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PCGZine

Issue 17 | May 2008

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

WIN! LINEAGE II New collector's editions



MASSIVE REVIEW INSIDE!

ASSASSIN'S CREED

But is the Director's Cut the deepest?

MORE HOT REVIEWS...

- TOM CLANCY'S RAINBOW SIX VEGAS 2
- C&C 3: KANE'S WRATH
- SAM & MAX: EPISODE 5



AGE OF CONAN INTERVIEW

We wrestle with the brutal MMO!



FIRST SCREENS!

THE SIMS 3

One thing's for sure... It's character building!

PLUS ALL THESE GAMES & MORE →



Race Driver: GRID



Bionic Commando



The Incredible Hulk



Two Worlds: Temptation

Welcome to PCGZine



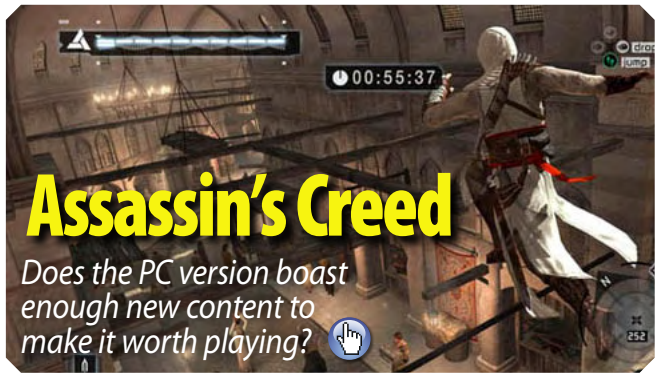
You wait ages for one Ubisoft game to turn up and then two arrive at once, one kicking down your door and blinding you with a flashbang, the other leaping off a horse and sticking a dagger in your back. Assassin's Creed and Rainbow Six Vegas 2 are here at last and for the most part are well worth the wait. Find out what the PC versions of these massive console hits have in store for you in our massive reviews. In less deadly news, The Sims 3 has been showing off its awesome new custom wares this month and in this full sequel it's all about customising character traits as much as appearance, with practically infinite options promised. Bad behaviour is assured!

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...*

WIN! LINEAGE II COLLECTOR EDITIONS



Assassin's Creed

Does the PC version boast enough new content to make it worth playing?



AGE OF CONAN INTERVIEW

Drunken fighting and angry Yetis in our exclusive chat with Conan's producer

QUICK FINDER

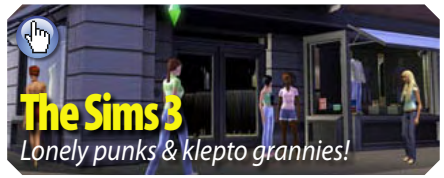
Every game's just a click away!

The Incredible Hulk	The Sims 3
Red Alert 3	Bionic Commando
Two Worlds: Temptation	Race Driver: GRID
Devil May Cry 4	Age of Conan
Far Cry 2	Assassin's Creed
Tom Clancy's H.A.W.X.	C&C: Kane's Wrath
Mass Effect	Rainbow Six Vegas 2
MotoGP 08	Sam & Max Episode 5
Spore	Youda Camper
Dead Space	The Yore



Rainbow Six Vegas 2

The boys are back in town



The Sims 3

Lonely punks & klepto grannies!



Bionic Commando

Armed and very dangerous PAGE 13



Race Driver: GRID

It's all about the crashes



Red Alert 3

New screens and info!



C&C: Kane's Wrath

Reviewed!

MEET THE TEAM

Probably the best games writers on the planet



Ian Morris
Scoured the earth for the games you might have missed.



Steve Hill
We gave him the Kane, but he kind of liked it...



Neil Mohr
Answered your tech questions in binary. We translated for you.

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!

The Incredible Hulk

FIRST LOOK

Actually, you will really like him when he's angry!

Publisher: SEGA
Developer: Edge of Reality
Heritage: Console games: Over the Hedge, Shark's Tale, Pitfall, The Sims
Link: http://incrediblehulkthegame.marvel.com
ETA: June

PREVIEW FEEDBACK! Click here to tell us what you think of The Incredible Hulk



You'd be angry if your pants got that tight.

"Battle enemies such as Bi-Beast and the Abomination"

It could be like an update of Rampage, the old arcade game.





Get better abs now by lifting chunks of skyscraper in reps.

What's the story?

The game partner to June's upcoming Marvel Studios film, this is yet another open world game set in New York, the jolly angry green giant unleashing his fury like a diminutive King Kong through the streets and up the towering skyscrapers, battling fearsome enemies such as Bi-Beast and the Abomination.

What do we know?

The game will follow and recreate certain elements of the new film, but its story will go beyond that to include features from the classic comics too. New York will present a dynamic open world as you step into the green skin of the Incredible Hulk and engage in the main plot, sub-quests and mini-games as you choose. Unlimited destruction is also promised, Hulk able to smash anything he sees, from chunks of buildings to passing cars and street lamps. We're told whole buildings can be demolished, but we're not sure if this means entire skyscrapers! But you will be able to scale the towering skyline, the game exploiting Manhattan vertically as well as horizontally.

When do we get more?

We're hoping for some hands-on next issue before the review.

Anything else to declare?

The Hulk will learn more and more destructive moves as he builds Rage. Rage will in turn be accumulated by causing ever-greater destruction to the city.

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NOW ON YOUR NINTENDO DS™ & PC



Assassin's Creed also available on Xbox 360™ and PlayStation®3



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15

PC DVD ROM

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COMMAND & CONQUER RED ALERT 3

Publisher: EA
Developer: EALA
Heritage: The Command & Conquer series
Link: www.commandandconquer.com
ETA: Winter 2008

PREVIEW FEEDBACK! Click here to tell us what you think of C&C Red Alert 3!



The Soviets are forced back to the gates of Moscow.



Air units will be essential to attack new naval forces.



This is bad news for whales. Where's the Greenpeace unit?

"Red Alert 3 will also add naval combat to the tactical mix"

LATEST NEWS

C&C Red Alert 3

The new Conqueror Commands attention!

What's the story?

Driven right back to Moscow by the Allies, the Soviet forces hatch a last-ditch scheme to travel back in time and wipe Albert Einstein off the face of history so that the Allies never benefit from the tech results of his genius and scientific progress. However, they only succeed in generating a powerful new enemy in the Empire of the Rising Sun - the new Japanese superpower.

What do we know?

As well as the first game in the long-running strategy series to introduce a fully-fledged third faction, Red Alert 3 will also add naval combat to the exciting tactical mix. Focusing on amphibious units, it will be easy to transfer units from sea to land, rather than getting stuck at beachhead bottlenecks. This flexibility is balanced by reduced firepower for amphibians. There will even be oceanic resources to harvest and a floating mobile construction yard. The Japanese will also have a Sea Wing flying sub!

When do we get more?

We'll have a report next issue from the Beta test that is provided with Kane's Wrath.

Anything else to declare?

The story missions will all be available for co-op play with a human or AI co-commander, which will either do its own thing, or respond to attack/defend/stop/help orders.

WARHAMMER
MARK OF CHAOS
BATTLE MARCH

Da Orcz is 'ere....
Get ready for WAAAGH!



http://warhammer.deepsilver.com

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FIRST LOOK

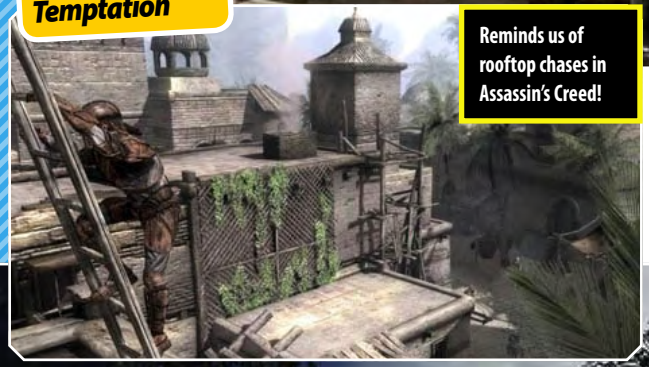
Two Worlds: The Temptation

Publisher: SouthPeak
Developer: Reality Pump
Heritage: Two Worlds
Link: www.2-worlds.com
ETA: Autumn

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



Taking beer on a picnic was more difficult back then.



Reminds us of rooftop chases in Assassin's Creed!





"The Taint is a dark magic deforming all in its path..."

Beware the moon, lads, and stay on the path... whoops!

Why, are they made of chocolate now?

What's the story?

The new adventure begins shortly after the finale of the last game, originally intended as an expansion for Two Worlds, but now grown into a full sequel.

What do we know?

The Temptation takes place in Eastern Antaloor in the tropical lands surrounding Oswaroh and the Drak'ar Desert. You know, about where Jordan would be. Your hero (from the original) and his sister will be able to travel around the Antaloor seas by boat now, as they quest to save her from a personal curse (haemarroids, acne, a big nose?) and save the world from the Taint, a dark magic deforming all in its path.

When do we get more?

We're tempted to have a playtest next month.

Anything else to declare?

The Temptation promises a host of new improvements, including much more involving missions, better voices and animations, a new graphics engine, smoother horse riding, boat travel and totally overhauled combat. You'll even be able to pick up ladders and move them with the new physics system!

7 UP

More golden nuggets of gaming glory to come

Dead Space



Publisher: EA | **ETA:** 31st October (Halloween)

Sci-fi horror seems to be making something of a comeback, and Dead Space certainly drips with horror - engineer Isaac Clarke fighting for survival on a deep space mining ship whose crew have been infested by aliens. Okay, so hardly original, but it still looks utterly terrifying, like watching Red Dwarf on mushrooms.

Mass Effect

Publisher: EA | **ETA:** June

BioWare's hit RPG for Xbox 360 is getting closer and closer to PC release, our version promising graphical enhancements, optimised mouse controls, hot-keys for biotic powers, a new decryption mini-game and the feature we like best of all - the ability to send squad members in independent directions, so you can now take up three tactical positions (including your own).



Tom Clancy's H.A.W.X.



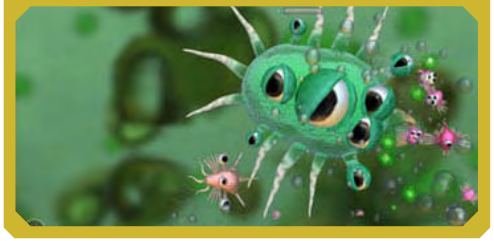
Publisher: Ubisoft | **ETA:** Autumn

Tthis near-future flier will feature optional four-player co-op through the main story missions as well as versus modes and be fitted with an Enhanced Reality System which is basically an arcade control switch to make handling and evasion far easier for those who don't want a full-on flight sim.

