to achieve multiple objectives while becoming frustrated by the fog of war.

Graphically, Sudden Strike 3: Arms for Victory is light years behind the likes of World In Conflict, not helped by a rudimentary strategic map. The minimal voice acting is risible, and music is notably absent from the action: in terms of atmosphere it's not so much Saving Private Ryan as Shaving Ryan's Privates. This is hardcore, but not in a good way.. *Steve Hill*

PCGZine Verdict

A war of attrition

- Historically accurate
- Repetitive gameplay
- Unmanageable action

69%



Juiced 2: Hot Import Nights

"Can you cope with street attitude being shoved up your exhaust?"

Arcade racing given another shiny, sideways slant – now with added neon.

Publisher: THQ
Developer: Juiced Games
Heritage: Juiced series
Link: www.juiced2hin.com
OUT NOW

SYSTEM REQUIREMENTS
Windows XP/Vista, 3GHz CPU, 1.5GB RAM, 6GB HDD, GeForce 6600/Radeon X1300 +

Whatever your thoughts on street racing and your neighbour wearing those blue lights underneath his lowered Fiesta, the fetish for modding, drifting and general car fashion has made video games more exciting. There's no denying that Need For Speed and Burnout have added a level of depth to racing games which arouses us in a way that Gran Turismo couldn't. Jeremy Clarkson maybe, but not thrill seekers after the brightest, fastest and loudest racer on the block.

And if that's what you want, the simplistic arcade thrills of Juiced 2 offer brainless, hectic races which mostly occur after 6pm for added atmosphere. There's obvious visual parallels with films like Fast & Furious: Tokyo Drift but, in reality, Juiced 2 is a simple racer with added challenge modes which ask you to bet against a competitor or complete specific challenges. The street racing itself feels like a battle and the handling is strictly arcade based. The forward/sideways ratio of street racing is set at 60/40 such is the obsession with drifting, ripping up tyres and leaving the right kind of skid marks. Okay, so the fashion and appeal for this kind of racing is fading and other games (Burnout) are better in terms of game structure, overall challenge and the options offered to speed freaks but Juiced 2 is solid and the online racing and betting is entertaining.

If you want a simple arcade racer and can cope with street attitude being shoved up your exhaust, then your own hot night of racing pleasure is guaranteed. ● ***Richard Melville***



Street Race Rule Number 3: All exhausts must be flame enabled.

DNA MOT

Because it's not just your car that needs stats

Tinkering, painting and tweaking an impressive sports car with decals and after-market parts are part of all street racing games. Juiced 2 adds 'Driver DNA' which records the way in which you drive, letting the world know whether you're slow and safe, fast and furious or just a bit crap when it comes to corners.





Street Race Rule Number 1: At least 3 cars must have giant spoilers.



Street Race Rule Number 2: All cars must be clean, shiny and metallic.

PCGZine Verdict

Bright lights, burning rubber & big bass. What more could a badboy want?

- Looks great
- Sounds great
- Repetitive challenges

75%



Stranger

Odder than Anne Widdecombe in clown makeup

Publisher: Empire
Developer: Fireglow Games
Heritage: Sudden Strike
Link: www.fireglowgames.com
OUT NOW

SYSTEM REQUIREMENTS
2.8GHz CPU, 512MB RAM, 128MB 3D card, Windows XP/Vista

'Stranger' is the polite way of putting it, frankly. 'Crazed', 'oppressively odd' or 'was someone hepped up on goofballs when they made this?' are all arguably more accurate descriptions. Another of those strategy/roleplaying hybrids European developers seem so fixated on making, this one's bloody-mindedness extends to wilfully ignoring most of the traditions of either genre. Even the tutorial feels like it's trying to teach you how to ride a unicycle with one hand strapped behind your back and a panda sat on your head.

It's a stranger-in-a-strange-land fantasy tale, replete with all the monsters, goblins and inexplicably aggressive insect-life to be expected from such a setting. Unfortunately, despite the several minutes of exposition - told as a sequence of crudely-drawn and hideously voice-overed still images - between each mission, it's remarkably hard to tune into what's going on. So, you never perform your tasks with any sense of purpose – you just trudge over to all the little arrows on the minimap until the level ends.

