FREE!

PCGZine

Issue 16 | April 2008

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

WIN! FRONTLINES Cool game bundles!



MASSIVE REVIEW INSIDE!

FRONTLINES FUEL OF WAR

"Big battles, big explosions, big fun!"

MORE HOT REVIEWS...

- TURNING POINT: FALL OF LIBERTY
- LOST: VIA DOMUS
- SPEEDBALL 2
- JACK KEANE



INTERVIEW TO A KILL!
Assassin's Creed Technical Lead!

FIRST SCREENS!

ALIENS: COLONIAL MARINES

A stand-up fight, or just another bug hunt?

PLUS ALL THESE GAMES & MORE



Red Faction: Guerilla



Mirror's Edge



Damnation



Battlefield Heroes

Welcome to PCGZine



Ubisoft games have been drifting south like polar bears on melting ice-floes and another month goes by without the long-awaited release of Rainbow Six Vegas 2 and Assassin's Creed, both now set for early April on PC. But there are plenty of thrills to be had in the meantime with the excellent modern combat Frontlines offers in solo and multiplayer modes and there's the chest-burstingly exciting reveal of the first screens for Aliens: Colonial Marines, the awe-inspiring new squad shooter that Gearbox has been working on. It's authentic, it's co-op and it's scheduled for 2008, and that's just what we wanted to hear. Check out the preview - it's the only way to be sure...

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 highlights...*





QUICK FINDER
Every game's just a click away!

Damnation	Aliens: Colonial Marines
Battlefield Heroes	Mirror's Edge
Battlestations: Pacific	Red Faction: Guerilla
Bionic Commando	Assassin's Creed
Starcraft II	Frontlines: Fuel of War
F.E.A.R. Project Origin	Turning Point: Fall of Liberty
S.T.A.L.K.E.R. Clear Sky	Lost
Velvet Assassin	Speedball 2
X3: Terran Conflict	Jack Keane
X-Blades	Gothic Universe













MEET THE TEAM
Probably the best games writers on the planet



Ian Morris
Got sent to the Frontlines, but managed not to go over the top.



Richard Melville
We told him to get Lost and would you believe it, he did!



Steve Brown
Got abducted by Aliens and now walks a bit funny.

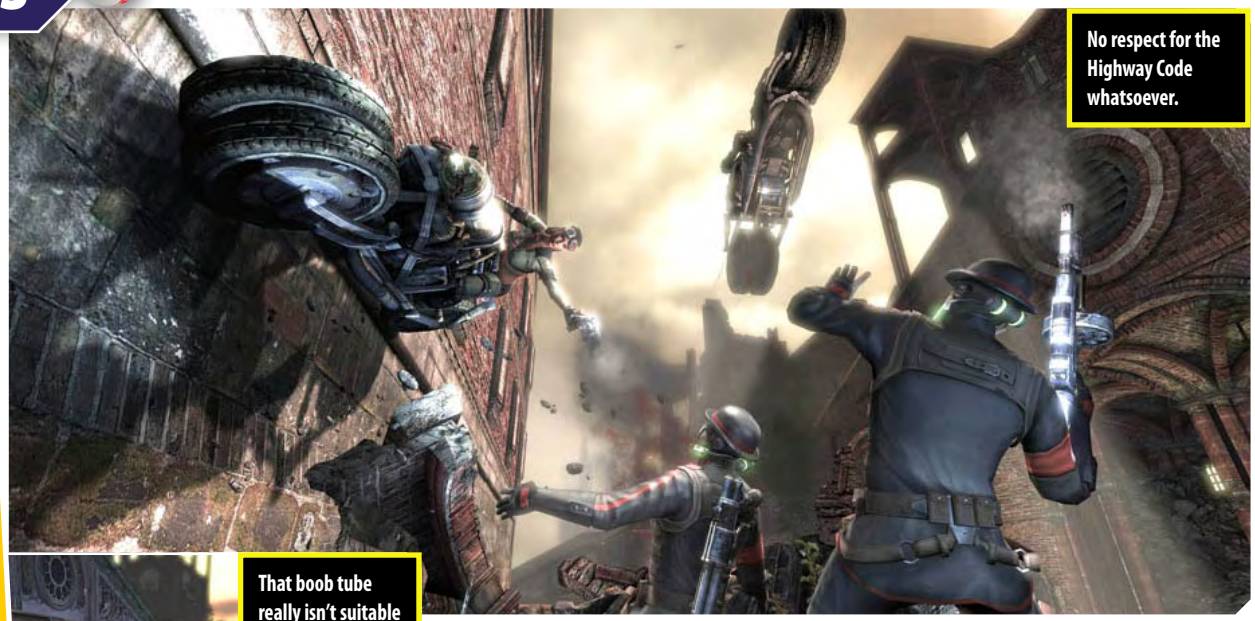
ALIENWARE
To experience games at their best PCGZine uses the Area 51-ALX from Alienware. Packed to the gills with cutting-edge power and technology, if a game can't perform on this it has to be a dud.



MORE FREE MAGAZINES! LATEST ISSUES!

Publisher: Codemasters
Developer: Blue Omega
Heritage: First game project
Link: www.codemasters.com
ETA: Winter 2008

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



No respect for the Highway Code whatsoever.



That boob tube really isn't suitable for leaping.





"Prevent a crazed arms dealer from achieving world domination!"

We're promised levels miles across, with thousands of vertical feet.

LATEST NEWS

Damnation

American history X-treme

What's the story?

Hero Rourke sets off through a post-industrial USA inspired by iconic historical events, to prevent a crazed arms dealer from achieving world domination. It seems he has a mysterious female sidekick to help him in this and the whole setting feels like a steampunk graphic novel, something akin to The League of Extraordinary Gentlemen.

What do we know?

Codemasters is describing Damnation as a "shooter gone vertical" and there's plenty of evidence in these first screenshots of acrobatic moves through every dimension, with Rourke and his barely-dressed accomplice scaling walls, leaping through windows and flying down ziplines. But you aren't the only ones with almost superhuman daredevil skills. Your enemies will also use ropes, scale walls and generally come at you from every angle, making nowhere safe to hide.

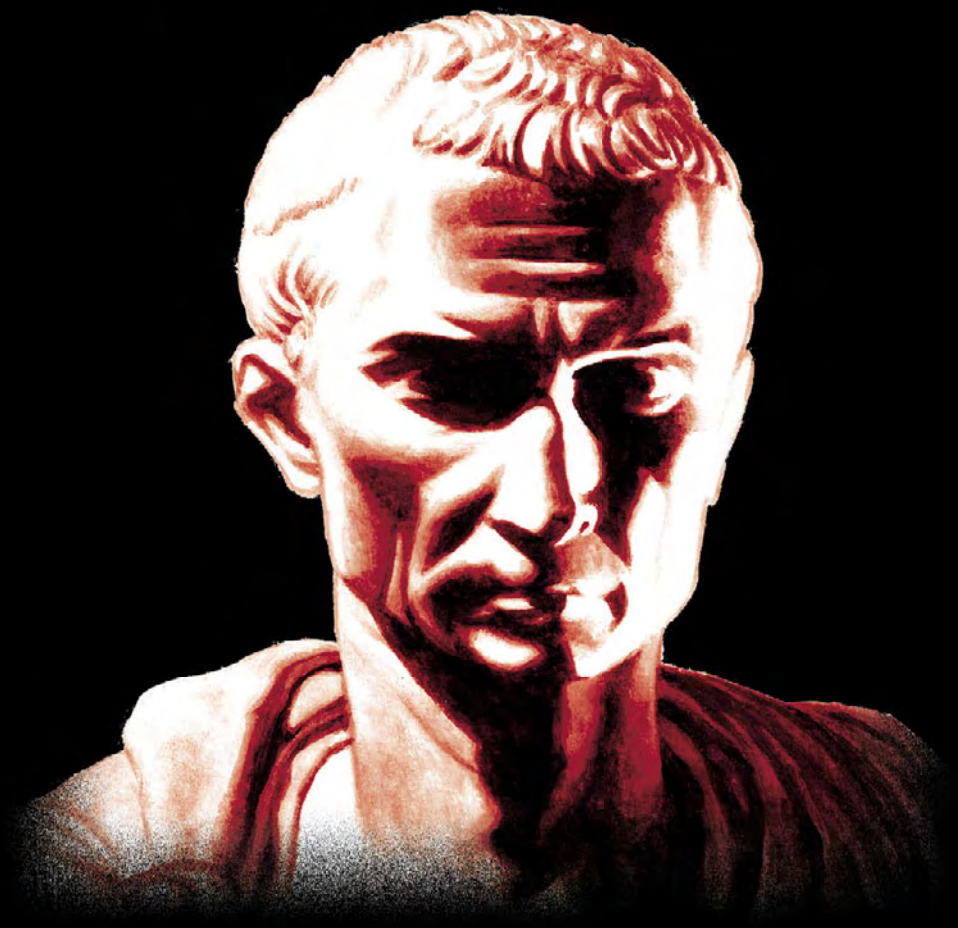
When do we get more?

We may see more at Codemasters' Connect show this month, and we hope to get hands-on this summer.

Anything else to declare?

Overblown vehicles and stunts will also make up a large part of gameplay, with wall-racing, chasm-leaping motorbikes providing awesome chases. This is an open world action game to a large degree, so expect to choose your own paths through its unique representation of America.

EUROPA UNIVERSALIS ROME SPQR



PLAYBACK OPTIONS: ENHANCED



DIVIDE & CONQUER

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IN STORES APRIL 18, 2008.

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paradox INTERACTIVE

Publisher: EA
Developer: DICE
Heritage: Battlefield 1942, Battlefield 2
Link: www.dice.se
ETA: Summer 2008

PREVIEW FEEDBACK! Click here to tell us what you think of Battlefield: Heroes!

LATEST NEWS

Battlefield Heroes

Can a free-to-play shooter really pay off?

"It looks very like Team Fortress 2 in its cartoon style"



16-player team deathmatch is the order of the day.

Planes and tanks will be the only vehicles to start with.





Swoop low and two teammates can jump onto your wings.

What's the story?

This is a more casual spin-off from the hardcore Battlefield brand and will be a free, web-launched team deathmatch shooter in third-person. It looks very like Team Fortress 2 in its cartoon style and focuses upon character development and customization, with stat rankings and XP progression.

What do we know?

Heroes is an experiment in casual gaming and influenced by what the developers saw of successful free-to-play systems in Korea. DICE hope to make this free shooter a new revenue model in the West too, through micro-transactions and advertising. But don't worry too much about intrusive ads and hidden costs. There will be no in-game adverts and you'll only choose to pay for cosmetic upgrades to start with, then later DICE may introduce items that will let infrequent gamers pay to double their XP acquisition rate for set periods of time.

When do we get more?

A closed Beta starts soon, which we hope to be on, then this will be expanded through the summer to include thousands more testers before becoming open to all.

Anything else to declare?

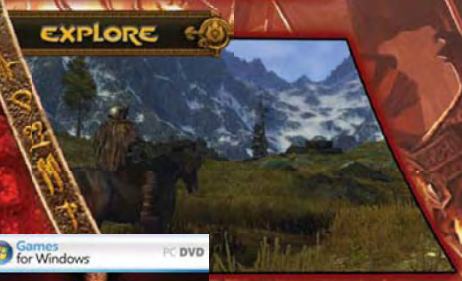
The two sides are the Royal and National armies (Allies and Axis essentially) and within each are three classes of Soldier, Gunner and Commando. There will be two vehicles at launch – the tank and the plane, which can hold a passenger on each wing!

AGE OF CONAN
HYBORIAN ADVENTURES

'EASILY THE MOST VIOLENT MMO OF 2008' PC ZONE











PLAYBACK OPTIONS: ENHANCED

HEADS WILL ROLL...
...MAY 23RD 2008

Games for Windows

THE WAY nVIDIA. IT'S MEANT TO BE PLAYED

paradox entertainment

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eidos

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Publisher: Eidos
Developer: Eidos
Heritage: Battlestations: Midway
Link: www.eidos.com
ETA: Late 2008

PREVIEW FEEDBACK! Click here to tell us what you think of Battlestations: Pacific!