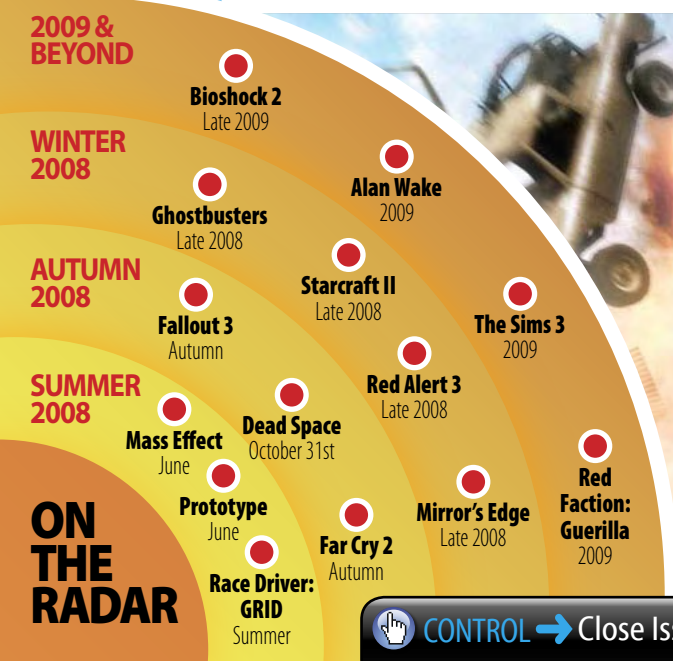
Spore

Publisher: EA | **ETA:** September 7th

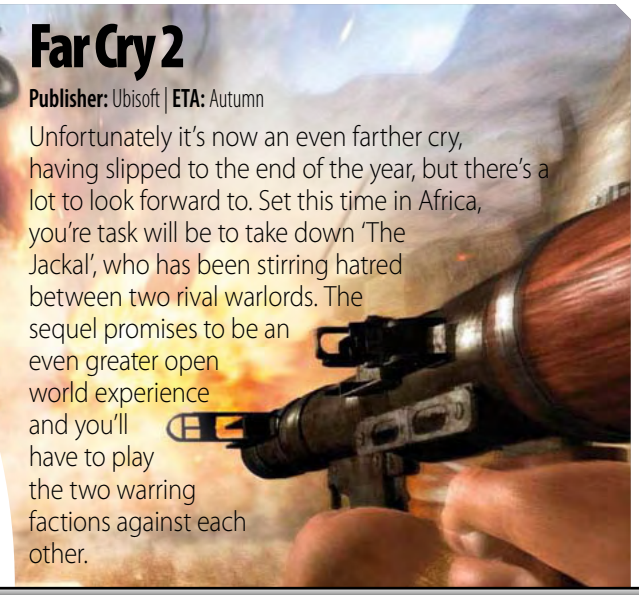
The long-awaited evolutionary sim from Will Wright, creator of The Sims, has at last been given the rather specific release date of September 7th 2008. The game starts at a cellular level and it's up to you to feed, protect and evolve your protozoan into a more complex creature, meeting friends, mating, joining tribes and on through evolutionary stages, right up to the ultimate goal of intergalactic exploration!



ON THE RADAR



Far Cry 2



Publisher: Ubisoft | **ETA:** Autumn

Unfortunately it's now an even farther cry, having slipped to the end of the year, but there's a lot to look forward to. Set this time in Africa, you're task will be to take down 'The Jackal', who has been stirring hatred between two rival warlords. The sequel promises to be an even greater open world experience and you'll have to play the two warring factions against each other.

Devil May Cry 4



Publisher: Capcom | **ETA:** May

The dark action sequel has been selling millions on console, but we're still waiting to see how well it will translate onto PC. If the controls are right, there's a lot on offer as Nero the hero tries out an all-new combat system of deadly combos with his demonic arm.

MotoGP 08

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

Capcom secured the rights to develop MotoGP games for Sony last year, but now it has completed a five-year deal to develop the licence on all platforms, including PC. The first game for our format will feature this year's season data. This will include our own homegrown Superbike World Champion, James Toseland.





7+ www.pegi.info

PC CD-ROM SOFTWARE

IN STORES JUNE 2008

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HANDS ON

THE SIMS 3

"If The Sims 2 was Terry and June, The Sims 3 is Desperate House(persons)"

Klepto-grannies, genius blondes and lonely punks are on their way…

Publisher: EA
Developer: The Sims Studio
Heritage: The Sims, The Sims 2, billions of add-ons
Link: http://thesims3.ea.com
ETA: 2009

PREVIEW FEEDBACK! Click here to tell us what you think of The Sims 3



Far too wholesome. We prefer the lady in red exiting left.



Does anyone else secretly wish they were in an AC-130 gunship? No? Sorry.



A large pan of spaghetti hoops, or a healthy salad?

It's already been in development for nearly three years and that time has been well spent working on a completely new engine and feature set that will position this true sequel way beyond the countless updates and add-ons that have kept The Sims 2 going since 2004. The living, breathing, neighbourhood simulator will be totally seamless this time, with a completely open world beyond your doorstep, a new Create-A-Sim system, realistic personalities and boundless customisation options. Head of The Sims Studio, Rod Humble, doesn't live up to his name in promising a massive step forwards – "It is this type of open-ended gameplay that inspires endless creative possibilities. In addition the new goals and rewards systems will give players of all kinds from core gamers to storytellers the ability to enjoy long-term gameplay."

So what exactly does an open neighbourhood mean? In the Sims 3 it means a whole new level of freedom. Freedom to leave your house and cruise the 'hood, visiting friends (and enemies), meeting new individuals and their families, using City Hall, or the local park and making new stories for your virtual life while lunching with new friends, curtain-twitching your neighbours and even, horror of horrors, bumping into your boss at inopportune moments. If The Sims 2 was Terry and June, The Sims 3 will be Desperate House(persons).

Of course, the most important starting point in The Sims is to create your unique Sims, the bodies you'll be living with through the game. In The Sims 3 there's a whole new approach to Create-A-Sim that explodes the levels of detail and customisation. Body shape now enjoys a full range from >



Apparently, peeing on your compost works wonders.



The new TV dad bought wasn't the HD LCD they wanted.



Put him back – he's clearly stuck in the eighties, girlfriend!

> Sims 3 continued

'Noel Fielding' to 'Vanessa Feltz', although in the game these will more likely be labelled 'thin' and 'full-figured', with everything in between and some frightening extremes. But famous personalities can now be closely

"Body shape now enjoys a range from 'Noel Fielding' to 'Vanessa Feltz'..."

emulated, because after choosing the body, you now get to fine-tune every facial detail, hairstyle, skin type and tone, eye shape and colour, plus loads more. After that you'll be let loose in the wardrobe department to kit your Sim out from a massive range of clothes and accessories. It's what EA is really good at, as you'll know if you've played a recent Tiger Woods title for instance, but here it has much more meaning to the player, especially when combined with the next innovation…

The Realistic Personality System is a new feature to the franchise and will make sure that each Sim feels like a unique character. Every Sim will be given five different traits, affecting how they behave towards other Sims and their environment. Examples of the far more complex personalities include a "nosy, inappropriate, kleptomaniac grandmother who loves to meddle", an "insensitive, drop-dead gorgeous socialite who neglects her romantic side and whose deepest secret is that she is actually a certified genius", and >

Satan's unholy wholesalers – it's virtual IKEA!




Spying on the neighbours can go too far.


New day and night cycles are looking great.


You could even re-enact Back to the Future!


Jog around the neighbourhood. If you're mental.

> Sims 3 continued

a "commitment-phobic, hot-headed punk whose rude nature and childish disposition keep him from scoring". Such is the range of options here, that there are an estimated 700 million possible combinations of personality traits, all affecting each individual Sims' behaviour and focus on short-term opportunities and long-term goals. Your Sims are no longer lizard-brains, responding to basic needs, but truly unique and complicated people.

The third major step forward off the porch is unlimited customisation of your personal and domestic environment, choosing colours, patterns and styles for everything from floors, wallpaper and furniture, to flowers, shirts and curtains. Mix and match to your heart's content, unleashing every half-arsed idea you've ever picked up from Property Ladder, Extreme Makeover (Home Edition) and Grand Designs to create bespoke environments that will either wow the neighbours, or bring down house prices like the transatlantic effects of a US credit crunch.

"Unleash every half-arsed idea from Property Ladder..."

So the announcement details reveal bold, if not exactly brave new plans for The Sims 3, an extrapolation of the existing and certainly very popular mechanics that we know and love. If there's one aspect that will change the feel of the game the most, it will undoubtedly be the limitless Realistic Personality feature, which promises endless invention and awesome comic potential. Now we just have to wait a year before unleashing our paranoid introvert, passive-aggressive, bed-wetter party clown on the neighbourhood kids' parties.



PCGZine

HOW COMPLETE? 50%

FIRST IMPRESSIONS? 75%

A sequel with style and real personality

HANDS ON

BIONIC COMMANDO

Definitely not classified as mostly 'armless…

Publisher: Capcom
Developer: GRIN
Heritage: Ghost Recon Advanced Warfighter series
Link: www.bioniccommando.com
ETA: TBA

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



Whip BioReign infantry into the air in Half-Life 2-style.