Better the Diablo you know

There's a vague, Diablo-esque compulsion to kitting out your main character, and melting down his unwanted gear into metal that can then be traded for henchmen. Once the comically illogical interface is mastered, Stranger's attempts to mangle RTS and RPG together become a little clearer. Equip those two henchmen with crossbows and keep them at the back; give this one an enormo-shield and send him frontwards... It's the inventory management of RPGs, with the troop positioning of RTS. Basic and weird, yes, but bold, in a way.

Wild difficulty spikes (and regular loading crashes) compound the feeling of low-budget confusion, unfortunately. Within the space of a minute it can jump from throwing a single beetle at you, to a swarm of giant armoured men. When faced with yet another unexpected Defeat screen, summoning the will to try again when the game doesn't play fair (or logically) is tricky. So you probably won't. **Alec Meer**





THE COLOUR OF MAGIC

Do we have to spell it out for you?

Spellcasting's interestingly oddball. Vanquished foes drop coloured crystals – equip your character with enough of the same crystals and he'll be able to cast certain types of spell. Or mix, say, blue and green crystals and he can use Cyan spells. The magicking's automatic once you've setup your aura of choice, but you can buy new spells when you level up.



PCGZine Verdict

Too weird to live, too rare to hate outright

- It's certainly novel
- Rock-bottom production values
- Infuriatingly unintuitive

50%

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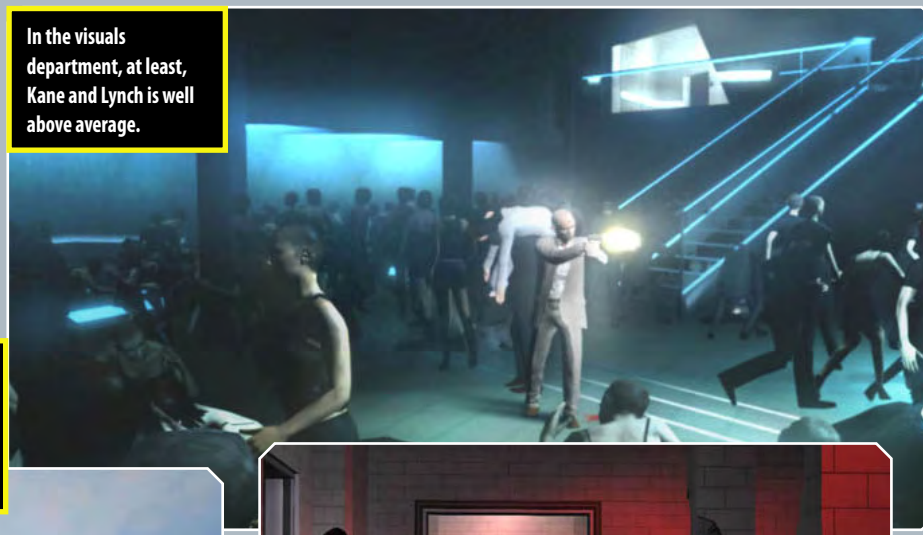


Kane and Lynch: Dead Men

Kane and Lynch; not a wrestler, or an angry mob in sight.

Publisher: Eidos
Developer: IO Interactive
Heritage: Hitman
Link: www.kaneandlynch.com
OUT NOW

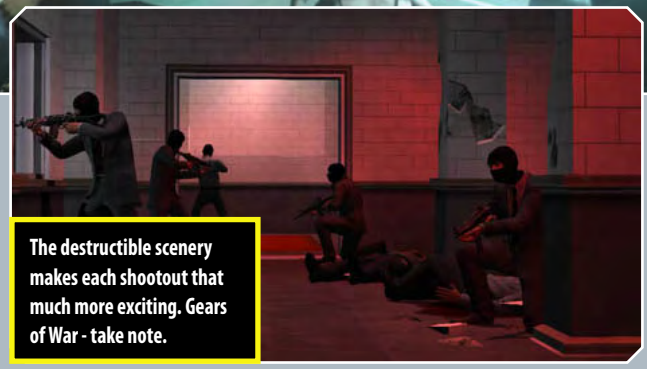
System Requirements:
2.4 GHz dual core, 1024MB RAM (2048MB for Vista)
Nvidia Geforce 7800 or better, or ATI Radeon X1800 or better.