Battlestations: Pacific

LATEST NEWS

Take to the high seas once again and change the historical outcomes of World War II



Send out landing craft and protect their beachheads.

"New units include the dreaded kamikaze pilots"





Watch your land forces capture key inland areas.



That's going to need some sticky tape.



Switch to a first-person view for the real experience.

What's the story?

Take part in two World War II naval campaigns in the South Seas, playing as the Americans from the Battle of Midway to Okinawa, and then as the Japanese fleet attacking Pearl Harbour before attempting to transform history and rule the Pacific.

What do we know?

This is the sequel to Battlestations: Midway, promising even more intense RTS action, the American and Japanese campaigns doubling the size of the first game with nearly 30 missions. 21 new units include the dreaded kamikaze pilots in fearsome rocket-powered Ohka on the Japanese side, which will add a unique dynamic to both campaigns.

When do we get more?

We're hoping for the first hands-on this summer.

Anything else to declare?

Perhaps the most significant new feature will be the ability to land infantry during battles, either launching parachute squadrons from your carriers, of deploying landing craft packed to the gunnels with attack battalions. You'll need to direct parachute landings accurately and shield your landing craft with defensive broadsides, but once your infantry battalions set foot on solid ground they'll reward your efforts by attempting to capture key bases and man captured artillery to support your air and sea campaign.

7 UP

More golden nuggets of gaming glory to come



F.E.A.R. Project Origin

Publisher: Monolith | **ETA:** Late 2008

The sequel to this dark shooter will run parallel to events at the end of F.E.A.R. and delve a little into the origins of nightmare child Alma. More importantly, enemy and allied AI has improved still further (it was already hyper-intelligent) and there will be a greatly improved cover system.

X3: Terran Conflict

Publisher: Deep Silver | **ETA:** Autumn

This stand-alone sequel in the X3 series will take the conflict back to Earth's solar system for a conclusive battle comprising more space dogfight missions than any previous X title. Rather than following a single character, you'll be able to take the seats of several different pilots, some familiar to the X universe and others including a new military pilot from home planet Earth.





X-Blades

Publisher: Southpeak | **ETA:** Winter

Formerly known as Oniblade, this anime-style hack-and-slash follows heroine Ayumi, presumably in a quest to recover her clothes and find something more comfortable than a g-string for fighting in. Pistol-blades will be balanced with magic in this all-action story and demons will be your foes (as well as cold drafts and whistling builders).

Velvet Assassin

Publisher: Gamecock | **ETA:** Autumn

Originally dubbed Saboteur, this stealth action title has been rebranded to focus more upon the influence of real-life British agent Violette Szabo, who championed the sabotage of the Nazi war machine in World War II Europe. The game's heroine Violette Summer will need to improvise weapons and use the enemy themselves against one another in her undercover missions.



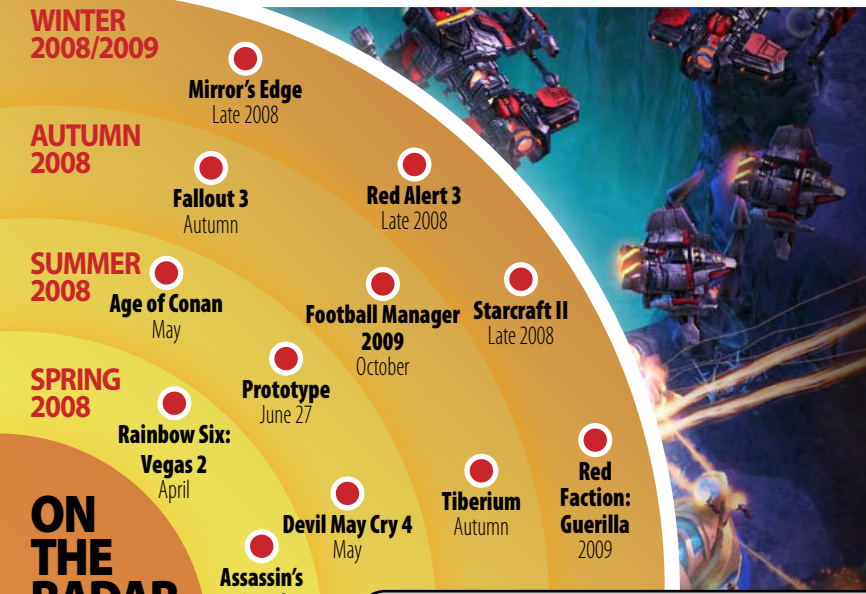
ON THE RADAR

WINTER 2008/2009
- Mirror's Edge — Late 2008

AUTUMN 2008
- Fallout 3 — Autumn
- Red Alert 3 — Late 2008

SUMMER 2008
- Age of Conan — May
- Football Manager 2009 — October
- Starcraft II — Late 2008

SPRING 2008
- Prototype — June 27
- Rainbow Six: Vegas 2 — April
- Devil May Cry 4 — May
- Tiberium — Autumn
- Red Faction: Guerilla — 2009
- Assassin's Creed — April



Starcraft II

Publisher: Blizzard | **ETA:** Late 2008

This long-awaited RTS sequel is gradually revealing more of its new single-player campaign, which will carry on directly from the end of Starcraft: Brood War's plot. Protoss, Terran and Zerg races all return and new Terran units recently revealed will include the Banshee aircraft, Cobra hover tank and the awesome Thor assault mech, big enough to take on whole enemy bases. The player won't assume the role of any familiar character, but will meet many established figures in campaigns.



S.T.A.L.K.E.R. Clear Sky

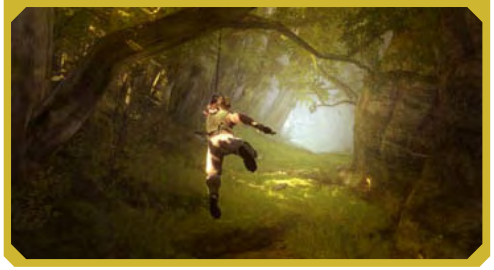
Publisher: Deep Silver | **ETA:** August

The prequel to the first S.T.A.L.K.E.R. game, Clear Sky is set in 2011 and treads the dangerous streets of Chernobyl as your mercenary heads right into the center of the Zone.

Bionic Commando

Publisher: Capcom | **ETA:** Late 2008

New screenshots of this open world action title, which will see enhanced hero Nathan Spencer using bionic arms and the like to scale buildings and swing through massive cityscapes, reveal that there will also be a greener side to the game, with the inclusion of a lush Park level within the boundaries of Ascension City.



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HANDS ON

ALIENS: COLONIAL MARINES

In space, no-one can hear you jumping up and down, screaming "Woo-hoo!"

Publisher: SEGA
Developer: Gearbox
Heritage: Halo: Combat Evolved, Brothers in Arms, Half-Life: Blue Shift
Link: www.gearboxsoftware.com
ETA: Mid-Late 2008

PREVIEW FEEDBACK! Click here to tell us what you think of Just Aliens:Colonial Marines!

It's been a long, long time since the last really great Aliens game on PC, and by the time that Colonial Marines is released, it will be practically a decade ago that Aliens vs. Predator terrified us out of our wits in 1999. But even that awesome shooter was somewhat diluted by its division into Marine, Alien and Predator segments.

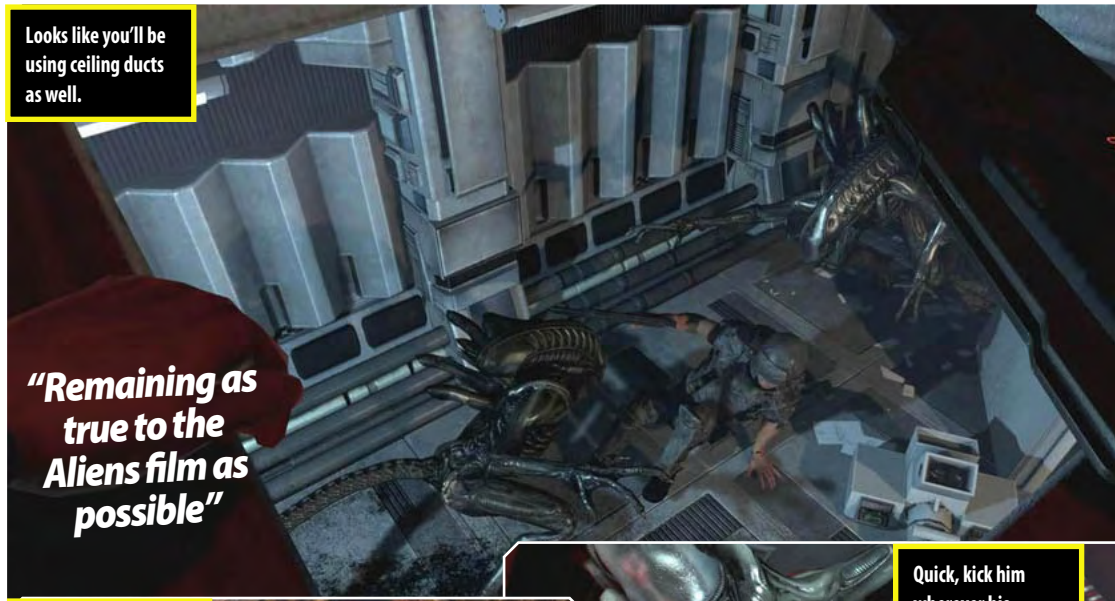
Gearbox's new game is focusing entirely on the Marine squad experience of the second and best Aliens film and that's the best possible outcome for all FPS fans.

Remaining as true to the Aliens film environments, weapons, equipment and vehicles as possible, Colonial Marines follows a squad of four as >


A midnight snack from the fridge...


How would you like your eggs sir – over easy?


Someone fetch a giant glass and a piece of paper!

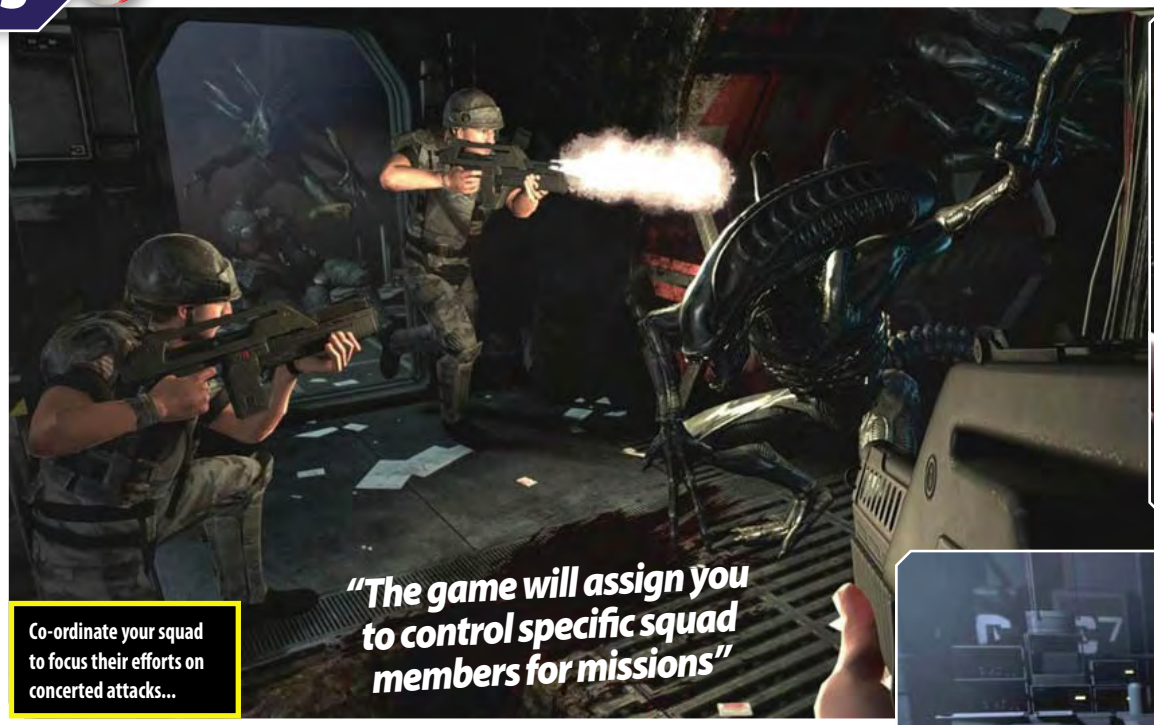

Looks like you'll be using ceiling ducts as well.