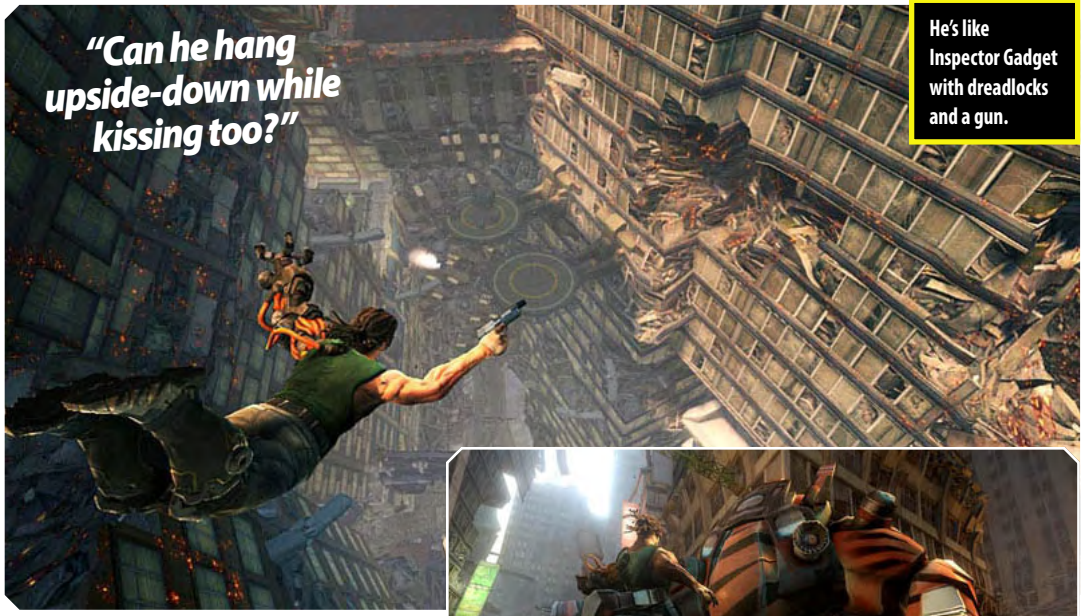
It sounds like Gears of War meets Spider-man, and in that would seem to be a very good thing. The sequel to the 1988 Nintendo classic, but set only ten tears later in the plot, Nathan 'Rad' Spencer and his bionic arm swing back into action around a world where the vertical action is every bit as manic as the horizontal.

Just like Marcus Fenix in Gears of War, Nathan Spencer is a war hero subsequently turned upon and imprisoned by the government he served, but then brought back into action when they realise he's needed to counter a new threat. It's not aliens, however, but terrorists, who detonate a terrible experimental bomb in Ascension City before deploying a massive force with nefarious goals. So the plot's not the most imaginative, or innovative, but it's solid enough to form a good basis for the extreme action allowed by Spencer's bionic arm.

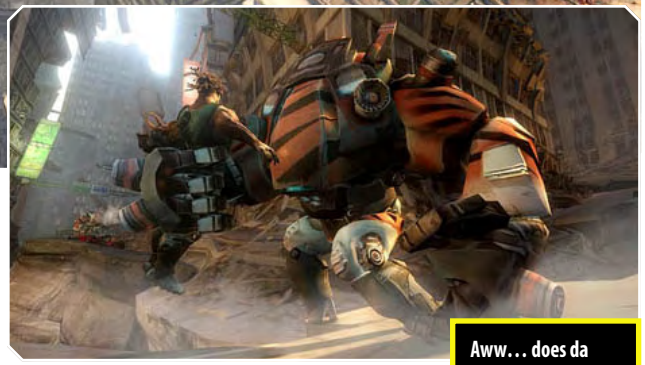
Spencer is known as 'Rad' for 'Research and Development', because a grenade took his arm off during active duty and he became the first test subject for the army's military intelligence bionics division. The bionic arm allows him to swing between 50-storey skyscrapers, hook onto distant anchors, pull environments apart, zip up on girders, throw huge objects, pound enemies and whip them into the air. Can he hang upside-down while kissing too? We can only hope so. But who cares if he's basically Spider-man without the lycra? Developed by GRIN, who made Ghost Recon Advanced Warfighter for PC, we can expect Bionic Commando to be far grittier in its ruined urban environments of Ascension City and much more dangerous in the jungle-like Park. Plus, Rad Spencer packs some hefty guns along with his bionics, something Spider-man was never all >



Watch out for sentry guns in the Park.



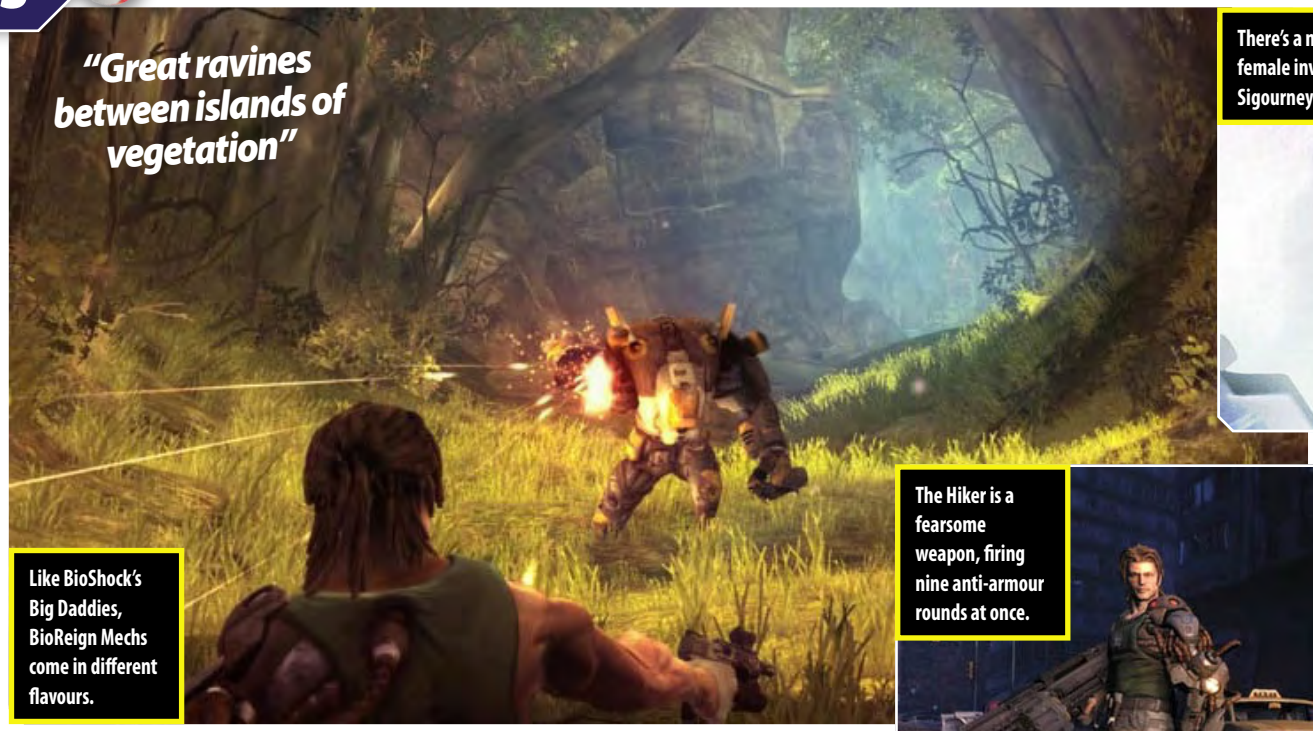
He's like Inspector Gadget with dreadlocks and a gun.



Aww… does da liddle wobot wanna cuddle?



Much of the organic tech reminds us of Half-Life 2.



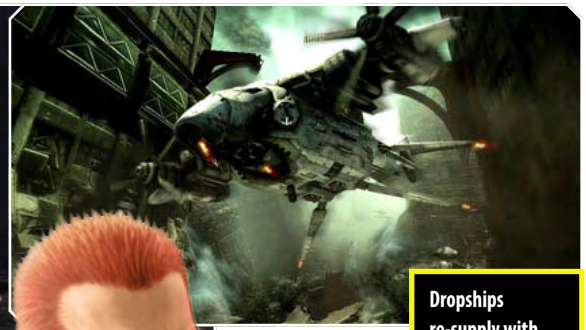
Like BioShock's Big Daddies, BioReign Mechs come in different flavours.



There's a mysterious female involved. Sigourney – is that you?



The Hiker is a fearsome weapon, firing nine anti-armour rounds at once.



Dropships re-supply with BioReign infantry and Mechs.

> Bionic Commando cont.

that comfortable with.

Only two weapons have been confirmed so far – the Tungsten machine pistol and the Hiker anti-armour weapon. As you'd expect, the Tungsten is designed to take down lightly armoured infantry personnel at close quarters, while the Hiker is perfect for penetrating ground and air attack vehicles and bionic foes. Your terrorist enemies are of a private militia known as BioReign and are formed of former Imperial soldiers and rogue bionics like yourself. After detonation of the 'Witherer' bomb in Ascension City, infantry either wear radiation suits, or stomp around in Mechs. Also expect troop dropships to deploy fresh forces.

The most recently revealed environments have come out of The Park, a jungle-like district in complete contrast to the mangled destruction of Acsension City's burst 'scrapers and twisted monorails. It's actually a military memorial park enclosing miles of forest and hills, including a zoo, a vast greenhouse and towering statues of military heroes. The Witherer has wreaked havoc, tearing up great ravines between islands of vegetation. BioReign has also set up bases here, but it's not clear yet why The Park is so important to them. Perhaps they just like organic veg in their ration kits.

Bionic Commando is shaping into a very attractive open world, city-centric action title along with others like The Incredible Hulk, Mirror's Edge, Damnation and Prototype, and it's unique blend of acrobatics and gunplay will hopefully set it apart.



PCGZine

HOW COMPLETE? 60%

FIRST IMPRESSIONS? 70%

Open-world horizontal and vertical bionic action!

HANDS ON

RACE DRIVER: GRID

Traditional motorsport gets on the highway to the dangerzone!

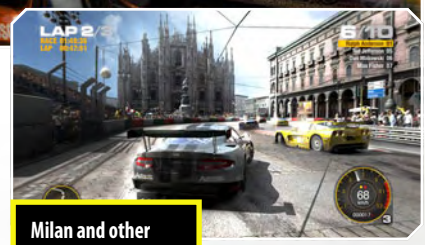
Publisher: Codemasters
Developer: Codemasters
Heritage: TOCA and Colin McRae series
Link: www.grid-game.com
ETA: June

PREVIEW FEEDBACK! Click here to tell us what you think of Race Driver: GRID


Detroit will be one of the US muscle locations.


Drift racing through the Yokohama docklands.


Races in Japan will exist right on the edge of legality.


Milan and other cities feature realistic landmarks.

Racing games can either be rather dry affairs with great appeal to petrolheads who love nothing better than adjusting downforce incrementally, or tweaking suspension by a micro-notch, or they can be misguided nods to the cruise generation, late jumpers on the Fast and Furious pimped bandwagon, corporate takes on the fading modding-scene. With GRID, Codemasters hope to undertake both these sub-genres with a take on race day that will hopefully inject fun straight into the powerful engine.