In the visuals department, at least, Kane and Lynch is well above average.



Pull off a heist, but don't get too caught up in the Resevoir Dogs mood.



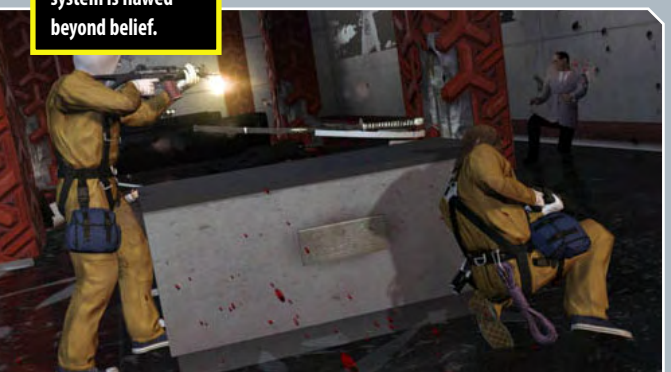
The destructible scenery makes each shootout that much more exciting. Gears of War - take note.

As it's developed by IO interactive – the team behind the notoriously stealthy Hitman series – you'll forgive us for expecting something a little different from Kane and Lynch. Whereas its predecessor was famous for its free-form, stealth based gameplay, with Kane and Lynch, that couldn't be further from the truth. There's no stealth involved here, at all. There are no innovative gadgets, or grizzly ways to strangle your opponents after sneaking up behind them. There's not even a bald chap with a barcode on his neck. With an involving plot, an emphasis on gunplay, and a minimum of decisions to make, it would seem that Kane and Lynch is quintessentially the anti-Hitman; a game which embodies everything that Hitman wasn't. Sadly, the same is often true of the gameplay.

We mentioned the plot behind Kane and Lynch was good, but when we say good, we mean it in the same way an Eastenders plot is good – it's full of gratuitous swearing, unlikable characters, and a series of unfortunate situations. Kane and Lynch are your two, everyday, common or garden psychopaths – convicted criminals, who are together on their way to their executions, when their police truck is attacked, and the two are busted free. Kane is the hard man of the two – the gritty, heartless criminal, with little respect for life, whereas Lynch is the bipolar killer-come-good guy, who needs his medication to stay calm.

"Bipolar killer Lynch needs his medication to stay calm"

The gameplay in Kane and Lynch is a world away from IO's previous >



You'll be lucky if you ever manage to successfully take cover like this - the game's cover system is flawed beyond belief.

Roll over screen for annotations





This is how you attack someone from a distance. AI - take note.

> Kane and Lynch continued

titles, with a firm emphasis on shooting - and lots of it. But while this isn't necessarily a bad thing in itself, the collision detection in Kane and Lynch is incredibly glitchy, which sometimes results in your enemies taking multiple headshots before going down – something we're sure has never happened in the Hitman series.

Bring back the Kane

The missions themselves are also disappointingly linear, with you being lead by the hand through a series of checkpoints, without having to make any decisions or choices. While this certainly isn't good for the gameplay, we'd say it actually harms the storyline more – having to make moral decisions as to whether to kill key characters or not would have made the game all that more involving - as it stands, with the game making the choices for you (which usually involve killing someone), Kane is as unlikable as ever.

The game slowly becomes more team based, which forces you to make use of Kane and Lynch's squad command system, with incredibly mixed results. Most of the time, these controls work well, with your AI compatriots doing as you tell them, but on one too many occasions we asked Lynch to attack someone, and watched as he ran straight towards them, with the intention of shooting them point blank in the face. We know he's a psychopath, but that's just plain stupid.

However, if there's one area where Kane and Lynch really redeems itself, it's through the online mode. Known as "Fragile Alliance", the mode tasks a group of players with robbing a bank - pull the heist off successfully, and the money can be shared between the victors. However, the twist is that should you decide to go postal at any time, and kill your team mates, you can steal their money, and, should you then make it out alive, you don't have to share your cash with anyone else...