"Remaining as true to the Aliens film as possible"

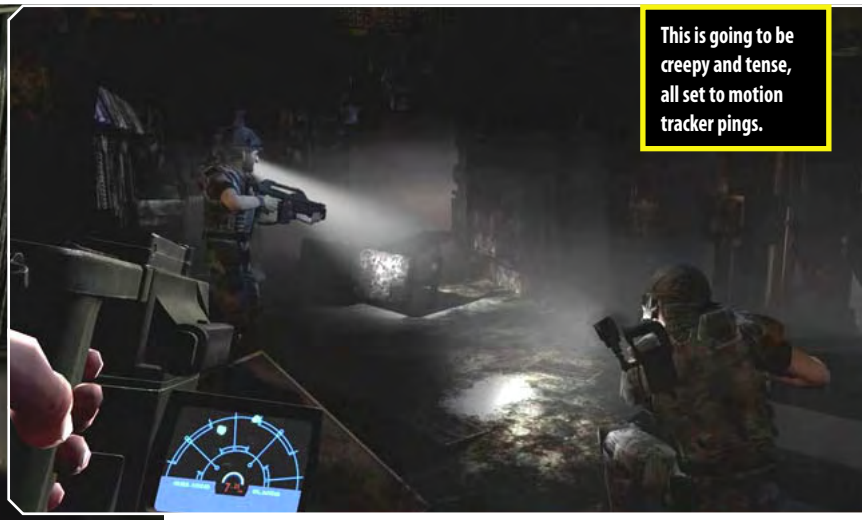

Never forget the ceiling, never forget the ceiling, never...


Quick, kick him wherever his knackers are!

ALIENS



Co-ordinate your squad to focus their efforts on concerted attacks...



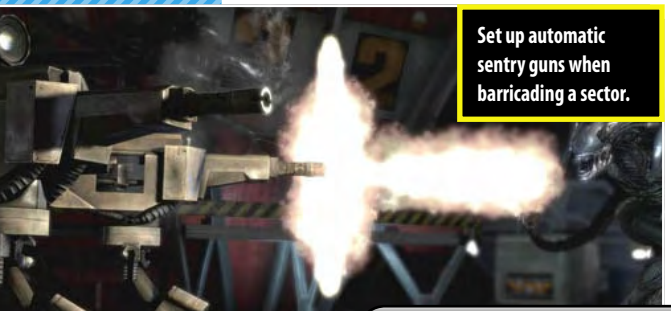
This is going to be creepy and tense, all set to motion tracker pings.



It's easy to be specimen-glass half empty at times in an Aliens game.

> Aliens continued

they fight for survival within the deserted Sulaco's hull and beyond, encountering first Scout and soon Warrior Aliens as the full horror of their situation dawns. To some extent each of the squad will be a specialist, carrying a unique secondary weapon, still faithful to the film, so on top of primary pulse rifles and smart guns, we'll see flamethrowers and shotguns for example. When playing solo (more on co-op later), the game will assign you to control specific squad members for certain missions, encouraging you to use the full range of men and equipment. You won't be dropping or picking up scavenged guns in this game, bringing it even closer to authentic Marine behaviour.



Set up automatic sentry guns when barricading a sector.

Acid house party

As well as primary and secondary weapons, each character also carries grenades and a pistol, plus an interactive item such as a hacking kit for opening sealed doors, a welding torch to seal passages, or a medical kit that can revive team mates, or neutralise Alien acid burns. But if you're not in control of the character you need for specific actions or equipment, there's a simple context-sensitive team command system similar to that in Rainbow Six Vegas, which will tell buddies to hack doors, weld vents shut, or set up automatic gun turrets. And tactical command will be essential – this game demands Hickses not Hudsons. Aliens will make intelligent >

ALIENS



You have remembered to check for ceiling access now?

"Boss battles such as the power-loader battle against the Queen Alien prompt quick reactions"



Use squad members' specialist weapons in specific situations.



> Aliens continued

use of every air duct, ceiling pipe, grating and vent available to come at you stealthily, or in deadly waves, so you'll have to co-ordinate your squad's skills, firepower and positioning if you have any hope of making it out alive.

Breaking up the squad action will be a series of iconic 'Close Encounters', essentially mini-games and boss battles such as the power-loader battle against the Queen Alien, which prompt the player to react quickly and intuitively to subtle HUD indicators. But the best feature of all will be four-player co-op, allowing friends to drop into your story mode, AI taking over squad members again if the humans drop out.

It's difficult to imagine a more suitable licence for a first-person shooter, nor a more terrifying one. Aliens: Colonial Marines just shot straight to the top of our most wanted FPS list. Pre-order it as soon as you can – it's the only way to be sure!



Atmosphere is everything, and this game has it!

PCGZine ALIENS

HOW COMPLETE? 60%

FIRST IMPRESSIONS? 90%

The ultimate squad shooter shows its teeth at last!

HANDS ON

MIRROR'S EDGE

Publisher: EA
Developer: DICE
Heritage: The Battlefield series
Link: www.dice.se
ETA: Late 2008

PREVIEW FEEDBACK! Click here to tell us what you think of Mirror's Edge!

You've gotta have Faith…

One of the most significant trends in modern action games is towards freedom of movement through all dimensions, the vertical being the least explored traditionally. Assassin's Creed, Damnation (see preview this issue), Prototype and more are all exploring acrobatic movement - climbing, diving, leaping, swinging and free-running with great success. But DICE, developer of the Battlefield series, is hoping that Mirror's Edge will define this new movement, and movement itself, with a game that rethinks every aspect of first-person perspective from the ground up and up and up.

Mirror's Edge is a first-person shooter, (although we'll qualify the shooter part shortly), set in a modern urban environment, which provides ample vertical opportunities for parkour-style wall-running, vaulting and leaping. While controls are kept simple for achieving such moves, the skill will be required in maintaining momentum and stringing acrobatics together fluidly across the urban assault course. Senior producer, Owen O'Brien hopes to "Change the way that players are able to move in first person. No more restrictions, no more being blocked by simple barriers such as walls and fences. We want to enable the player to move like a real person, with the ability to run, jump, vault and slide in a way that has never been seen before in a first person game."

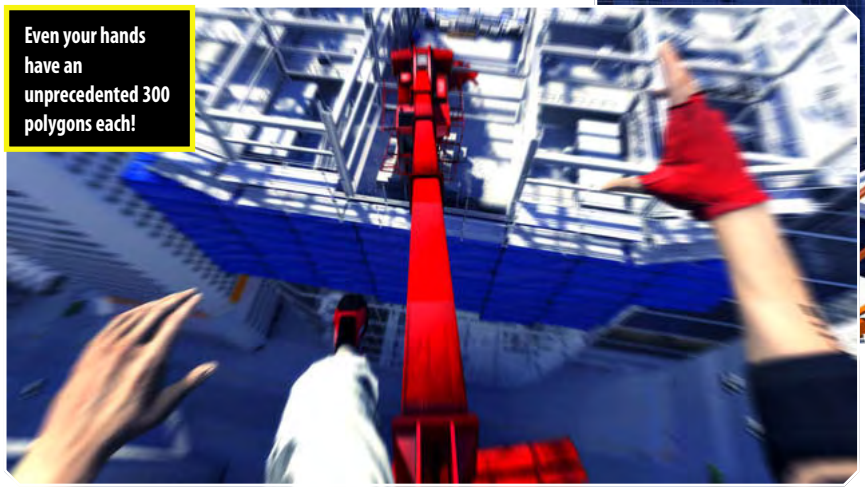
Momentum is key to the more realistic first-person experience and rather than having set speeds for walk and run, as most shooters do, Mirror's Edge takes time to accelerate you to full speed from a standing start. The camera will weave and bob increasingly as you pump your arms and legs to gain a sprint and even the sound effects of your feet slapping down (and the ability to look down and see proper foot-to-ground contact) adds a whole new level of immersion.

"A game that rethinks every aspect of first-person perspective"

Speed and momentum also govern the acrobatics you can achieve – you'll need to approach a wall with sufficient velocity if you mean to clear it rather than leave yourself hanging. Similarly you'll have to judge your speed down ziplines to drop off them and land on the move, otherwise you may slow, stumble, or fall. There's also a slo-mo feature called Reaction Time, which depends upon your average speed to accrue. Reaction Time helps considerably when it comes to >



It's a clean city with dirty officials.



Even your hands have an unprecedented 300 polygons each!



Physical aggression will be more important than gunplay.



Reaction Time slow motion will be useful in these situations.



City leaders like Pope will be your ultimate enemies.

> Mirror's Edge continued

stringing together fluid moves, especially while under pressure from enemies.

The enemies in Mirror's Edge will be the goons of the apparently utopian city's actual police state, the armies of the corrupt politicians and police commanders who have made vehicular travel, personal freedom and communications accessible only to the rich elite. Your character, Faith, is connected to the criminal underground movement, who ironically live and operate overground in the higher reaches of the city's skyscraper rooftops. With internet and telecoms controlled by the authoritarian state, it's down to free-runners like Faith to courier information for the have-nots. So while Faith will be able to carry and use guns, even stealing them off enemies with slick new moves, they'll usually be limited to the ammo in their loaded clips and will also affect her movement, the bigger assault rifles especially preventing the more acrobatic stunts. This FPS is not about the gun, but about the person behind it and that's perhaps the most interesting move of all.


We think London couriers should use the rooftops too.


Time your landings off ziplines carefully. It's a long way down!

"This FPS is not about the gun, but about the person behind it"


Out with the scaffold, in with the new (approach to FPS)

PCGZine

HOW COMPLETE? 70%

FIRST IMPRESSIONS? 80%

Redefining first-person gaming from the ground up

HANDS ON

RED FACTION:GUERILLA

"It is an open world this time, you will choose the path"

Time to get smashed again at the Mars bar…

Publisher: THQ
Developer: Volition
Heritage: Descent series, Freespace series, Red Faction series, Saint's Row, Summoner series, The Punisher
Link: www.volition-inc.com
ETA: 2009

PREVIEW FEEDBACK! Click here to tell us what you think of Just Red Faction: Guerilla!

It seems that these days every new action game needs to be open-world to have credibility and the next Red Faction will be no exception. Using Mars as its big red sandbox, attempting to create a free-to-roam world where the other game mechanic is a fully destructible environment will be no mean feat for Volition.

But that is the aim here and Volition President Mike Kulas assures us that, "Red Faction: Guerrilla expands the signature destruction elements of the series and pushes the boundaries of next-gen gaming on a massive, terra-formed Mars where gamers can literally tear down the enemy EDF presence brick by brick".

Set half a century after the last Red Faction game, Guerilla again follows the struggle of the Mars underground socialist movement as they strive to throw off the shackles of the authoritarian Earth Defense Force regime, whose oppression of Mars' mine workers seems to have continued unabated. The freedom fighters of the Red Faction won't just sit on top of government buildings waving banners and phoning Sky news, they'll be battling their way from desolate mining outpost Parker all the way across the vast Mars landscape towards the EDF heartland and capital city of Eos. But the terra-formed Martian landscape will be crawling with EDF forces and there will be plenty of side-missions along the way to aid browbeaten settlers and to capture and improvise assault vehicles, explosives and weapons from old mining stock. But it is an open world this time, so you'll be choosing the path to the capital yourself.