Ralph Fulton, Chief Game Designer, tells us that, "GRID focuses on everything that happens between the start grid and the chequered flag: the drama, the rivalries, the aggression and the crashes. This is not a game about collecting cars or spending all of your time in the front-end, tuning suspension settings or designing liveries. We want to make racing exciting again". The powerhouse behind this concept is EGO, the enhanced version of the NEON engine used in Colin McRae DiRT last year - enhanced to exaggerate and add thrills to the physics, particularly in collisions. Aiming for a Hollywood blockbuster level of crash'tastic spectacle, expect high-impact flips, spins and smashes

"A Hollywood level of crash'tastic spectacle"





As you gain sponsors they'll cover your car in their logos.



The replay mode features an extensive camera and control set.



There will be four exterior views, plus a head-cam like DiRT had.

European races will largely follow the Le Mans circuit.

> Race Driver: GRID cont

with awesome damage modelling, plus engine fires, tyre blowouts and debris in the fast lane. Add special effects such as slow-motion in crashes, aggressive rival AI and an excellent replay feature and you've got a full-on racing experience that should appeal to a far wider audience than is usual.

GRID is also a diverse racer, with over 90 circuit configurations through Europe, the US and Japan, each location offering very different cars, tracks and styles. In Europe we'll be treated to the supercar experience, racing high-tech beasts such as the Ferrari F430 GT, Lamborghini Murcielago GTR, Aston Martin DBR9, Koenigsegg CCXR and Porsche 911 GT3-RSR over the world-famous tracks of the Le Mans circuit. The latest exciting news is that the Le Mans 24 Hours race will form an optional part of the game. Better start stocking up on Red Bull then. In the US it's into the muscle cars, meaty V8 monsters shouldering their way through the city streets of San Francisco, Washington DC and Detroit. Here the emphasis will be more on aggressive pack racing than high-performance endurance. In Japan the style switches yet again to grudge-based, semi-legal, back-street events – night-time drift racing through Yokohama's industrial districts, Tokyo's neon centres and sweeping mountain canyon roads.

"Better start stocking up on Red Bull"

The game is structured so that the player is able to choose his own path, beginning as an unknown and earning sponsorship and respect as he climbs the world rankings. You can develop your career in whichever region you prefer, although eventually you'll need to master every style of racing around the game world if you want to make it to the top. Race Driver: GRID hopes to be a master of all trades, with the jack locked firmly in the boot under the spare tyre, and with its accessible but high-adrenaline approach and the option to turn off all the friendly driving aids for the hardcore, we think it's off to a running start.


The Crowd Cam is nice, but not very useful to race by!

PCGZine

HOW COMPLETE? 90%

FIRST IMPRESSIONS? 85%

Diverse, collision-focused, race day thrills



18

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Publisher: Eidos
Developer: FunCom
Players: MMO
Certificate: 18
Features: PvP emphasis, brutal, bloody swordplay, gritty fantasy
ETA: May

Crush Your Enemies!

Age of Conan: Hyborian Adventures prepares to unleash the most brutal and barbaric MMO ever...



Erling Ellingsen is Age of Conan Product Manager at FunCom. He likes Yetis. A lot.

It's a long time since the last Conan film – why do you think it's still a strong licence?

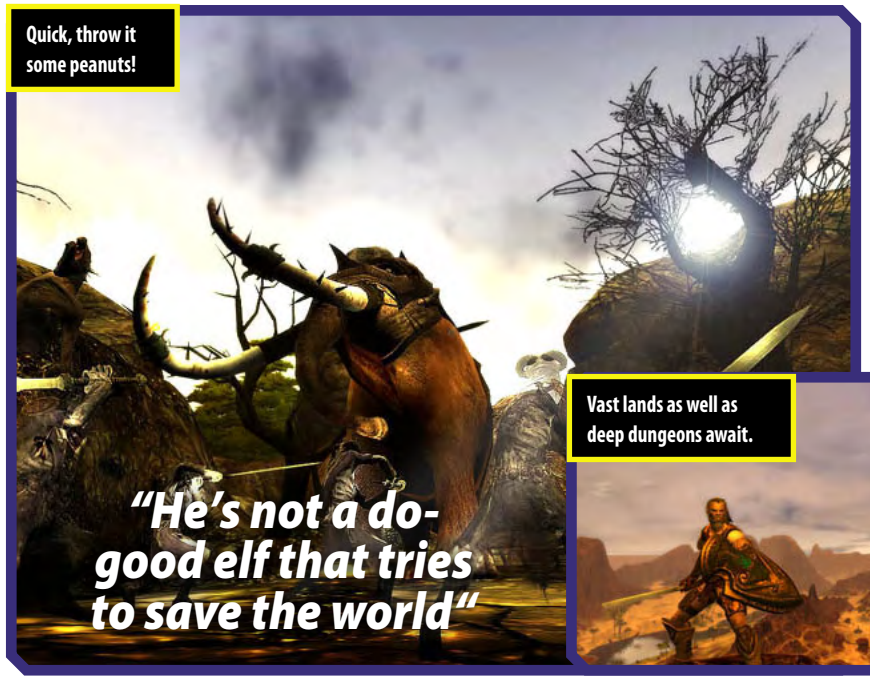
It's a bit of a daft answer, but I'll say it anyway: because it rocks. There is just so much depth to it, and the mature edge is incredibly satisfying. The mix of real-world history and the imagination of Robert E. Howard makes the world unique, and the "magical realism" approach is very exciting. And let's face it: Conan is one of the greatest fantasy heroes of all time, and I think a lot of people identify with him simply because he's not a do-good elf that tries to save the world, but instead he is a real man with all the flaws (and greatness!) that involves. The Conan comics are still going very strong, and that definitely adds a lot. With a new film coming up next year, we're looking at a Conan revival!

How does the single-player story tie in with the MMO?

What we're doing is making level one to twenty a part single-player, part multiplayer experience. This part of the game all takes place on and around Tortage Island where you basically switch between the two modes by switching between day and night. During night everything is single-player and this allows us to do some fantastic things like burning down cities and making volcanos erupt! During day it's all multiplayer, and you can team up with your friends and go on more traditional MMO quests.

There's a massive range of PvP activity in Age of Conan – can you explain the options? Especially Drunken Brawling!

Age of Conan is definitely a game that PvP gamers are going to love (though you can go through the entire game and live quite happily without ever



Quick, throw it some peanuts!

"He's not a do-good elf that tries to save the world"

Vast lands as well as deep dungeons await.

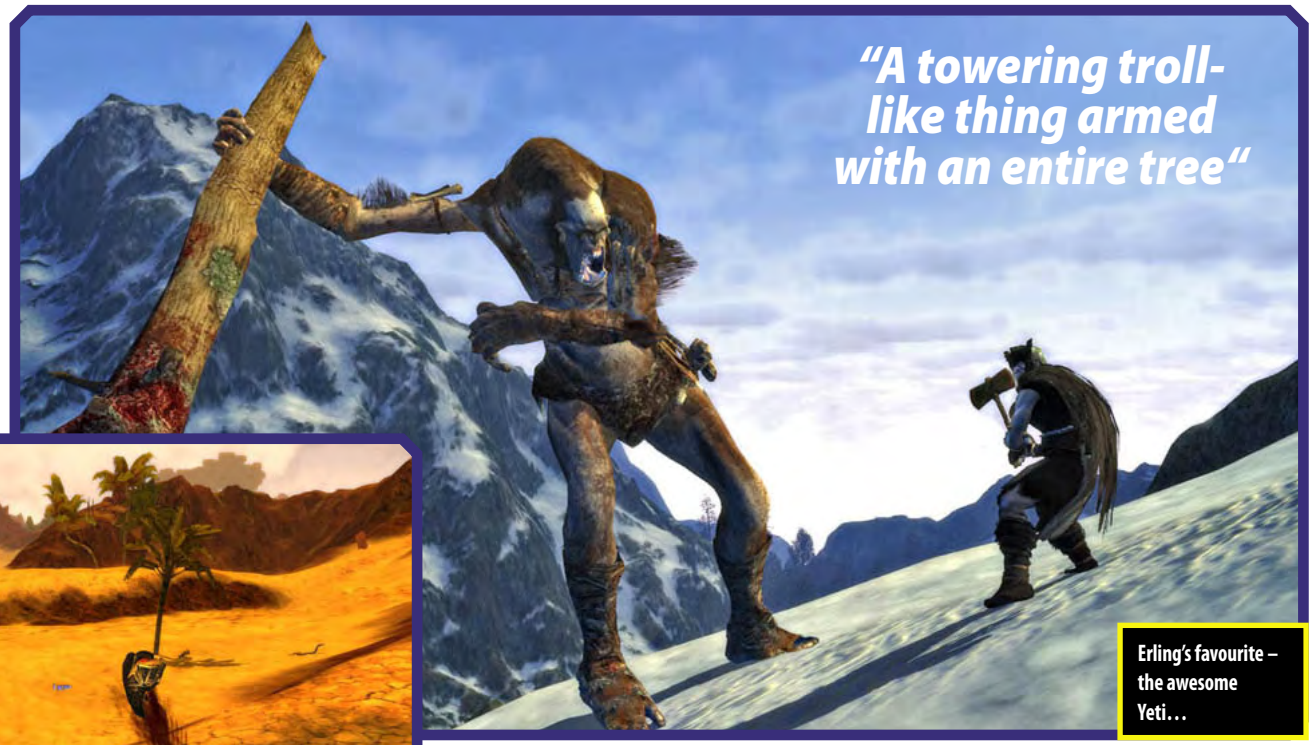




The level of detail is horribly realistic.



Arena combat will be a lot of fun too.



Erling's favourite – the awesome Yeti…



It's not one for the kids though!

> Interview continued

getting involved). At the most basic level you have this wonderful thing called drunken brawling, lovingly crafted from the deranged minds of Funcom's designers. You go into a bar, buy some alcohol, and you start pissing people off by picking a fight. It's sort of like a rock, paper scissors thing where what you drink counts towards your chances of winning, because your level and equipment doesn't matter at all! I can tell you that the motion capturing for that was an interesting adventure. Then you have the PvP mini-games like capture the flag (well, we're actually calling it something else) and team annihilation that resembles World of Warcraft's battlegrounds system. You basically just sign up for these and get teleported into the game, and they're great for some quick action once in a while. At the top, however, you find the PvP siege warfare. Entire guilds clash together on the battlefield, defending or attacking entire battlekeeps, bringing down walls with catapults and trebuchets! It's like Braveheart meets Kingdom of Heaven, without Mel Gibson and Orlando Bloom, but with just about the same amount of decapitations and screams from a hundred people meeting their end on the battlefield!