With frustrating mechanics, unlikable characters, and flawed collision detection, Kane and Lynch is a thoroughly average shooter. While the storyline can involve at times, the numerous gameplay problems stop the game from being anything but average. It's not worth committing to death row, but we wouldn't pay full price for it.

Ian Morris


In the course of the story mode, you'll visit many locations around the world, all of which look gorgeous.


The graphics are nice and colourful - the language even more so.



Kill a friendly in Fragile Alliance and you'll get a nice big "Traitor" tag above your head.


The police look a bit pale. But wouldn't you, with two pyschos bearing down on you?

PCGZine Verdict

Fun, but no Hitman

- Story driven
- Good online
- Glitchy

70%



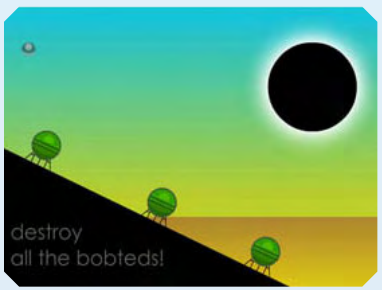
Move or Die

Publisher: www.zapdramatic.com
Developer: Zap Dramatic
Price: Free!

A free, flash based game, Move or Die is a graphical, story-driven adventure, that's probably best described as a "persuasion simulator". Although if the choice really was to move, or die, we think we'd be persuaded to move. Telling the tale of a brother and sister, who run over the body of an old man on their way home at night, it's up to you, playing as a hitchhiker who was asleep in the back in their car, to persuade them to do the right thing, by choosing what to say from a list of options. With better voice acting than most professionally made games, and a graphical style that reminds us of Another World, this is well worth checking out.

- Great presentation
- Good voice acting
- Not enough flexibility of choice

Persuasion is a good thing **76%**



Day of the Bobteds

Publisher: Rob Allen
Developer: http://casualgameplay.com
Price: Free!

Just one of the many fantastic entries into the fourth casual games design competition is Day of the Bobteds, an unusal, if disappointingly short puzzle game, which sees you having to destroy a certain numbers of objects in each level simply by dropping a marble (or two) at the start of each puzzle, and letting gravity do the rest. While some of the puzzles can be done in a few seconds, others will have you scratching your head for a good while, and with its accurate use of physics, this was one of the standout games of the contest. See more entrants at the link provided.

- Great physics
- Good puzzles
- Plenty of top notch at link

Save the world, play free games. Winner! **80%**



Shell Blast 3

Publisher: www.vertigogaming.net
Developer: Vertigo Games
Price: $4.95

With a visual style that's reminiscent of indie smash Defcon, and gameplay that's a bit like Minesweeper Deluxe, Shell Blast 3 is a surprisingly enjoyable indie game. The basic premise remains the same – find the bombs by marking where they are, and putting a cross where they're not, but this time you've got the help of a bomb detector, which tells you how many bombs there are in total, across the row and column it covers. It's an incredibly challenging game, and one that's already made our heads hurt – kind of like a deadly Sudoku, with more bombs and less competition from businessmen on the train. And no Carol Vorderman.

- Nice graphically
- Devilishly hard
- A bit too minesweepery

Sudoboom **78%**



Painkiller Overdose

Publisher: Dreamcatcher
Developer: Mindware
Price: £19.99

A sequel of sorts to 2004's Painkiller, Overdose is an all out, balls-to-the-wall shooter with a minimalistic storyline, and a strong bent towards action. Starting out life as a mod, Overdose puts you into the demon boots of Belial, a half-demon, half-angel, as he hunts down Cerberus. With painfully old-school graphics, and gameplay, Painkiller is quite a blast from the past, but still a fun distraction from games like Crysis. With a decent enough online mode, and a lengthy single-player, Painkiller can be quite enjoyable, but we doubt it'll give UT3 much of a run for its money.

- Fun run-'n'-gun
- Good online
- Awful graphically

Devilishly average **60%**



Goldeneye 2D

Publisher: www.perfectrun.net
Developer: Perfect Run
Price: Free!