So far, so militant extremist, you might think, but it's a fine line between terrorist and freedom fighter and even though you'll be improvising explosive devices and destroying buildings in the cities of the energy-hungry capitalist regime exploiting your natural resources, your re-established Red >



The new cover system seems very Gears of War.



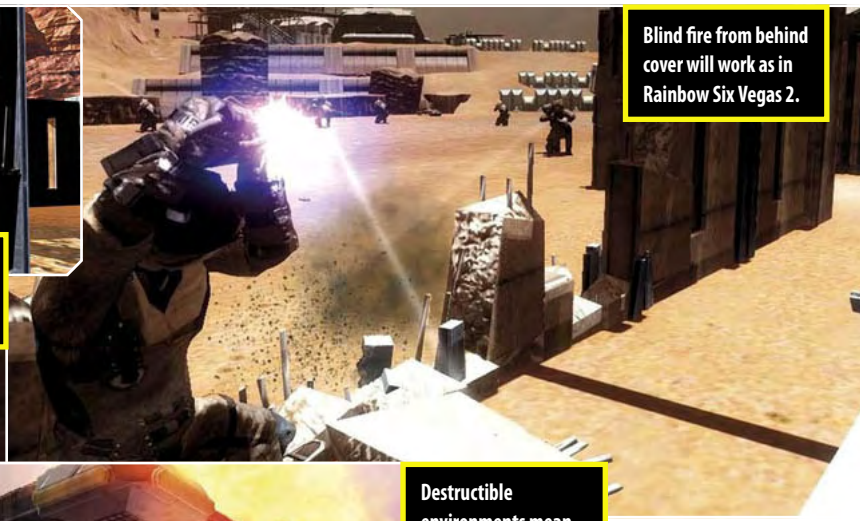
Giant mining mechs will make awesome attack craft.



Steal mining explosives for improvised grenades.


Even mining picks and hammers will do as melee weapons.


The EDF security forces will stand between you and Eon city.


Blind fire from behind cover will work as in Rainbow Six Vegas 2.


Destructible environments mean plenty of cool explosions.

> Red Faction continued

Faction Guerillas are the righteous heroes of this insurgency.

Traditionally first-person, Red Faction now goes down the third-person route, which makes sense for better realisation of fully destructible environments. It will also help to make the most of a totally new cover system that should open up Red Faction's tactical play to something akin to Ghost Recon Advanced Warfighter, although we'd expect it to be nearer to Gears of War in depth of team control. A cling-to-cover, stop-and-pop, or whatever-you-like-to-call-it cover system will really suit the guerilla warfare of this sequel and it's a sensible

"A totally new cover system should open up Red Faction's tactics"

expansion of gameplay, which will also make the promised multiplayer modes that much more interesting. Little of the multiplayer has been revealed yet beyond the expected inclusion of destruction-based modes, but we hope that there will also be some vehicles involved this time, ideally a tunneling machine to burst through the floor of an enemy base and rip them up Total Recall-style.

Brad Carraway, THQ's director of global brand management, claims that, "With the game's unique pairing of true physics-based destruction, fast-paced guerrilla warfare style combat, and a massive world to explore – Red Faction: Guerrilla will redefine the limits of open-world gaming". While this may smack a little of rebel bravado, there's no denying that the technological advances in PC gaming since Red Faction II was released in 2003 make 2009's Red Faction: Guerilla far more likely to achieve its working-class goals this time.

PCGZine

HOW COMPLETE? 40%

FIRST IMPRESSIONS? 70%

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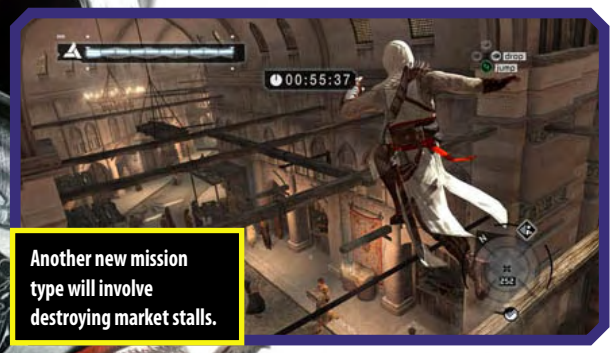
Publisher: Ubisoft
Developer: Ubisoft Montreal
Players: 1
Certificate: 15
Features: Free-roaming, free-climbing, stealth and melee combat
ETA: April

Interview to a kill

We talk to the man who's been putting the sass in Assassin's Creed PC



The new rooftop race challenge sets your acrobatic skills against the clock.



Another new mission type will involve destroying market stalls.



Charles Beauchemin is Technical Lead on Assassin's Creed at Ubisoft.

Assassin's Creed was one of the biggest console hits of 2007 and the PC version of this medieval GTA is finally nearing completion. What have we been waiting for and will we even be able to play it given the extraordinarily high recommended specs? We talk to the Technical Lead on the PC version to find out what he's been tinkering with all this time…

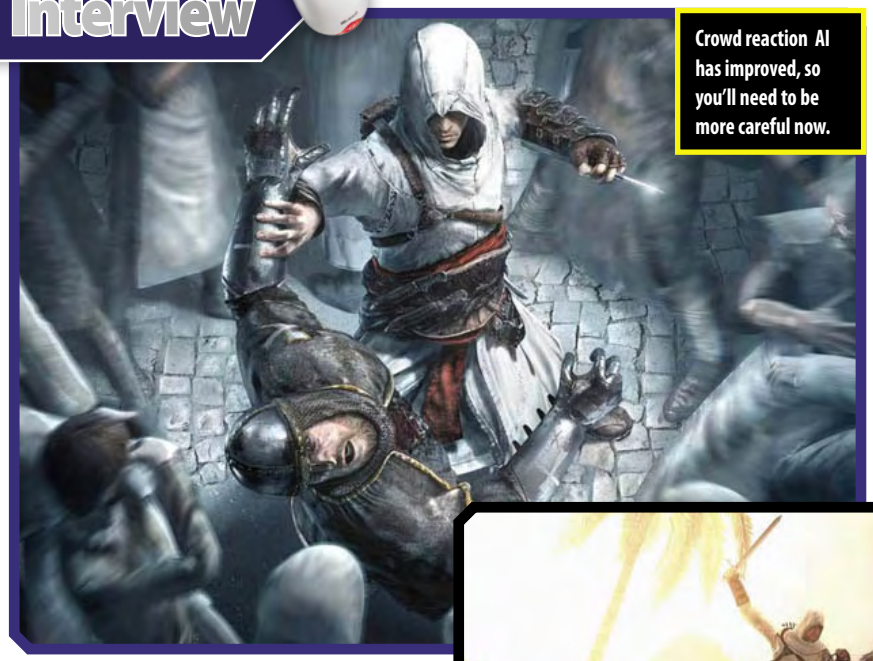
The PC version is out in early April, four months after the console versions. What have you been doing to it?

"We decided to add even more variety with four new investigation types"

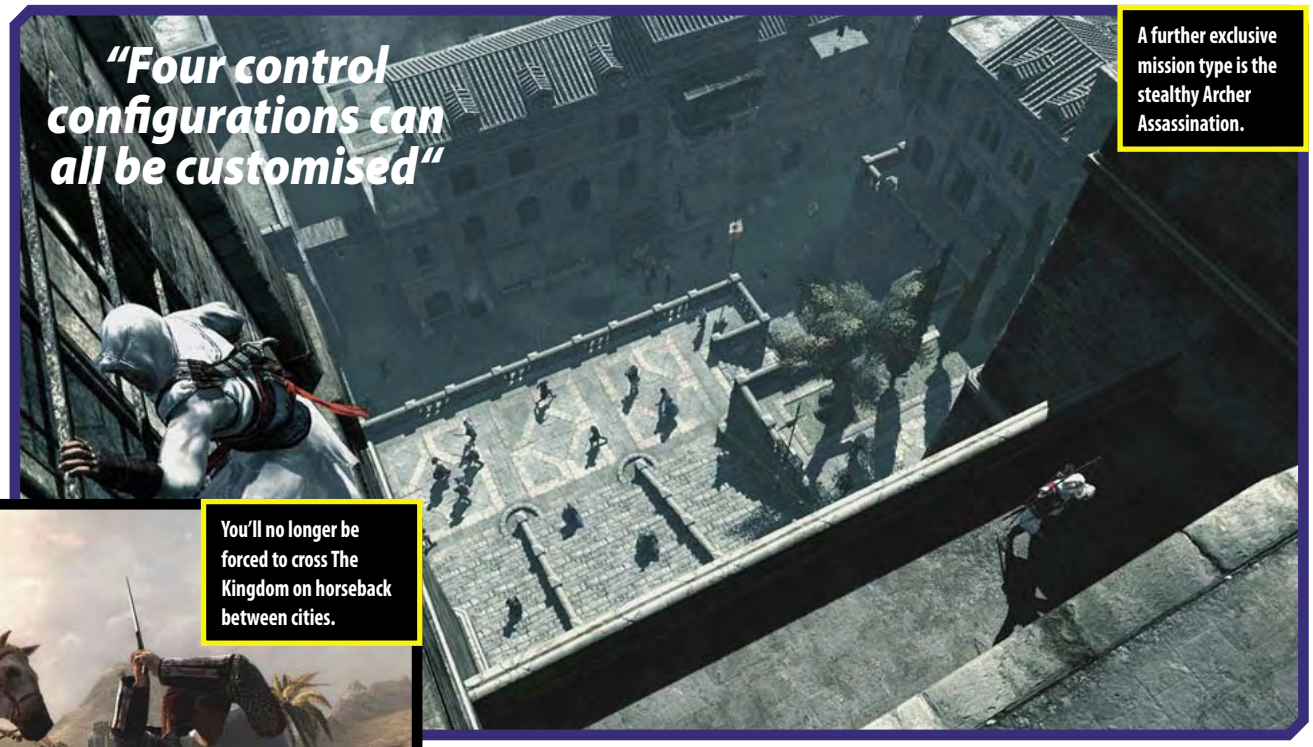
Based on the feedback we got after the release of the console versions, we decided to add even more variety by developing a total of four new investigation types (Archer assassination, rooftop race challenge, merchant stand destruction challenge and escort challenge). The archer assassination requires the player to >



A scene from one of the PC-exclusive escort challenges.

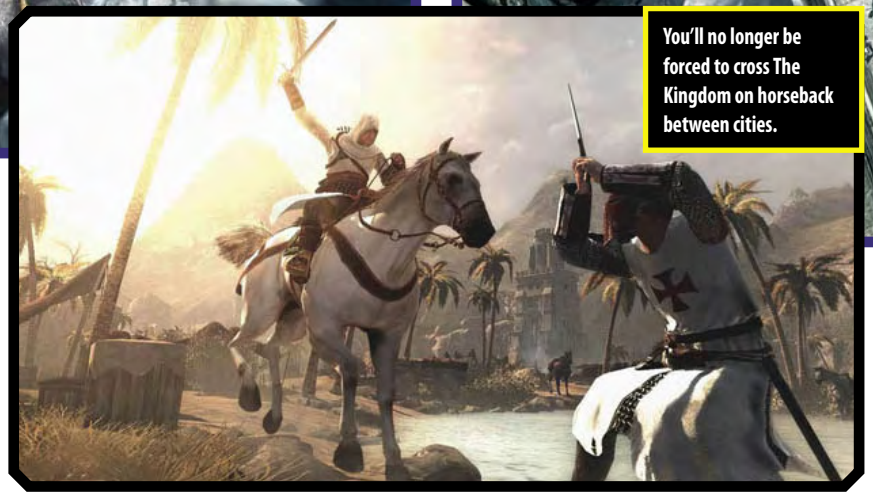


Crowd reaction AI has improved, so you'll need to be more careful now.



"Four control configurations can all be customised"

A further exclusive mission type is the stealthy Archer Assassination.