What roles exist beyond warrior?

Of course, it's difficult to avoid fighting in any massively multiplayer online game, but you'll have plenty of pastime hobbies I'm sure. Why not become an architect for your guild and be a key player in building your guild's city? Or pick up any other trade, become great at what you do - even if that's dress making or knife crafting - or dedicate your life to getting drunk at the pub and beating people silly.

What is your favourite beast?

The Yeti! Imagine a huge, towering troll-like thing armed with one weapon: an entire tree. He keeps swinging it from side to side, trying to crush you with it. When he dies he has this beautiful animation where he tries to keep himself on his feet, leaning against the tree, but ultimately falling to the ground.

What has the delayed release date allowed you to do?

Polish the game! Every week means more polish, and polishing makes the game better and better. It has also allowed us to thoroughly review the things beta testers wanted changed, and for instance, it has definitely allowed us to make the combat system better. Making a game is about balancing what you want to do, what you can do, and what time you have to do it. More time means a better game, and we're taking advantage of the extra time that we've got!

>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!

NOT MY PROTOTYPE

I'M A MASSIVE FAN of co-op gaming, so I was over the moon to read your Aliens: Colonial Marines piece last issue, and I'm really looking forward to Rainbow Six Vegas 2. I think Prototype could also have a lot to offer and with its New York setting and open world action it's making me less upset that GTA IV isn't coming out on PC. Is there any more Prototype coverage coming?

> Justin K

> PCGZ says… Sorry to break it to you Justin, but unfortunately Prototype just ditched its planned multiplayer modes. The developer says that it wouldn't have had the same polish and quality as the main story, which we think means that they ran out of time and resources and had to focus on the main game. It's a shame, but you can still look forward to co-op action in more titles like Tom Clancy's H.A.W.X., Mercenaries 2, Rogue Warrior, Brothers in Arms: Hell's Highway, Ghostbusters, Aliens and more.

Don't miss Issue 18
Out May 22nd
Sign up now!



Who's the daddy? Find out in 2009's Bioshock 2!

BIOSHOCK AND AWE

I THINK THAT BIOSHOCK was the best game of last year by miles (or should that be nautical miles). The only trouble is that I've replayed it twice and although you do see new details each time, can play with different Plasmid combos and can try to save or kill all the Little Sisters for alternate endings, I do know the story so well that I'm pretty much done with it now. I can't believe there won't be a sequel, but when can we expect to see something of it and are there any details yet?

> Ant Wilson

> PCGZ says… There will certainly be a Bioshock 2 - that's been made official by publisher 2K Games now. It's even been mooted for a late 2009 release, with the intention to release a Bioshock game every two years from now on. It will be developed by new studio 2K Marin and as Bioshock braniac Ken Levine remains at 2K Boston on other projects, it's thought he will have involvement in some capacity but not as project lead this time. The rest is all rumour, with suggestions that Bioshock 2 will be a prequel to the first game, detailing the fall of Rapture.

GOING DOWN?

I WAS CLEARING OUT boxes in my attic the other day and I found a load of my old PC discs including shareware of Descent. Whatever happened to that franchise and is it ever likely to be resurrected? There's a real lack of spaceship shooters these days.!

> Andrew

> PCGZ says… Watch this space, if you'll pardon the pun. Interplay is resurrected and sequels to Descent, MDK and Dark Alliance are coming!

DO YOUR DUTY, NOW!

When will we get the Call of Duty 4 map pack?

There's no doubt that Call of Duty 4 hit the multiplayer sweet spot - Infinity Ward got just about every aspect right, especially the Perk system and totally addictive ranking-up process. The maps are mixed, but the best are brilliant. However, we're so familiar with them that it's time for some new official maps - which is just what Xbox 360 owners got this month. But there's still no confirmation of the four new official maps for PC! What's going on and when will we get them?

> Jeremy Marsden

> PCGZ says… The official line is "We are working to bring PC users the same content in the future, however logistics are being worked out on how to make that happen". We hope that doesn't mean "We're working out how to charge you".



Bring us the new maps for FREE please!

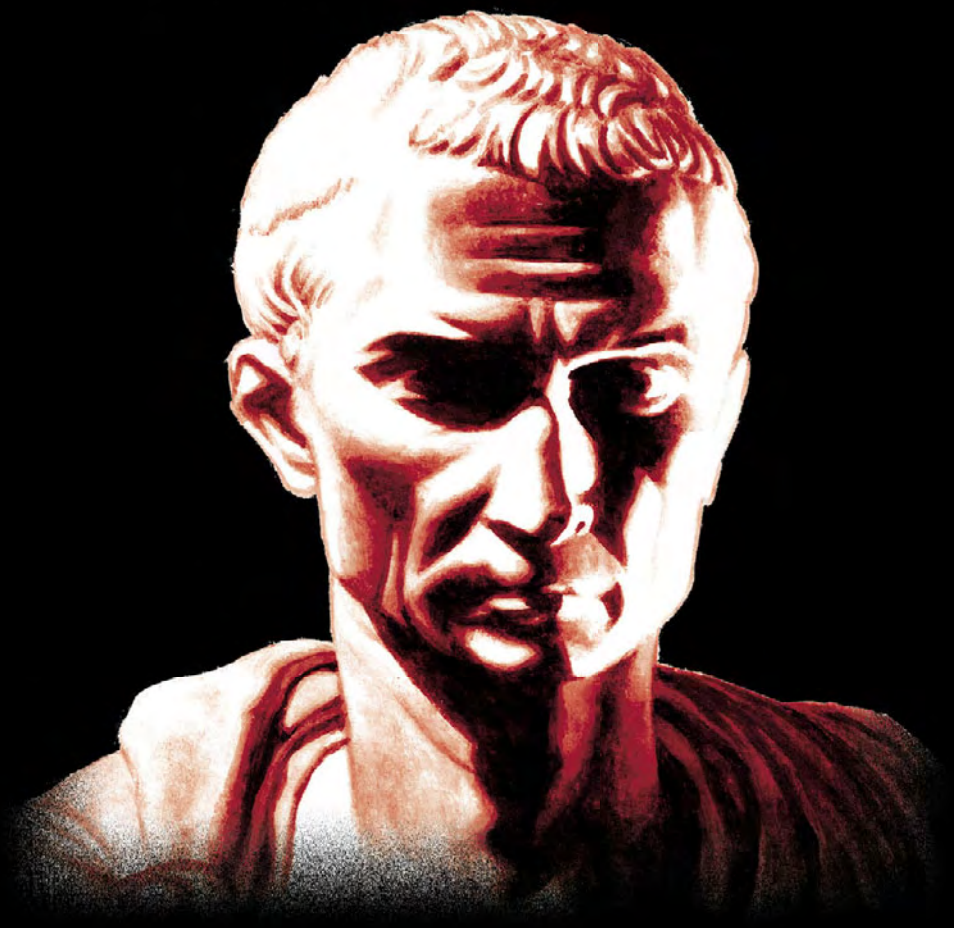
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SPQR

PLAYBACK OPTIONS: ENHANCED





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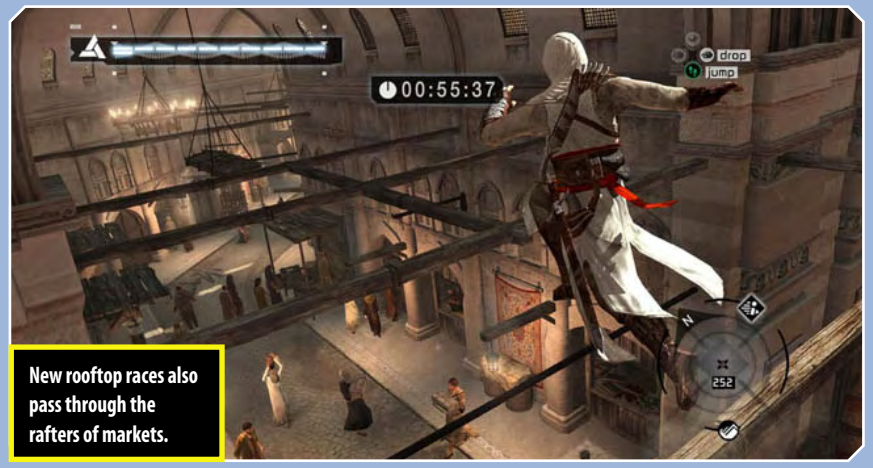
Publisher: Ubisoft
Developer: Ubisoft Montreal
Heritage: Prince of Persia series
Link: www.assassinscreed.com
ETA: OUT NOW!

System Requirements:
Dual core processor 2.6 GHz Intel Pentium D or AMD Athlon 64 X2 3800+
1GB RAM (XP), 2GB RAM (Vista)
256MB DX10, or Shader Model 3.0 compliant DX9 Video Card
8GB Hard Drive space

Assassin's Creed

It's time to get medieval on your ass(assin)…

REVIEW FEEDBACK! Click here to tell us what you think of Assassin's Creed.



New rooftop races also pass through the rafters of markets.

It's been five months now since Assassin's Creed launched itself off the console rooftops and it's only now landed in the PC haywain. That's a long time up in the air, so should we have given up the search, gone back to browsing the busy market stalls for something else to catch our eye, or is the enhanced PC version – now labelled 'Director's Cut' - still worth hunting down?

The answer really depends on whether you've already played through the console version and if you have, you probably won't find enough bonus material here to make it worth a replay, but if you haven't, you'd be mad to miss this utterly thrilling and addictive PC adventure. Assassin's Creed is an open world game set in the medieval time of 1191 AD, within a Holy Land ravaged by the Third Crusade. As a member of the secretive cult of Assassins, you aren't directly aligned with either the Christians or the Muslims, but initially charged with >

"You'd be mad to miss this utterly thrilling and addictive adventure"



You can really stir up a hornets' nest but still kill them all.



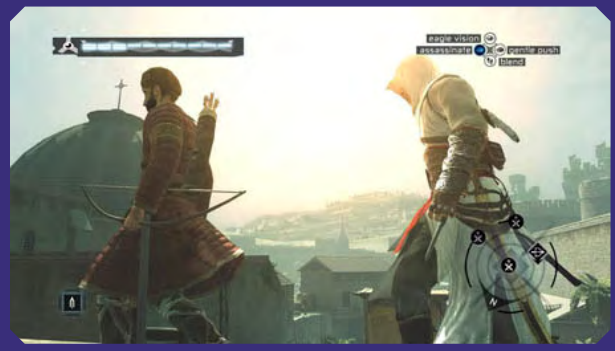
The very highest ascents will have you weak at the knees with vertigo.