We've been wanting to feature this one for some time now, as it's the most fun we've had with a single level... well... ever! Much like Ronseal, Goldeneye 2D is exactly what it says on the tin – a 2D, Gameboy-style rendition of the N64's seminal Goldeneye (or at least the opening level). Letting you play through the Dam, and including a boss battle with Odd Job, Goldeneye 2D is a load of fun – hats off to the sound guy as well, who's created the perfect Gameboy-esque rendition of the Goldeneye theme. Lots, and lots of fun. Now who's going to make Crysis 2D?

- Hilarious Concept
- Great gameplay
- We want more!

If only it were longer **85%**

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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



Neil Mohr has been playing with and playing on PCs for over a decade

GRINDING GEARS

I've installed Gears of War on my Vista PC and after launching the game it just stops. I've installed the latest version of LIVE and my PC has an EVGA NVIDIA 8800 GTX 256MB and 2GB of memory.

> *The one big thing many people are not doing is starting GoW correctly. You need to run it from the Start Menu > Games folder, you'll find a GoW icon in there. If you try and run it directly from its install folder it'll just crash ñ it seems people are doing this as there's no desktop icon. If this isn't your problem there was a recent Vista update to correct potential problems, so use the Vista Windows Update to get this.*

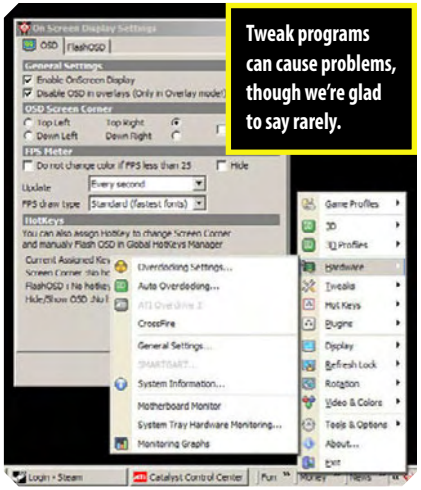
HIDE YOUR GEAR

Gears of War keeps crashing with the error: wargame-gw4live.exe has encountered a problem and needs to close. It installed fine and even runs for a few minutes. I've got an Athlon 64 X2, 2GB of memory and a Radeon X1600 with the latest drivers.

> *Word on the internet is this problem is down to people that use add-on tools to display on-screen FPS figures, such as ATI Tray Tools or even using this tool at all. If you have this or something similar try disabling it.*



Big men, love noting more than being with other big men



Tweak programs can cause problems, though we're glad to say rarely.

NOT SO SUPERFETCH

I'm trying to get the best out of my laptop's performance while playing Crysis and while I like Vista on the whole I was wondering how to stop the SuperFetch feature? As I want to try and reduce all the background tasks to a minimum. Perhaps I can set-up a Gaming profile that turns this off?

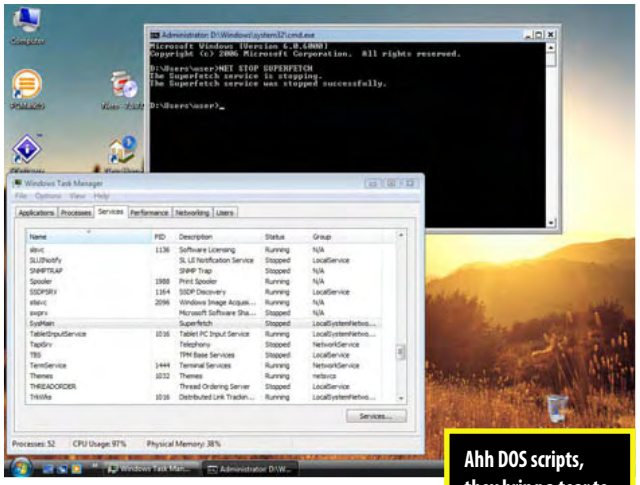
> *SuperFetch is a service that attempts to preload often used programs into memory, it's low priority so we doubt you'd see any advantage turning it off; Once Crysis starts it'll essentially stop working. However if you open Notepad, add the lines below and save this file as CRYSIS.BAT on your desktop it should do the trick. We'd also highly recommend this link for performance tweaking www.incrysis.com/forums/viewtopic.php?id=11614. Before using this you'll need to edit the path to Crysis itself to suit your system:*