You'll no longer be forced to cross The Kingdom on horseback between cities.

> Interview continued

assassinate the archers in a dedicated zone without being seen. In the rooftop race challenge, the player will meet an informer and will have a set amount of time to reach a second informer. In the merchant stand destruction, some merchants have ties to the assassination target and their activities must be stopped by Altaïr. Finally, in the escort challenge, the player needs to securely escort a fellow Assassin from point A to point B.

Will the game use DX9 and DX10?
The game comes with both DX9 and DX10 executables. If you own a DX10 card running on a Vista system, the game will use the full capabilities of the board to optimize the performances of the 3D graphics. You'll be able to play the game at high resolutions with minimal impact on your framerate.

We've heard scary recommended specs for the PC version. What's the minimum kit required?
Any dual-core machine running at 2.2GHz and over with a decent graphic card (such as a ATi HD2600 or a NVidia 8600) will give great performances. Our minimum requirement is a Pentium D 2.4GHz or a AMD X2 Athlon 3800+, equipped with a Shader Model 3.0 card (ATi X1300 and better, NVidia 6600 and better).

Although well received on console, Assassin's Creed was criticised for being repetitive at times. Will the PC version also suffer from this?
As mentioned, we included four new investigation missions to increase the variety, so we now have a total of nine types of investigation mission. Also, you can now skip from one city to another without going through The Kingdom once you have visited every city.

How have the controls been adapted from the console versions to suit PC gamers?
Even though we support the Xbox 360 controller just like the console version, the user can choose to play with the keyboard and mouse for a more direct control over the camera and access to the menus. There are four default keyboard and mouse configurations that can all be customised to the player's needs.

The crowd AI of the console version didn't always live up to original promises. Has this also been addressed for the PC release?
We modified the reaction of guards in certain occasions. Blending when close to a dead body doesn't work anymore; guards will spot you if you stay too close. Also, the reaction of the guards to stealth assassination is now based on the number of NPCs around you making it more realistic. If there is no one around you, guards will spot you much faster and if the crowd is bigger, you won't be spotted that fast.

Do the addictive Xbox 360 Achievements translate to the PC?
You can still collect flags and Templars, but there is no Achievement in the PC version.

>Inbox

Let your opinion be heard. Mail the zine at pcgzine@gamerzines.com

READER FEEDBACK! Click here to tell us what you think of PC games or PCGZine!

EVE OF DISCOVERY

HELLO! I JUST DISCOVERED the GameZines magazines and I am very happy. The articles are well written, great graphics and videos. Until now I was subscribed to GameInformer. Well, I will be canceling my subscription as I am now a happy Gamerzine :) I would like to also suggest a new magazine dedicated specifically to Eve Online. Thanks!

> Avguste Antonov

Don't miss Issue 17
Out April 24th
Sign up now!



Until the next Star Wars MMO, Mass Effect rules!

> PCGZ says…Thanks Avguste, we're glad that you enjoy them. We don't have any current plans for an EVE Online magazine, but we have been covering EVE Online Trinity extensively in our sister mag, MMOZine. Look out for a tutorial in the next issue in fact!

TOTAL DOMINATION

NO SERIES CAN COMPETE with Creative Assembly's Total War. Empire: Total War is surely going to slaughter every other RTS when it hits shelves. I am a devoted Total War gamer and Total War is the one series I never regret buying. I have encouraged all my friends to try Total War and they all now play them. There needs to be more coverage on Empire: Total War, more info and pics. Magazines should, in my opinion be hanging on Creative Assembly's every word, watching them like hawks.

> Rhyce Gawronski

> PCGZ says… The Total War series is undeniably the best historical RTS experience available, although you have to remember that some people prefer other RTS settings such as fantasy and sc-fi. We're also really looking forward to strategy titles like Red Alert 3 and Starcraft II. We'll have a new playtest of Empire very soon though, so don't worry!

FORCE MAJEUR

IS THERE ANY MORE NEWS on what BioWare are up to on the Knights of the Old Republic front? Aren't they supposed to be announcing a sequel soon? Mass Effect may keep me going for a while on the sci-fi RPG front now that it's coming to PC, but it's a new Star Wars adventure that I really crave!

> Jonesy

> PCGZ says… There's still no concrete information, we're afraid. LucasArts and BioWare did sign a deal last year to work on a new project and naturally many pundits have speculated that this will have to be a Star Wars universe game. The most recent and unconfirmed rumours suggest that the game may be a KOTOR-based MMO, claiming that a leaked script revealed it to be set in the Star Wars past, with Sith and Jedi battling it out across the galaxy, with other classes to include politicians, soldiers and nobles. But this could just be a Jedi mind trick!

THE WORLD IS OPEN

Why it's good to play in the sandbox again...

Hi there! Your Just Cause 2 preview got me excited - another freeform, open-world, non-linear PC game for 2008! This, surely, has to be the future of PC gaming, something a PC can do better than any other machine! With additional titles like Fallout 3, The Precursors, Empire: Total War, White Gold, Borderlands, Mass Effect and S.T.A.L.K.E.R.: Clear Sky, to name a few, 2008 is really turning out to be the 'non linear' year! This, in my view, can only benefit PC gaming, as long as these games have compelling stories, realistic game worlds and believable NPCs.

> John

> PCGZ says… And don't forget Bionic Commando, Red Faction: Guerilla, Prototype, Damnation and Mirror's Edge too. All open-world!



Prototype features a sandbox NYC.

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Frontlines: Fuel of War

Pouring oil on troubled waters and striking a deathmatch!

Publisher: THQ
Developer: Kaos Studios
Heritage: Battlefield: Desert Combat
Link: www.frontlines.com
ETA: OUT NOW!

System Requirements:
CPU: Intel 2.8 HT, Athlon 2800+
RAM: 768MB/1GB for Vista
Graphics: nVidia 6800 GT, ATI X800XT
Hard Drive Space: 15GB

While in the "real" world, many wars have been fought over the past few years, in the gaming community, there's one battle that's refused to go away – can a game ever be used as a political commentary? The answer, it would seem, is a resounding yes, as with Frontlines: Fuel of War, Kaos Studios has produced one of the most effective examples to date, coming up with a near-future storyline that's as plausible as it is devastating.

Frontlines is set in 2042, with the super-powers of the world coming to blows over oil. Mirroring the real-life situation of today, the Earth's limited supply of oil is running out, and as resources become more scarce, tensions between two factions, the Western Coalition, and Red Star Alliance begin to mount. Eventually, this culminates in a full scale war between the two parties, as the East and West duke it out over the last remaining oil reserve on the planet. It's all a bit terrifyingly believable.

Dogs of war

Dropped into the midst of this mess are the Stray Dogs Company, a surprisingly characterless group of soldiers, who watch the war unfold before their conflict-hungry eyes.

Taking the reins of one such soldier, Frontlines' single player mode consists of a disappointingly short series of missions, taking you to all sorts of >

"East and West fight for the last oil. It's all a bit terrifyingly believable"



Wow, place a C4 charge! We've never done that before! Oh, wait...



Sadly, online, camping is rife, with players simply parking sentry guns next to respawn positions. Not that this has anything to do with this lovely lady, mind you.



Putting our friend on wheels to work. Bye bye, Mr. Wheely!

REVIEW FEEDBACK! Click here to tell us what you think of Frontlines: Fuel of War

CLASS WAR

What flavour soldier are you?



'Special' | **Airhead** | **Oddjob**

Droning on...

As well as picking a class when you play online, you've also got the option to choose a speciality. Playing as a "Drone Tech" seems the most popular, as this lets you play with drones.



Seconds later, and Frank's guts were splattered over the walls. If only he'd spotted the drone...



When you see this view, start running.

> Frontlines continued

"exotic" locations, from Kazakhstan, to Moscow. But while the environments change, it's somewhat upsetting that the objectives don't, as each mission sees you completing a number of similar objectives, which 99% percent of the time involve simply planting C4 on some sort of installation, or capturing a defined point.

To this extent, the single player in Frontlines feels a lot like you're playing a slightly more scripted bot-match, with the odd interesting objective thrown in for good measure. Never really engaging you beyond the "kill the constantly respawning enemies, move to point, capture point" gameplay, you would think the campaign would begin to feel tepid, but surprisingly, the gameplay more than makes up for the lack of variety.

With destructible environments, drivable vehicles, and all sorts of remotely controlled futuristic drones to experiment with, Frontlines is actually a lot more fun that you might imagine, and each of these features really boosts the experience. The destructible environments especially often force you to rethink your strategy, as a wall that was preventing you from reaching a base comes crashing down, opening a new route, or bringing a legion of soldiers flooding out, and it's this ever changing gameplay that helps keep Frontlines exciting.

The drones are probably Frontlines' single unique touch, and these too add another layer to the gameplay. Letting you send in a robot first to do your



"The drones are probably Frontlines' single unique touch"



The cutscenes do a good job of telling the story, and setting the tone of the mission.

Drones are small enough, and quiet enough that you can slip in behind enemy lines. They'll certainly be surprised when they find out.

HOTSPOTS

A typical day in the potentially short life of the Frontline soldier...



INSTANT WAR!
After watching the lengthy intro, you're plunged (literally) into the action



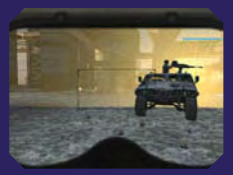
PACE YOURSELF
At first, it seems a bit sterile, but it soon picks up.



BLOW HARDER
Taking out a vehicle with a grenade launcher is an achievement.



WHERE'S THE REMOTE?
Getting your hands on your first drone....



DEATH FROM ABOVE
Air strikes. Always fun.

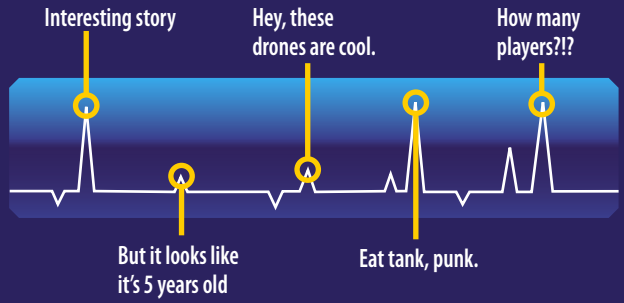


The multi-person vehicles are cool - in the single player, you can man every position at once.

Roll over screen for annotations



PULSOMETER *Signs of life*





Online, you'll see this a lot, promptly followed by death.

> Frontlines continued

dirty work, there's a selection of drones on offer, from airborne reconnaissance, to miniature attack helicopters, which is basically a toy chopper with a few fireworks strapped to the side. Each drone has a specific purpose, but can also be used in many different makeshift ways. Our favourite is effectively a radio controlled C4 with wheels, which you can drive under an enemy tank, or at an enemy soldier, before blowing it to smithereens.

But while the single player may be exciting, it's the multiplayer that's arguably the main attraction for Frontlines, and thankfully, this doesn't disappoint either. Allowing up to 64(!) players to compete online, the battles in Frontlines are huge, and, thanks to its unique "Frontlines" system, can also lead to some pretty tense contests.

Fringe benefits

The online game is very similar to Battlefield 2 – split into two teams, you choose a class, then fight your way across the map, capturing points as you go. However, in Frontlines, rather than have all points available to fight over instantly, you can only capture the objectives on the fringes of your control area. Effectively splitting the map in half, you'll be forced to capture the two points ahead of you, and push the enemy back before you can press further into their territory, and this can lead to some close-fought games.

The vehicles too are a highlight of the multiplayer experience. Letting several players man various positions at once, you can turn an otherwise sterile helicopter into a bustling gunship – and while this isn't a new feature, it's certainly a cool one, and something we welcome seeing included.

"The multiplayer battles in Frontlines are huge, allowing up to 64 players"

With a killer soundtrack in place, a thought-provoking real-world storyline, and some fantastic Battlefield-style gameplay, Frontlines succeeds in everything it tries to do, but doesn't quite do enough to make itself a classic. When compared to games like Quake Wars, or even Battlefield 2, there's a layer of sheen missing that could have taken this through to be a classic – as it stands, it's still very highly recommended, but just not quite a must buy.