Hoodies – even a problem during the Crusades.

CUT TO THE CHASE

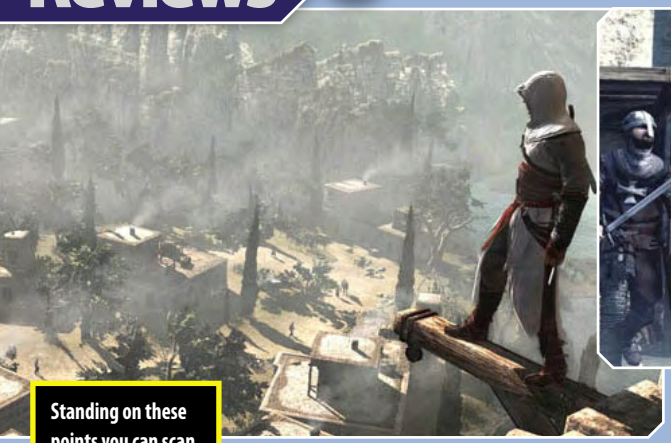
The Director's Cut additions



Kill | **Aid** | **Smash** | **Run**

Archer Assassination…

The first new optional activity is a challenge to stealth-kill the bowmen guards who populate the city rooftops.



Standing on these points you can scan the city to update your map.



Body blocks and blows are also available in combat.



You can perform deadly finishing moves on your foes.

> Assassin's Creed continued

removing key figures on either side. Your targets for assassination all reside within the cities of Acre, Jerusalem and Damascus, but you'll also return between missions to the Assassin stronghold of Masayaf for new instructions, and ride on horseback through the interlocking outlands of 'The Kingdom' (which can now be skipped in the PC version once you've been to each city).

You begin the game as disgraced assassin Altair, having failed to kill Templar Grand Master Robert de Sable and recover your order's treasure.

"Redeeming yourself by assassinating nine historical figures"

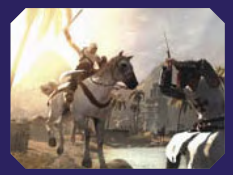
Busted back to private (the Uninitiated rank) by your master and leader Al Mualim, you're then tasked with redeeming yourself by assassinating nine historical figures and stabilising the region. We won't spoil any more plot, but suffice to say that it's not that simple and the politics become as twisted as the back-streets and rooftops you'll be stalking through. Just to give things a further twist, it turns out that your medieval missions are actually forays into the memories of Altair's contemporary descendant Desmond Miles, who has been captured by a corporation of modern-day Templars and is having his genetic memories stripped by a machine called the Animus in an attempt to track down the missing pieces of a mystical treasure know as the 'Piece of Eden'.

But if this all sounds like too much of a lesson in political history for conspiracy nuts, don't worry. Most of your time will be spent in awesome third-person action, building up to the kill by completing sub-missions set by each city's Assassin's Bureau contact and climbing towers to reveal new sub-mission locations on your map. Then via eavesdropping, pick-pocketing and violent 'persuasion' you'll accumulate enough knowledge to satisfy the Bureau that you're ready to take down one of the big nine. Each time you succeed and return to Masayaf, a new area will unlock and you'll be rewarded with a returned weapon or skill.

The real thrill of Assassin's Creed is Altair's increasing acrobatic skill that allows you to leap between building roofs, climb daunting walls by gripping small protrusions and when forced into street or rooftop combat, use simple controls to pull off incredibly satisfying >

KILLER MOMENTS

Defining times in the career of a medieval assassin…



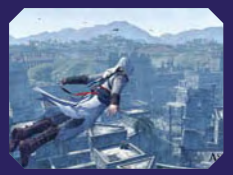
HORSE PLAY
Mount a steed to travel faster across The Kingdom and slay guards from it.



MONKEY BUSINESS
Get past a guard post by blending in with a group of friendly monks.



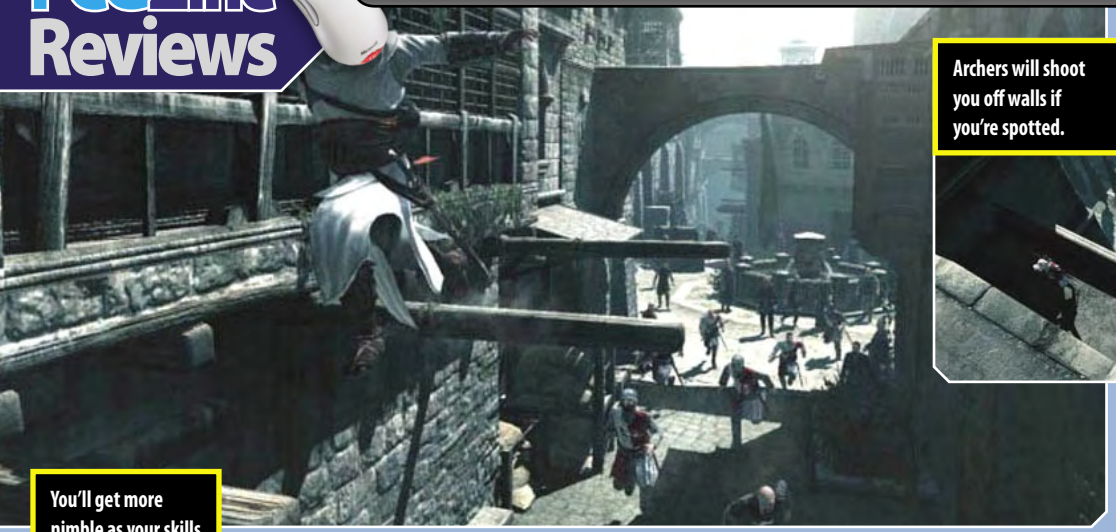
THIEF IN THE TEMPLAR
Kill tougher Templar Knights you encounter for extra kudos and challenge.



LEAP OF FAITH
Fling yourself from the game's highest points to land safely in haystacks.



KILL, KILL, KILL!
All the preparatory info-gathering and exploration leads to the nine big kills.

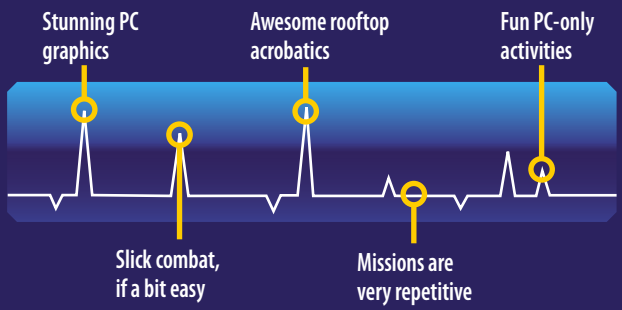


You'll get more nimble as your skills are returned gradually.



Archers will shoot you off walls if you're spotted.

PULSOMETER *Signs of life*



"We're not talking Splinter Cell here - it's more action game than sneaker"



You can also scale and scout in The Kingdom outlands.

> Assassin's Creed continued

sword, throwing knife and body moves (with blocks, throws and attacks) against multiple opponents. Leaping off the tallest viewpoints into fall-breaking haystacks is also an incredible sensation that really defines the sense of your superhuman abilities.

The second aspect that really sets this game above average is the excellent AI recreation of living, breathing cities, with bustling, chattering crowds engaged in everyday life as you slip among them, or barge through them to escape pursuers. While stealth can be very important, particularly when pick-pocketing, or publicly assassinating sub-targets for informant info, we're not talking Splinter Cell here and this is much more an action game than a sneaker, even with sharper crowd and guard reactions in the PC version. Combat is still on the easy side, so fight can be just as effective and satisfying as flight in most cases. The alarm state of city guards will lower after you kill enough in the vicinity, or escape eyesight for long enough to hide in a rooftop canopy or street-side haystack.

Roll over screen for annotations



The only real criticism of Assassin's Creed remains that missions are repetitive and, even with the new PC activities, you'll be performing the same rough sequence of info-gathering and hits in each of your nine major assassinations. But so impressive is the scale of each city, the awesome freedom to use the rooftops as a thieves' highway, the excellent crowd and guard AI and the slick (if simple) combat, that repetition is rarely a chore. There isn't enough new content to make this Director's Cut an essential purchase if you've played the original console game (a new assassination mission would have made it so), but it is the definitive edition. ● ***Steve Brown***

PCGZine Verdict

The definitive version for first-time assassins

- Stunning graphics
- Improved AI
- Somewhat shallow new content

85%



Command & Conquer 3: Kane's Wrath

Don't make him angry…

Expansion Pack: REQUIRES C&C 3
Publisher: EA
Developer: EA
Heritage: Command & Conquer 3
Link: www.commandandconquer.com
ETA: OUT NOW!

System Requirements: 2.0GHz CPU, 512MB RAM, 256MB Graphics card

REVIEW FEEDBACK! Click here to tell us what you think of C&C 3: Kane's Wrath



Victory is rewarded with a massive explosion.



Garrisonable structures again play a big part. This one's a giant football.



The mystical tiberium is at the root of all conflict.

True story: we once incurred Kane's Wrath. Back in the day, on a press trip to Westwood's old HQ in Vegas, we were being shown around the building by the slaphead who plays Kane (amazingly, he's not actually an actor). He'd been particularly pleased with himself all day, and the final stop was the blue screen room where the risible live action footage was recorded. After Kane had puffed himself up some more, he finally asked if there were any questions. With impeccable timing, yours truly piped up, "Why is it called a blue screen?" to guffaws from the assembled gaggle of geeks. Kane tried to fight back with a weak gag about blues musicians, but he was crushed, and inwardly livid.

EA may have long since bought Westwood, but Kane's Wrath has (possibly) been simmering ever since, finally erupting in the form of this comprehensive expansion to the excellent C&C 3. The blue screen is back in business, with megalomaniac Kane hamming it up once more as he feverishly rallies you, the player, to do his bidding across a campaign that spans two decades, from the Lazarus-like comeback of the Brotherhood of Nod following the Second Tiberium War, and encompassing the events of the Third Tiberium War and beyond.

"Kane tried to fight back with a weak gag about blues musicians"

What this of course means is that you are presented with a series of familiar missions - playing solely as >



It's all kicking off here.