NET STOP SuperFetch
START /WAIT "C:\Program Files\EA Games\Crysis\Crysis.exe"
NET START SuperFetch

CR-CR-CR-CRYSIS

When I insert the Crysis DVD in my new Lite-On DVD drive it totally freaks out, clicking loudly for a minute or so. It ended up taking about five minutes to finally spin up and start installation. Is this normal or is my DVD drive going to explode? As it turns out my room mate >

"The one big thing many people are not doing, is starting Gears of War right"



Ahh DOS scripts, they bring a tear to our eyes (because of the pain).

Tech Support

> has the same problem.

> *We understand this is a combination of two things and can cause read problems in general. First of all it's a double-layer DVD, this makes it a little thicker than usual single-sided 4.7GB DVDs and can cause additional noise. Secondly the copy protection used in Crysis can cause this clicking sound as it checks the protection areas on the disc.*

The noise can be exaggerated by dirty discs or drives not optimised for dual-layer discs. We'd recommend giving the disc a good clean with a soft cloth, also for people with older drives try tracking down a firmware update. Of course using an illegal No-DVD crack would eliminate the problem, but we can't recommend that.

PORTABLE MEMORIES

I'm planning to upgrade my notebook to DDR2 SODIMM modiles. I've heard that dual-channel modules could speed up the computer, is that true?

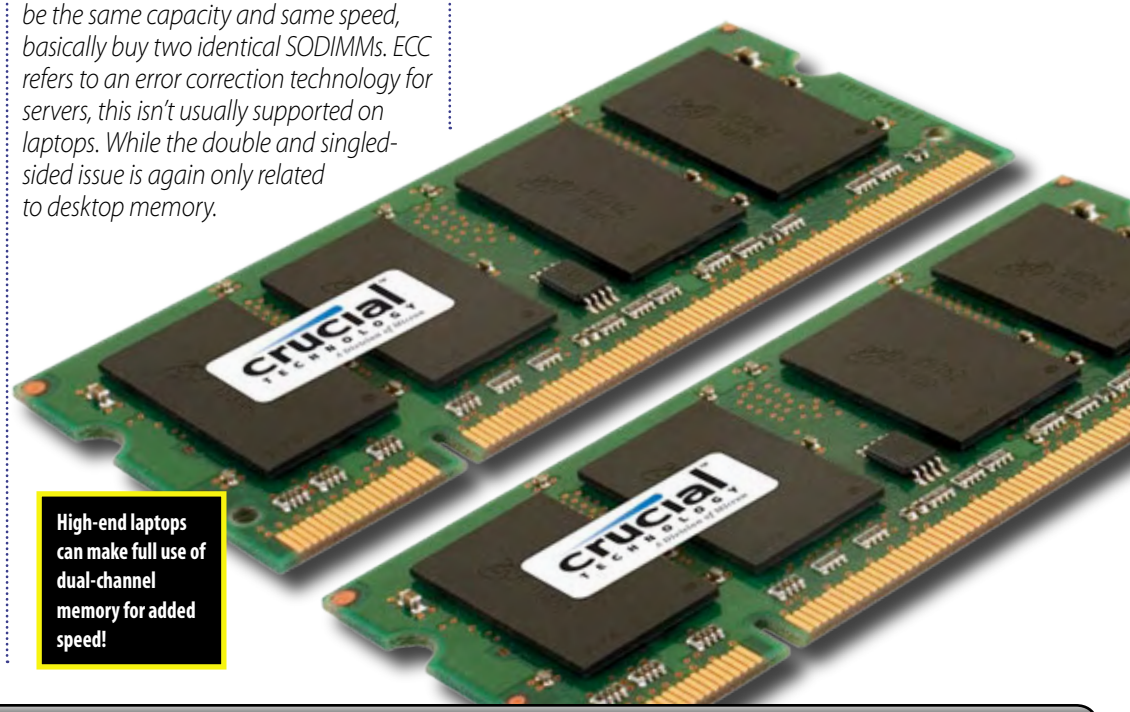


No boss, Aztec's still tied up with tech-support...