Ian Morris

PCGZine Verdict

Big battles, big explosions, big fun!

- Smooth
- Great online and off
- Vehicles are great

89%



Turning Point: Fall of Liberty

Challenge Churchill – what would have happened without Winston…

Publisher: Codemasters
Developer: Spark Unlimited
Heritage: Call of Duty: Finest Hour (consoles), Legendary
Link: www.turningpointgame.com
ETA: OUT NOW

System Requirements: Windows XP, 2.4GHz CPU, 1GB RAM, GeForce 6600GT/Radeon X1600XT

In 1931 Winston Churchill was hit and killed by a taxicab while crossing a New York City Street. He never became Britain's wartime prime minister, and lacking his leadership, Britain, like the rest of Europe, caved to the Nazis during the 1940s, leading to a Nazi invasion of mainland America in the 1950s. Zeppelins over New York City, Panzers at the White House, Paratroopers killing in the streets. This is the exciting alternate history that Turning Point is built upon and America's last stand for Liberty all rests upon Dan Carson, a New York skyscraper construction worker caught up in the desperate resistance. It's a bit like Donkey Kong, but the barrels explode and the monkey's a member of the National Socialist movement.



At least the taxi that hit Churchill gets its just desserts.


A puppet president is installed in Washington.

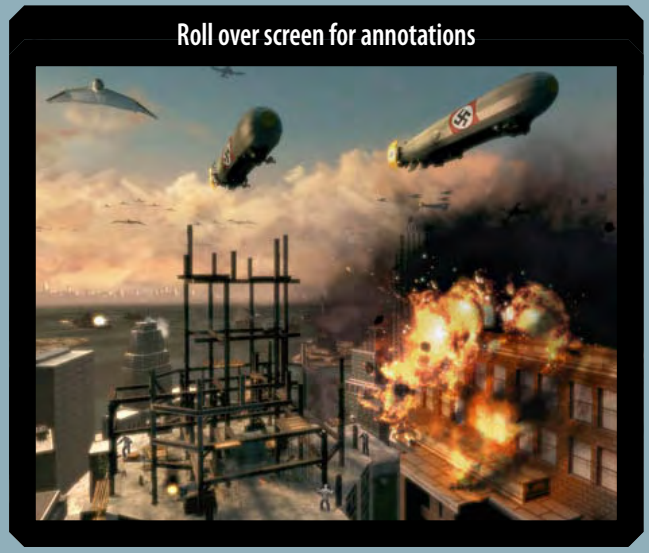
"Like Donkey Kong, but the barrels explode and the monkey's a Nazi!"


We always thought that Underground ticket checkers were Nazis.

It's a great premise, all the more so for rooting itself in reality – Winston Churchill was hit and seriously wounded by a taxi in New York in 1931 and it's why he used a cane for the rest of his life. Given Britain's pre-war appeasement of the Nazi regime, it's not too unfair to suppose that without Churchill's stance, the outcome could have been very different indeed. Whether the Nazis really would have invaded mainland America (having developed the massive trans-Atlantic attack zeppelins of this game) is more dubious – they probably would have extended their V2 program and before too long have had intercontinental nuclear missiles to force the US into a loaded alliance. But zeppelins and mainland attack are extensions of this juicy alternate fantasy we'd be willing to forgive - if it weren't for some serious flaws in execution.

Unfortunately, Turning Point never >

Roll over screen for annotations





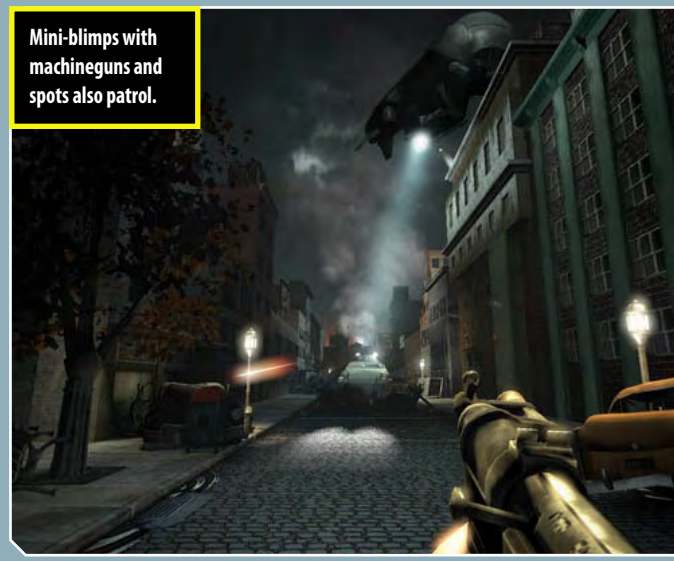
There goes the Chrysler building.

> Turning Point continued

lives up to its promising backstory, from start to finish feeling like a rather unloved port of the disappointing console version. Somewhat weak enemy AI accounts for much of the flat gameplay, Nazi foes often found standing still, staring into space until you get close enough to trigger scripted battles. This is made worse by the extreme linearity of the levels. Of course not every game can, or should be open-world, with multiple routes and optional side missions. But when a game is very linear, it really needs to either trick the player into feeling that it's not (as Call of Duty does well), or break pace with exciting set pieces. While there are a couple of such pace-breakers in Turning Point, the first Zeppelin attack on NYC and later storming the White House, there aren't enough and the action in between is repetitive, with the added disadvantage of distant checkpoints making respawned replay a bit of a chore.

Turning Point isn't an awful shooter, and there is fun to be had, it's just disappointing that it sets expectations so high with its brilliant concept, but delivers an actual game that might have stood out a few years ago, but now has the likes of Call of Duty 4 and Frontlines to contend with, shooters with less intriguing alternate histories (or futures) but far superior action and multiplayer (Turning Point hardly bothers, with basic Deathmatch and Team Deathmatch). Like the Europe of the game, the developers really should have tried harder. ***Steve Brown***




Mini-blimps with machineguns and spots also patrol.

FIGHT, FOR YOUR RIGHT...

...to destroy the Nazi paaaartaaaay!



Grapple kill | **Quick kill** | **Chute to kill**

Nazi wrestling

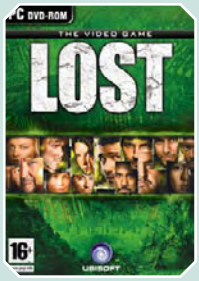
You'll have the opportunity to grapple some unsuspecting enemies for their guns, or use them as human shields.

PCGZine Verdict

Nice backstory, Nazi execution. Disappointing.

- Exciting concept
- Poor enemy AI
- Too repetitive

60%



Publisher: Ubisoft
Developer: Ubisoft
Heritage: Splinter Cell series
Link: http://lostgame.us.ubi.com
ETA: OUT NOW

System Requirements: Windows XP or Vista , 2.5GHz Core 2 Duo / Athlon 64 X (or 3.5GHz Pentium 4/Athlon), 1GB of RAM, 128MB DirectX 9.0c-compliant shader 3.0-enabled video card

Lost Via Domus

The real desert island disc holds more questions than answers

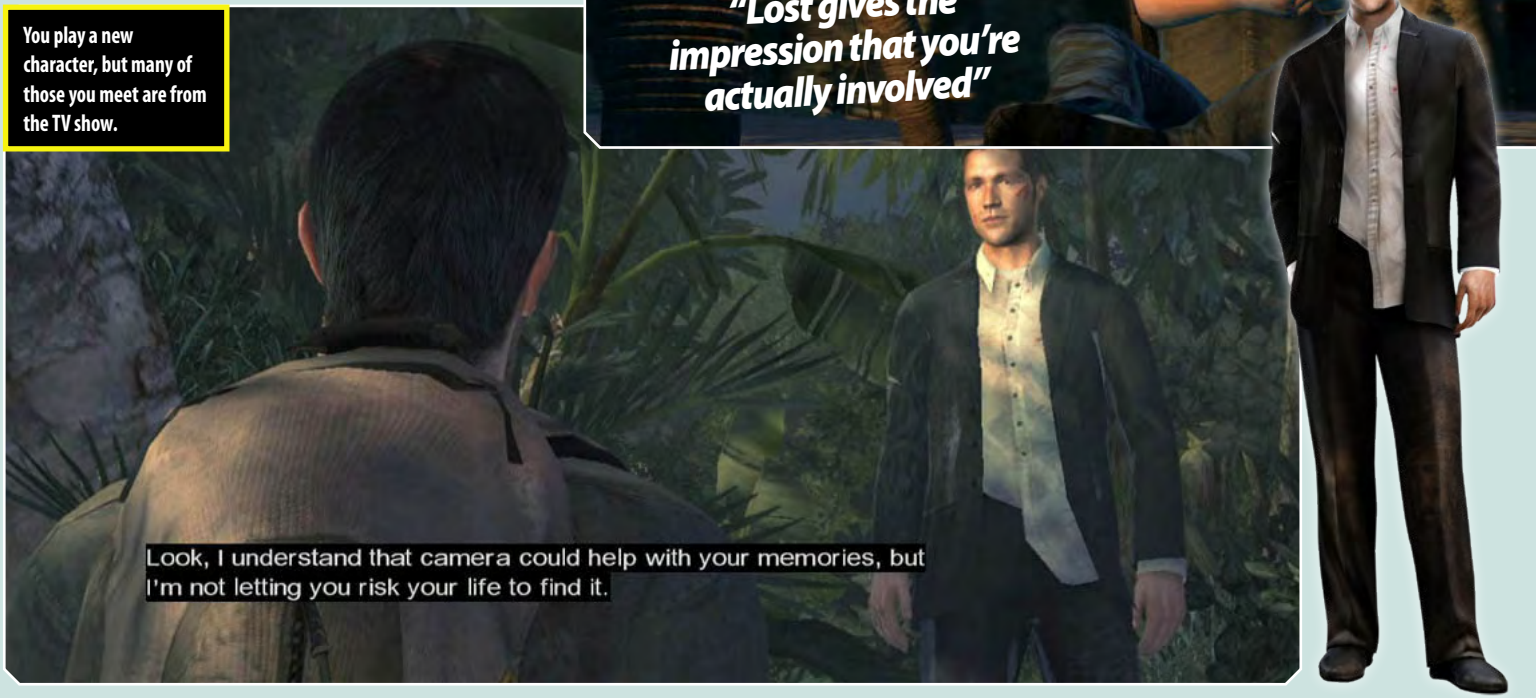
This is you. We won't give away your name but you're almost as handsome as Matthew Fox and something of a hit with the ladies....



"Lost gives the impression that you're actually involved"

There's not much to be said about Lost that you don't already not know. A plane crashes on an island, there are survivors and as the TV show rolls on to a fourth series, there's not been much in the way of answers from the cast, crew, or spooky creator JJ Abrams - the man behind recent sci-fi horror Cloverfield. For fans of the show, the game is set over seasons 1 and 2, which revisits key scenes (the crash, the fog monster and the hidden base) and gives a decent impression of playing a real character in the show. Your character is new, but the other people you bump into are all from the show and look just like the real thing and sound almost like the real thing too. Ten minutes in and you'll meet a virtual and grumpy Evangeline Lily and be able to select a few things to say to her. Sadly the phrase list doesn't include "would you like a drink?", "would you like to see my injuries?" or "can I see your injuries?".

You play a new character, but many of those you meet are from the TV show.



Ah, Kate. Ask her questions and you'll get abrupt answers. More than anyone, she's got issues with the island and er, men.