HAM & EGGS

And the Oscar goes to…



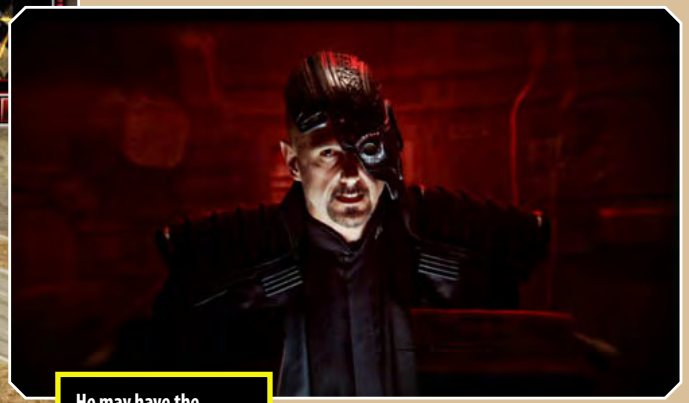
Joe | **Carl** | **Natasha**

Joe Kucan

The main man Kane himself, he gives an understated performance, capturing the nuances of the megalomaniacal leader of the sinister Brotherhood of Nod.



Heroically hide in a building and shoot the harvester.



He may have the Guinness record for longest running actor in a video game series, but he's still a helmet.



Never cross the streams. We should all know that by now.

> Kane's Wrath continued

the Brotherhood of Nod - all interspersed with some of the campest acting this side of Christmas. It's classic C&C fare, with the addition of new units and structures, as well as six unique sub-factions, each with their own particular strengths.

So far, so predictable, although the single player campaign is given legs by the addition of a decent skirmish mode as well as a slew of online options. However, Kane's Wrath also effectively features an entirely separate game in the form of the all-new Global Conquest mode. Essentially a cross between Risk and, well, Command & Conquer, it comes replete with a warning that only hardcore players should attempt it. A different approach to the Third Tiberium War, it's a three-way territorial scrap between GDI, Nod and Scrin involving building bases and strike forces across the globe, with battles fought either in real time using the traditional interface or swiftly auto-resolved by the AI.

"An expansion pack with more content than a lot of full games..."

There's still a lot here for fans of the series, and especially for fans of bald middle-aged men attempting to act. The core action is as gripping as ever, and it just wouldn't be Command & Conquer without a bit of the old amateur dramatics, although some of those involved surprisingly list acting as their main profession. Kane is not amongst them, although his wrath has resulted in an expansion pack with more content than a lot of full games, and that's nothing to get angry about. And why do they call it a blue screen? I never got a good answer. ● ***Steve Hill***



The familiar Nod structures coming under some pressure.

Roll over screen for annotations



PCGZine Verdict

He's bald and he's back...

- Classic gameplay
- Loads of content
- Nod campaign only

80%



Tom Clancy's Rainbow Six Vegas 2

PCGZine GOLD

If your name's not on the list, just blow the nightclub door off!

Publisher: Ubisoft
Developer: Ubisoft Montreal
Heritage: Rainbow Six, Ghost Recon and Splinter Cell series
Link: http://rainbowsixgame.us.ubi.com
ETA: OUT NOW!

System Requirements: 3GHz P4, AMD Athlon 3000 or equivalent 1GB RAM (XP), 2GB RAM (Vista) 128MB Graphics Card (DirectX compatible with Shader 3.0)

The last Rainbow Six game in 2006 ended in betrayal, bloodshed and unfinished business on the Hoover dam above Las Vegas. Rainbow member Gabriel turned out to be a terrorist stooge, escaping from a crashed chopper at the end of the game with a 'To be continued…' promise. So it's back to Vegas for the sequel, although this time you'll follow a parallel squad, playing as new team leader Bishop, not Logan, and revealing some of the back story to Gabriel's dark-side defection.

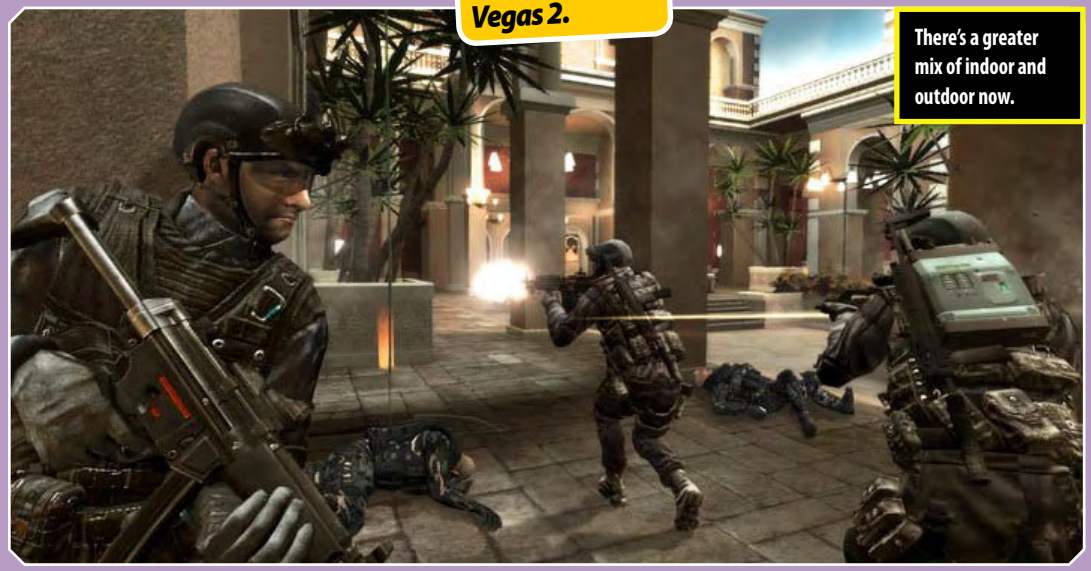
But while the first Vegas game was heavily casino-focused, Vegas 2 is light on the slots acreage and only really uses one casino interior as a full level. You'll be abseiling from helicopters into junkyards, suburban backyards, penthouse suites, island villas, gymnasiums, oil refineries and even a LAN gaming event at the Las Vegas Convention Centre this time round. So locations are as diverse as a contemporary urban combat game could hope to offer, providing tactical playgrounds for some of the most >

"There's even a LAN gaming event at the Las Vegas Convention Centre"



You'll come up against people-smuggling gangs.

REVIEW FEEDBACK! Click here to tell us what you think of Rainbow Six Vegas 2.

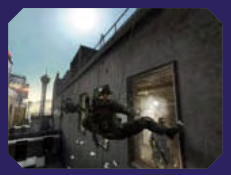


There's a greater mix of indoor and outdoor now.

Kill abseiling enemies for extra XP.

HIT THE JACKPOT

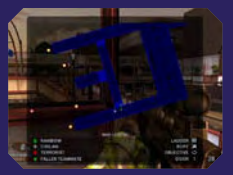
Five winning moments of the Sin City experience…



BREACH
Abseil down a rope, even upside-down, and breach through a window.



CUSTOMISE
Create a unique look by unlocking new armour, weapons and clothing.



MAP IT
Use a new, occasional-use satellite scan to pinpoint terrorist locations.



GIRLS ALLOWED
For the first time you can also choose female characters to play as.



SHIELDED
Learn to deal with terrorists using riot shields, with grenades and sniping.



Cover is still all-important, so use it well.

MULTIPLAYER MAYHEM

Vegas 2 is even better to share…



Total Conquest

Demolition

Team Leader

Have you got satellite?

In this versus mode you have to locate and seize control of multiple satellite dishes spread around the map.

> Rainbow Six Vegas 2 cont.

intense and gripping fire-fights you'll ever have played.

These fire-fights are heightened in excitement by the sequel's welcome introduction of slightly tweaked controls and equipment. To Rainbow's great advantage are the new abilities to sprint between cover and penetrate soft cover with bullets, both features that Call of Duty 4 proved so successfully. The sprint really helps to maintain the pace of the game and it's rare now to get bogged down for too long behind one piece of cover, with fluid movement between 'safe' zones and less likelihood of getting gunned down in a slow shuffle towards the next pillar. It's also great to be able to fire through thin signs, partition walls and the like when you know there's a tango behind. However, these additions are neatly balanced by the terrorists' equipment upgrades, which provide some of them with thermal and night vision devices, and the heavily armoured riot shield. So don't always expect the same advantages of the first Vegas game from smoke grenades and dark areas, and learn to deal with riot shield advances by flanking, throwing grenades behind the shields, or sniping at exposed craniums and vulnerable ankles.

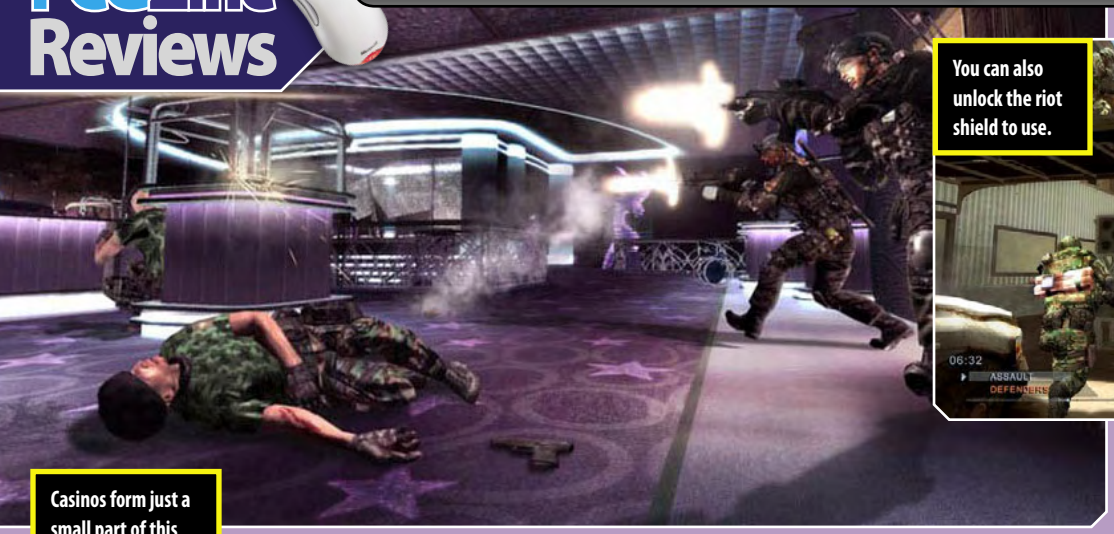


The multiplayer maps are all brilliantly designed.



You'll see a lot of the backstreet Vegas this time.