"Crysis can cause this clicking sound as it checks the disc's protection areas"

I've been told the two modules have to fit together to be dual-channel, what does that mean? Do they have to be the same capacity, use ECC, have same FSB and how about being double or single sided?

> *So many questions! The best solution is to check the notebook's manufacturers website and see what memory configuration it supports or check www.crucial.com and its Memory Advisor to see what it recommends. In general to use DD2 a laptop will need to support DDR2, it's physically different from DDR1 so it has to support one or the other. Dual-channel does offer a real-world speed increase of around five to ten percent. If a laptop offers two SODIMM slots it should support dual-channel memory. The SODIMMs you buy need to be the same capacity and same speed, basically buy two identical SODIMMs. ECC refers to an error correction technology for servers, this isn't usually supported on laptops. While the double and singled-sided issue is again only related to desktop memory.*



High-end laptops can make full use of dual-channel memory for added speed!

GOT A PROBLEM?

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

Click here now!

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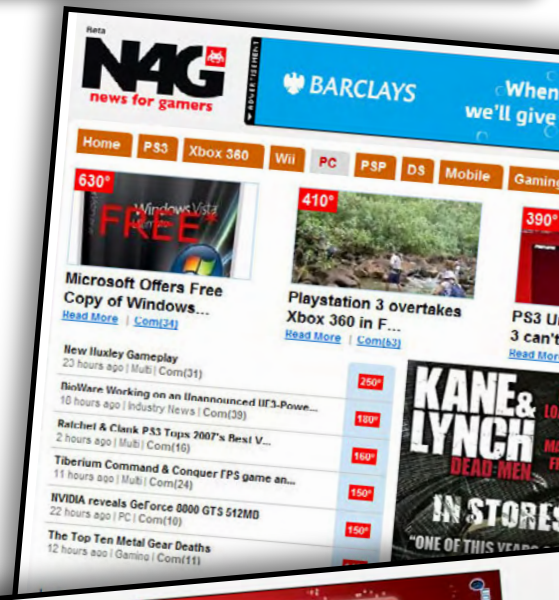
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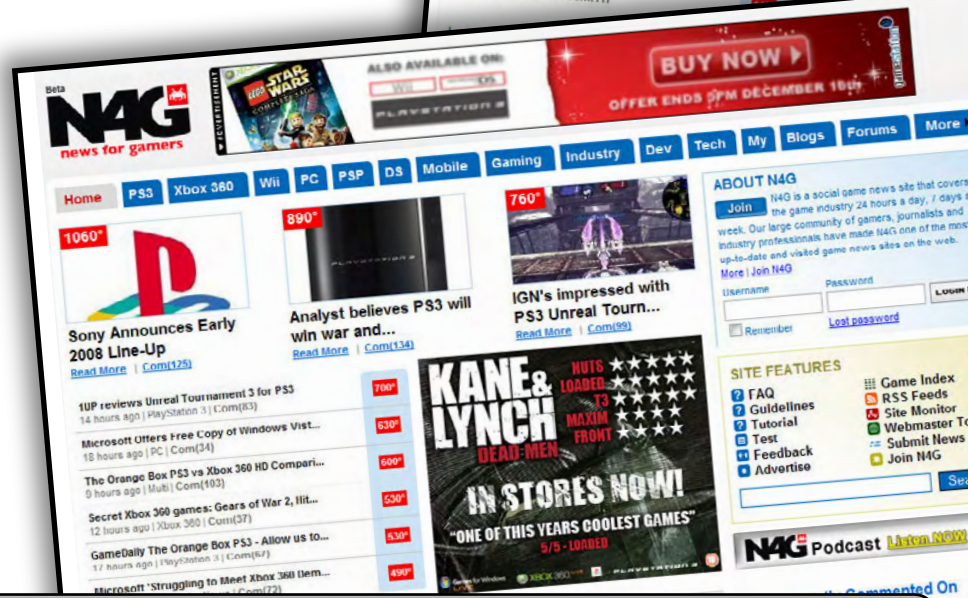
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