The game world looks great and, though the RPG elements are limited to selecting phrases and trading items, there's an attempt at giving the player some depth which isn't felt while watching the series on TV. The flashbacks familiar to viewers of the show are replicated in game and you have to direct a camera - taking snaps to jog your memory, building the pieces of a virtual jigsaw puzzle. It's undeniably slick and the way each section of the game is preceded by a 'previously on Lost…' intro which compacts the previous hour into a one minute cut scene is clever and something that fans will love. More than most movie and TV tie-ins, Lost gives the impression that you're actually involved in the show but as an outsider, rather than the super hero lead which is intriguing and satisfying in equal measures. Key puzzle scenes, >





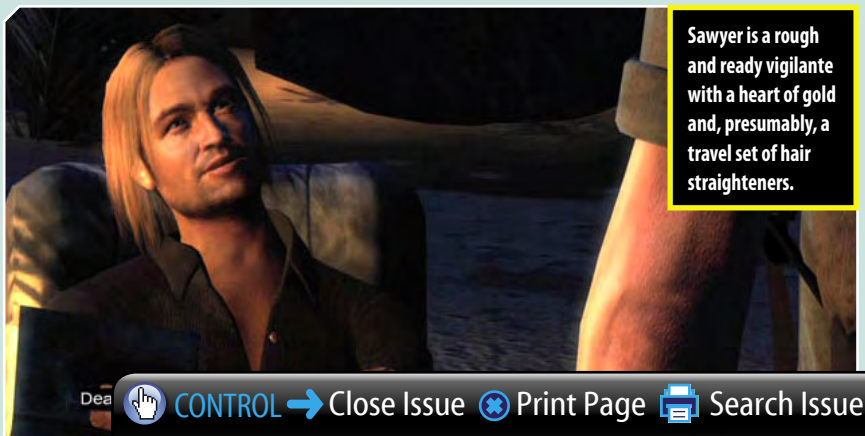
The island looks great and the crash site will delight fans – it's all been lifted whole-sale and placed inside your PC.

After finding your suitcase, you find the pulling shirt. Likewise the ladies find clothes but then decide not to wear many.

> Lost continued

like playing with the fuel tanks of the downed Oceanic flight to prevent an explosion and tapping in codes on a computer, make you feel like part of the Lost universe. Concessions have been made to more traditional game mechanics – we don't ever recall the islanders collecting coconuts and mineral water for trading – and it's slightly at odds with the realistic adventure side of the game. One minute you're talking to Matthew Fox and getting punched by an FBI field agent, the next you'll be trying to understand the purpose and value of a piece of fruit which, when you're stranded on an island full of monsters, sexy girls and strangers, feels as weird as you might imagine. But if you're a die hard Lost fan, this is an enjoyable trip and worth the money, even if you can see the credits roll within five hours.

For anyone not familiar with the TV show, Lost might feel a bit strange but at a time when most adventures are full or orcs or magical mushrooms, the original plot and ambitious concept that made the show such a TV hit works on PC too. Think of Lost like a mix between a serious RPG and something along the lines of Myst and you'll get an impression of what the developers have achieved. Lost is a game that is essential for fans and an adventure that is a welcome diversion for anyone expecting a tired and unambitious cash in or a lazy, basic platform game. Lost isn't any of these things and, in turn, is as much of a breath of fresh air as the ongoing TV series itself. ● ***Richard Melville***



Sawyer is a rough and ready vigilante with a heart of gold and, presumably, a travel set of hair straighteners.

LOSING THE PLOT

A series of unfortunate events...



Flight **Fright** **Fight**

Fasten your seatbelts...

The chilling opening scenes of the crash are played out in more detail than the TV series and it's just as scary. Obviously it's a miracle that anyone survives, but then again, the world of Lost is full of miracles...

PCGZine Verdict

A gorgeous, short-lived, but ultimately satisfying adventure built for fanboys

- A virtual Evangeline Lily.
- It's like the show
- A bit short

82%



City Life 2008

Publisher: Ascaron
Developer: Monte Cristo
Price: £19.99

Taking its cue from Sim City, City Life 2008 is a town-building simulator that's sadly lacking the charm that helped set Sim City apart. However, that's not to say there isn't still plenty to do here – with numerous real-world buildings to construct in your city, and a complex sub-system influencing the inhabitants of your town, it's a real challenge to keep everyone happy, and preventing the different neighbourhoods from coming to blows should earn you a Nobel peace prize. Letting you start from scratch in several different locations, the replay potential here is practically endless, so for £20, this is well worth a look.

- Complex
- Real world buildings
- Steep learning curve

Everybody's building. Day by day. **81%**



Speedball 2

Publisher: Ascaron
Developer: Kylotonn
Price: £19.99

If you've got fond memories of the 1990s classic Speedball 2, you may find some solace in this visually impressive remake, but everyone else will find little to like here. The enemy AI is ridiculously difficult, as practically every pass, tackle and shot they make is perfectly timed, the friendly AI is abysmal, with your team just standing around like muppets as the opposition put countless goals past them, and there's nothing in the way of a tutorial to even explain what's going on. With pitiful AI, butchered controls, and a terrible learning curve for new players, this is nowhere near as good as it could have been.

- AI is awful
- Terrible controls
- It's Speedball

A bit of a balls-up **50%**



Jack Keane

Publisher: 10Tacle Studios
Developer: Deck 13
Price: £29.99

New from the makers of the oh-so-average Ankh comes Jack Keane, a (you guessed it) point-and-click adventure with a comic tone and cartoon style that's, thankfully, a lot better than its predecessor. Following the story of the charmingly hapless adventurer-cum-secret agent, Jack Keane, it's up to you to put a stop to the exploits of an evil professor and his army of apes. Whilst this is a lot better than Ankh, we're sorry to say it's no Sam & Max (original, or subsequent episodic series), and the puzzles here can be as random and awkward as they are plentiful, which puts a disappointing downer on an otherwise solid game.

- Confusing puzzles
- Entertaining story
- Diverse locations

Perhaps a bit too Keane? **78%**



Gothic Universe

Publisher: JoWood
Developer: Piranha Bytes
Price: £19.99

If you're after a bit of fantasy adventuring action, and you're fed up with The Elder Scrolls IV: Oblivion, you could do much worse than this huge collection of RPG goodness. With all three Gothic games bundled up into one box, there's over three hundreds of hours of gameplay here, and luckily it's not all filler. With huge non-linear quests to complete, and an epic storyline that spans all three games, this is a collection you'll only want to invest in if you don't need to see sunlight for the next year and a half. Perhaps that's why this awesome series is called Gothic?

- Great Value
- 300+ hours
- Three great games

Huge **87%**



Band of Bugs

Publisher: NinjaBee
Developer: Ninja Bee
Price: $14.95

Band of Bugs is a turn-based strategy game in the vein of Final Fantasy Tactics, but instead of moogles, you'll be commanding a team of bugs. Moving your squad of class-defined creepy-crawlies from square to square, each mission sees you completing a nicely varied and challenging selection of objectives, all whilst trying to balance your team's abilities in the most effective way. With 20 missions to play through, this became an Xbox Live Arcade classic on the Xbox 360, but unfortunately the PC version seems to be plagued by some bizarre slowdown – for no particular reason, as the graphics aren't all that special either.

- Good strategy
- Deep Gameplay
- Slowdown?

Bugged **74%**

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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

WICKED WITCHER

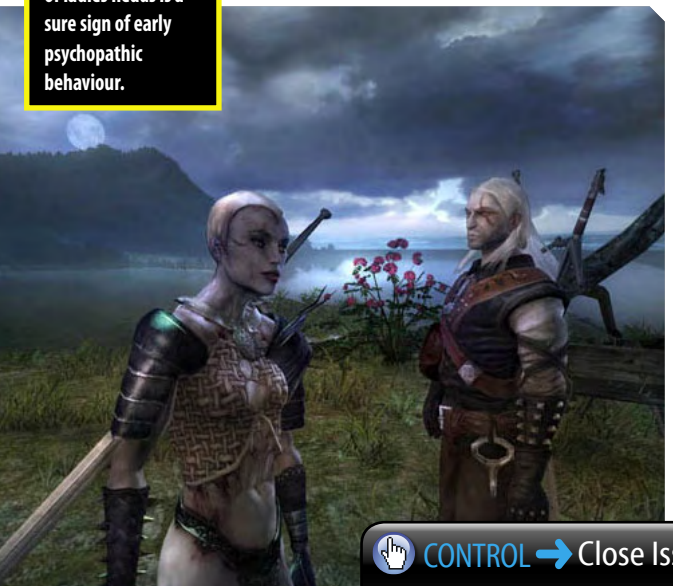
When I play The Witcher in Vista it crashes to the desktop stating "<program> has stopped working". I have all the latest drivers for my machine, and it's as cool as a PC can get with 6 fans in total. I have heard of the RAM getting full and not emptying before it needs to be used, but have you heard of a similar issue?

> *It sounds like many people are having problems with The Witcher under Vista 32-bit. One explanation is that it has indeed been written to snatch as much memory as possible. First thing to do is make sure you grab the v1.2 patch from www.thewitcher.com.*

Next make sure you have at least 2GB of free hard drive space - if not more - on your boot drive, that should be the C: drive. Otherwise this can limit your virtual memory page file size.

Next open the Start Menu, type Run, press Return, now type CMD and press Return to open a console. In here type BCDEDIT /SET IncreaseUserVa 3072 and press Return. This will increase the maximum available memory to a single application from 2GB to 3GB. If you still have problems we should point out the minimum memory for Vista is 1.5GB, so we'd recommend 2GB and try quitting background tasks before running it.

Staring at the back of ladies heads is a sure sign of early psychopathic behaviour.

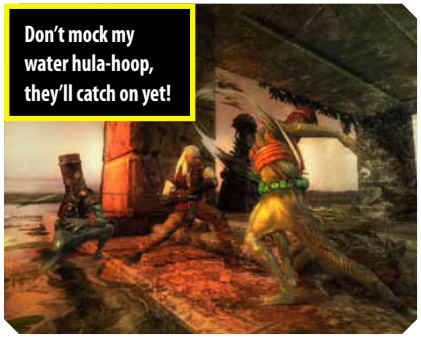


BURN THE WITCHER!

I've installed The Witcher but whenever I try and run it I get a message asking me to insert the DVD, which I've done! I've tried cleaning the disc and reinstalling but I'm still getting the same problem.

> *We've seen a number of similar issues and there's no single solution. The advice we have is to update your DVD drive's firmware - go visit the manufacturer's website - also go to www.tagesprotection.com click the Minimum Requirements link at the top, then download and run the program linked at the bottom of the page twice. Other than that the only other advice we've seen is to cold boot your PC without the disc in the drive, then try and run the game. If that works you'll need to repeat it each time the game is run, but this is a copy protection issue.*

Don't mock my water hula-hoop, they'll catch on yet!



VEGAS LAPTOP DANCE

I'm attempting to play Rainbow Six: Vegas but I'm having problems with my graphics card being rejected. I'm told the recommended type is DirectX 9.0c compliant, Shader 3.0 enabled with 256MB of memory, while mine is a Mobile Intel 965 Express chipset.

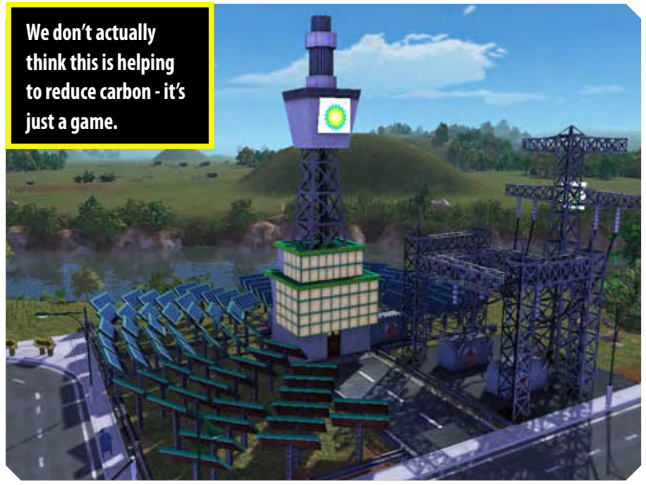
> *The bad news is that you're trying to run Vegas on a laptop, the even worse news is that it doesn't support the Intel 965 integrated graphics. This doesn't support T&L or Shaders in hardware, so*

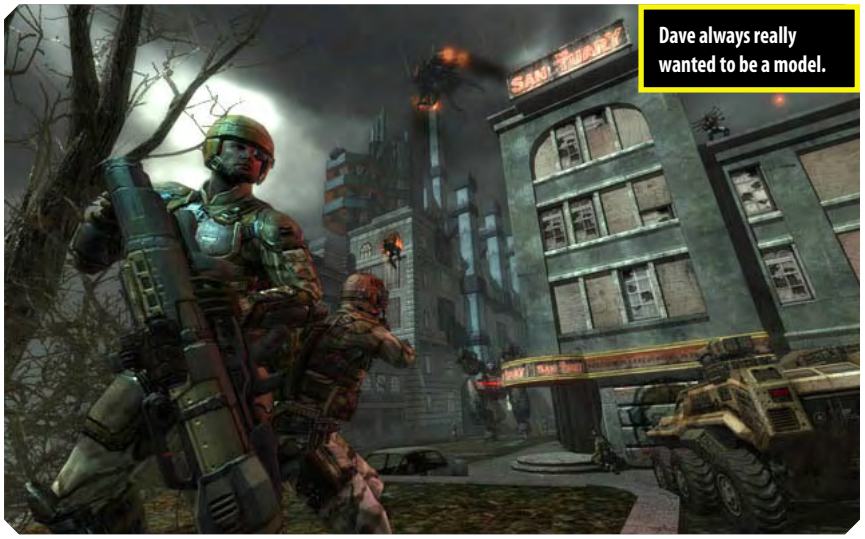
"The bad news is that you're trying to run Rainbow Six Vegas on a laptop..."

Budget laptops are great for almost everything, except playing the latest games.



Tech Support


We don't actually think this is helping to reduce carbon - it's just a game.


Dave always really wanted to be a model.

> *Vegas will simply refuse to work on it.*

SOCIAL PROBLEMS

I've just got SimCity Societies and I'm trying to run it on Windows Vista Home Premium 64-bit edition with a GeForce 8600GT, 2GB of memory and a 2.66GHz Core 2 processor. When I try and run it I get the following error 'Microsoft Visual C++ Runtime Library Runtime Error!' The only suggestion from EA so far is that I turn off the firewall .

> *Bah to EA technical support. This is a weird one but the solution is to uninstall the game then reinstall, however when you're asked which directory to install SimCity into, select to change the location. The default should be 'C:\Program Files\Electronic Arts\SimCityTM Societies' remove the TM symbol from the file path - some people have reported only seeing this as a full stop mark, depending on which language packs are installed you might see a different symbol - this should fix the problem. We've also read a few people still having problems which are fixed by uninstalling any Microsoft .Net installations and getting the latest .Net v3 from www.microsoft.com/downloads.*

SQUEAKY WHEELS

I've been playing Quake Wars Enemy Territory for sometime now without any problem, but ever since the release of the 1.4 patch my MouseWheel doesn't work properly with it sometimes working but other times skipping or not working at all. I'm using the Logitech G5 2007 Edition mouse.

> *Splash Damage know about this issue and it will be fixed in the up and coming version 1.5 patch, which is currently available in a beta version. If you'd prefer to wait for the final release - so you don't limit server connections - there is a workaround as follows: open the console, type m_rawInput 1 press Return then type in_restart and press Return and close the console. You can add these lines to the Autoexec.cfg file to have the same effect every time the game is started.*

QUAKE FREEZE

I'm having real problems with Quake Wars Enemy Territory on my PC running Windows Vista Home Edition on a PC with 2GB, a GeForce 8600 GTS and an AMD 64 x2 5000+ processor. I've tried disabling the firewall, Trend virus protection and Spysweeper. Whenever I go to create an online account the game freezes and I have to reset. It happens right after I put in my key code.

> *This is a known problem connected to certain anti-virus software running in the background, even if it has been disabled. In your case specifically Trend Micro PCcillin Antivirus, however there are reports with other manufacturers' antivirus products causing the same problem. The quick solution is to fully exit Trend before playing Enemy Territory. We've also heard installing this WinSock patch: www.majorgeeks.com/download4372.html can cure problems for Windows XP machines. In the longer run you'll require an update from Trend to fix the problem under Vista.*

"Bah to EA technical support. This is a weird one, but the solution is uninstall"


Aww, don't they all look tiny exploding ants down there?

GOT A PROBLEM?

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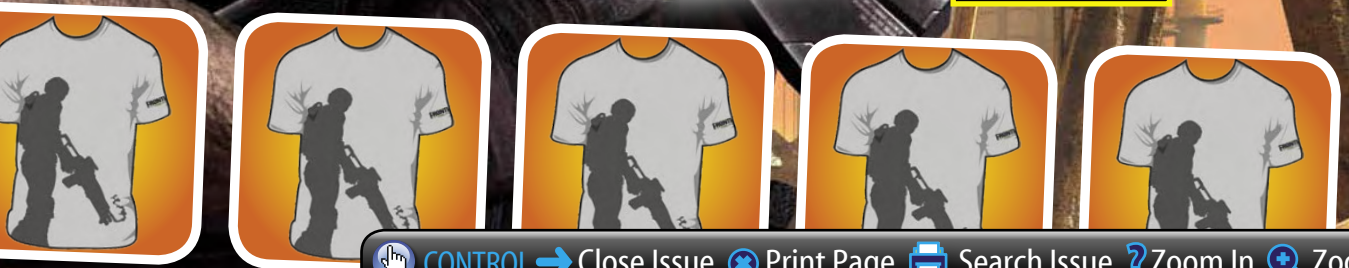
Competition closes 24th April 2008. See website for full T&Cs.

It's time to gear up and ship out for one of the most engaging solo and multiplayer conflicts ever fought. To celebrate the opening hostilities, THQ has generously sent us one awesome Special Edition box set (including game, poster, art book, soundtrack and T-shirt) for our first winner, ten standard copies of the game for the next ten winners and a further 50 merchandise bundles for runners-up (including Frontlines silhouette T-shirt and flashlight).

To be in with a chance of claiming these superb Frontlines prizes, simply answer the question in the box opposite…



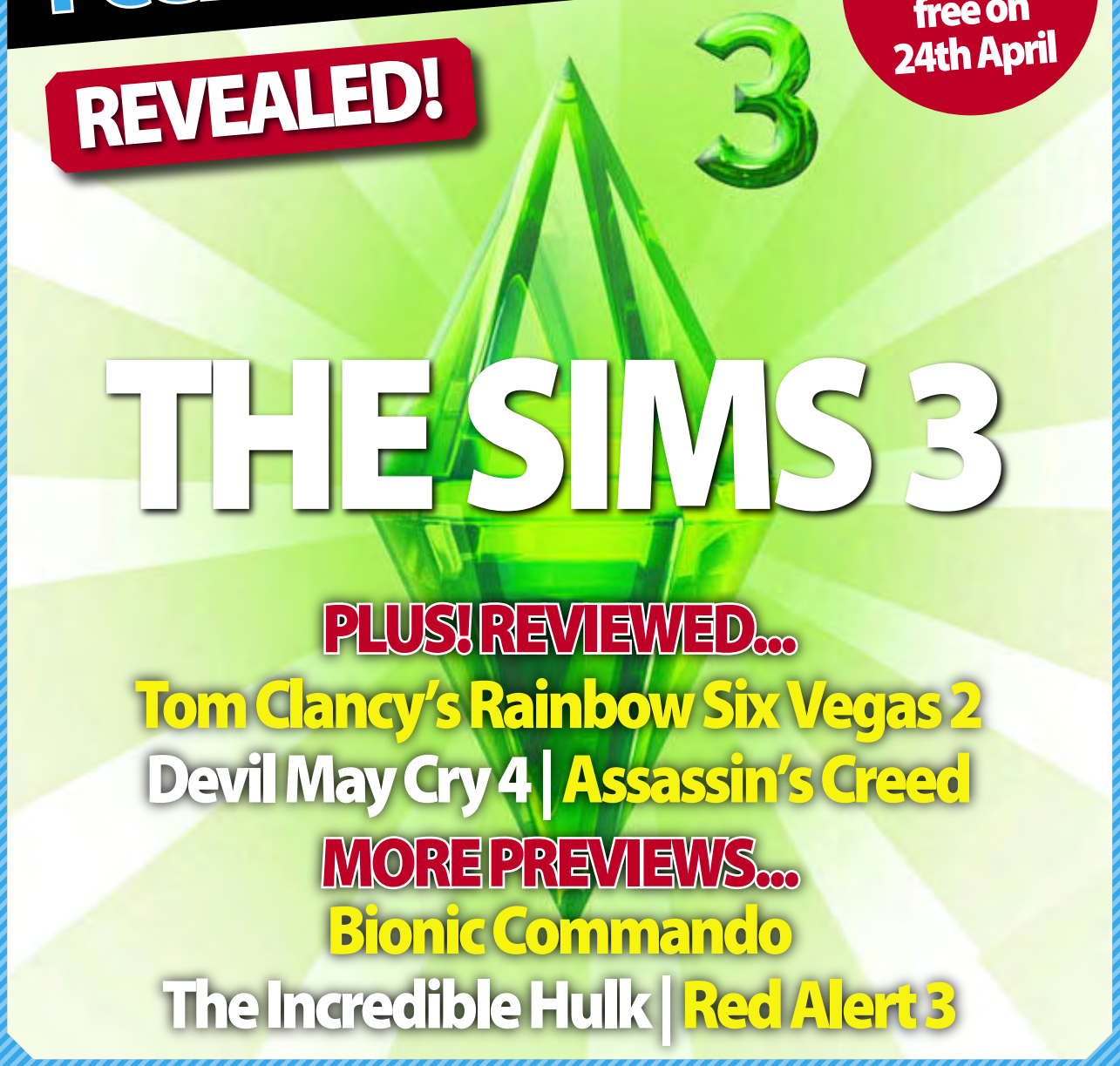
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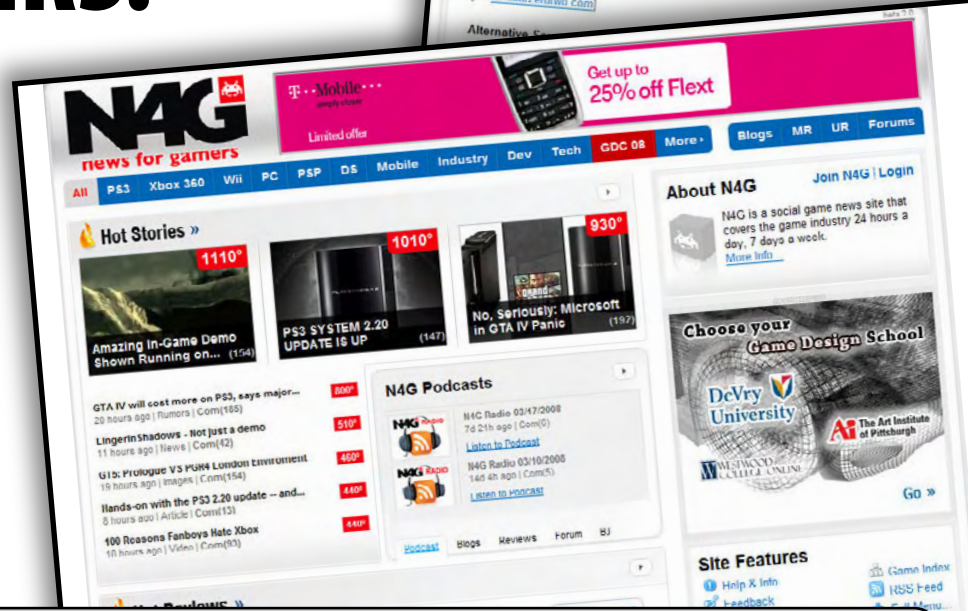
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