The cling-to-cover system remains unchanged and it's such a perfect set that this is no surprise. It's the most natural and intuitive FPS command and control experience of any shooter and we only wish more games (Call of Duty included) would adopt something similar. Simply hold a key to stick to practically any vertical surface in the game and then use your movement >

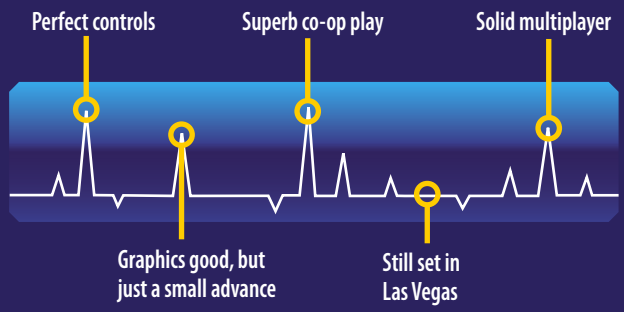


Casinos form just a small part of this Vegas sequel.



You can also unlock the riot shield to use.

PULSOMETER *Signs of life*



> Rainbow Six Vegas 2 cont.

controls to pop in and out, into stand or crouch, zoom or blind fire, with guns and grenades. As soon as you take fire, release movement control while keeping hold of the cover key to drop straight back behind protection. Commands are equally streamlined and easy to master and you'll often find multiple entrances to new areas via doors, skylights, windows and balconies so that you can stack your two team members at one entry while you slide a camera under the door at another, tag a primary and secondary human target, then tell them to flash, smoke, frag, or breach and clear (depending on whether you've set them to return-fire infiltrate, or aggressive weapons-free mode). You can even command them to climb and descend ropes and ladders, hang upside-down and breach through windows for awesome surprise attacks, synchronised with your own entry.

Another superb addition to Vegas 2 is the A.C.E.S. reward system and increased character customisation options. The last Vegas was far from rewarding, with extreme demands on skill and time for the most meagre kit and upgrades, with rank promotion a tortuous path even for the elite. It's still tough to advance in Vegas 2, but the bar has been lowered to the right level, making it addictive without being too daunting. A.C.E.S. is an XP reward system split between Marksman, Close Quarter Battle and Assault and these have 20 levels, each one rewarding you with a relevant weapon, explosive, or massive chunks of XP. This not only rewards your combat style, but also racks up the XP needed for promotions, each of these ranks unlocking more clothing, armour and camouflage.

"Happy as a terrorist with night vision in a Vegas lapdance club"

While Vegas 2 isn't a revolution in the series, it tweaks to near perfection the urban combat experience and with awesome multiplayer (versus and co-op modes) on top of a single-player campaign that can be tactically very different every replay, it's a game that keeps on giving. We hope to see a major departure in setting with the next Rainbow Six, but until then we're happy as a terrorist with night vision in a Vegas lapdance club. ● ***James Baker***



The Oil Refinery is a tough and complex level.

PCGZine Verdict

The ultimate tactical team shooter wins big again!

- Faster pace
- Great co-op
- Improved rewards

91%



Stone Loops of Jurassica

Publisher: www.stoneloops.com
Developer: Codeminion
Price: ~£10

If you look at the screen, then glance away quicky, you may well think you've seen Luxor 2, as that's exactly what this stone-crushing game is, with a few more dinosaurs dotted around for good measure. Setting you the task of clearing the chain of boulders by matching groups of three of the same colour, the chances are you'll have played games like this before, but this is certainly one of the better ones. Well presented, with some colourful graphics, and solid gameplay, this is a great way to waste your lunch break. Although we play games at work and do spreadsheets at lunch.

- Polished
- Well presented
- Unoriginal

Dinotastic! **80%**



Sam & Max Episode 5: What's New, Beelzebub?

Publisher: Telltale Games
Developer: Telltale Games
Price: ~£4.50

As we type, we're wiping the tears from our eyes, as we're sorry to say this is the final episode in this series. Following on from the last episode (SPOILER ALERT), Episode 5 picks up as the dynamic duo escape from the spaceship with Bosco's body, and begin the hunt for his soul. What follows is a typically hilarious adventure as the two freelance police come head to head with the biggest baddie they've faced yet – Satan himself.

- Funny
- Logical Puzzles
- Pulls everything together nicely

A classic, but too long until the next one! **90%**



Youda Camper

Publisher: www.youdagames.com
Developer: Youda Games
Price: £7.88

Youda Camper is, as you may have guessed from the name, a campsite management sim, that lets you live that most illustrious of dreams, by owning, and running your own campsite. But what doesn't sound particularly thrilling in concept is actually quite well realised in execution. Setting prices for the various sites to maximise profit, all whilst maintaining the cleanliness of your campsite, as well as keeping everyone happy is more challenging and enjoyable than it sounds. Maybe worth a punt at £7.88, which is less than a night's stay on one of my plots.

- Addictive
- Fickle campers
- No varied goals

Happy campers? Hopefully **70%**



N

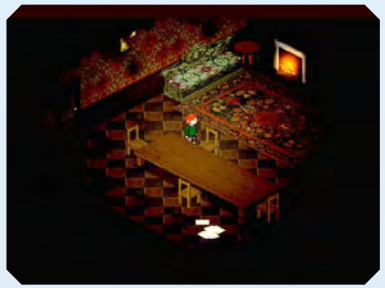
Publisher: Metanet
Developer: Metanet
Price: Free

PCGZine GOLD

You may know N. You may not. Chances are if you do know it, you'll have broken more than a few keyboards in its name, but for those who are "uninitiated", it's time to learn the ways of the Ninja. An overlooked freeware classic, N is a platformer with a really, really nasty edge. With simple controls (just one button – jump), it's up to you to guide your ninja bloke past all sorts of deadly objects, enemies, and rocket launchers simply to reach the end of the level, in increasingly ridiculous – and infuriatingly challenging manners. Addictive, frustrating, but brilliantly playable, N is a classic. And best of all it's free. Get it now.

- Addictive
- Great gameplay
- A bit too mean

Learn the way of the Ninja right now! **90%**



The Yore

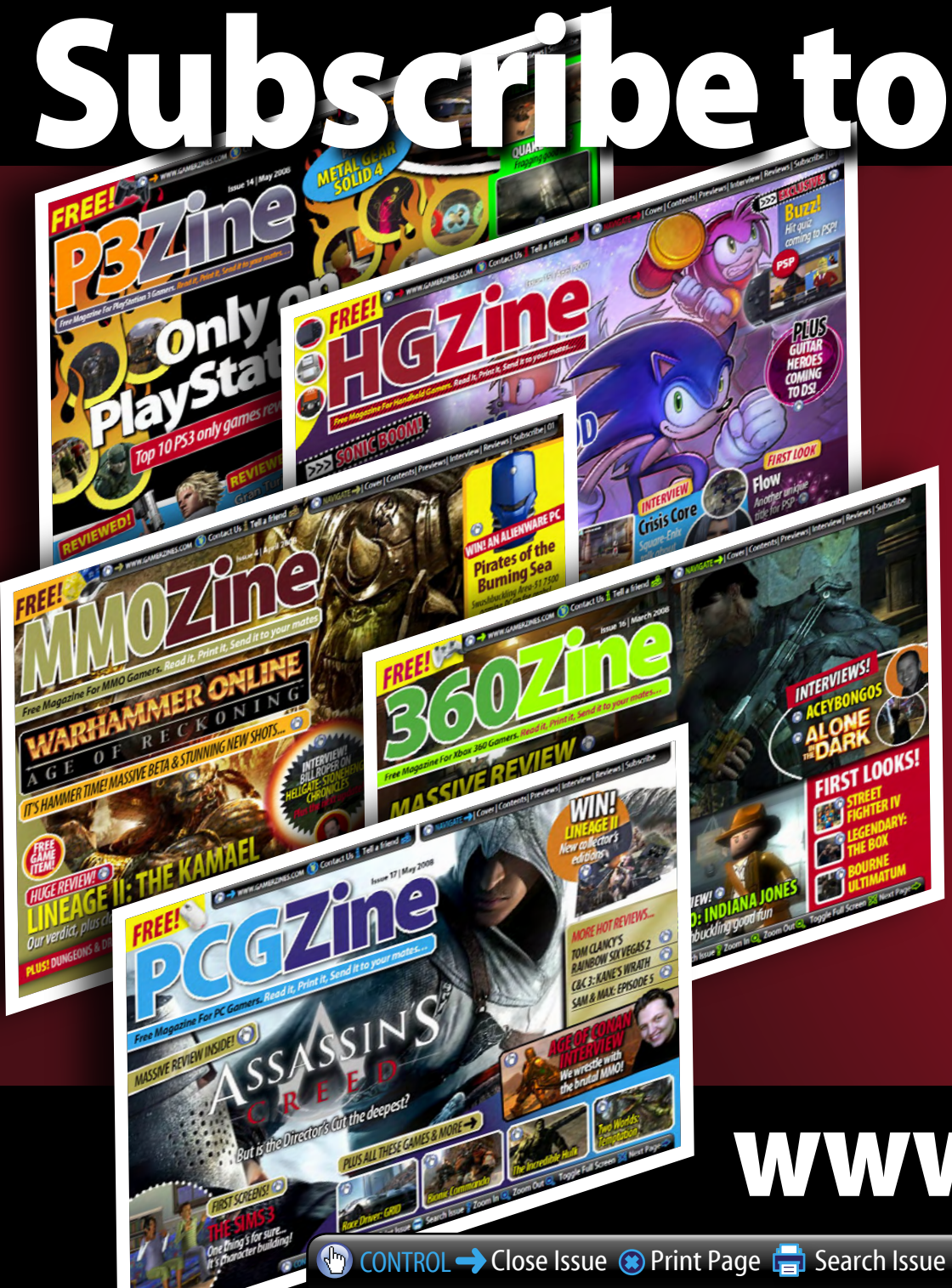
Publisher: www.crobasoft.com/game/theyore
Developer: Crobasoft
Price: Free

As a flash-style isometric horror puzzler, set in a haunted mansion, The Yore is a rather unique game. With visuals like Habbo hotel, the game at first may not appear to be very scary, but there's a certain intangible atmosphere to the proceedings that makes everything seem that much more... unnerving. Imagine there had been a game of The Shining back in 1980 and you'll have some idea of what you're in for. As you explore the house, you'll be met with a series of increasingly complex puzzles to twist your mind further, which unfortunately tend to rely on trial and error and pure persistence rather than any amount of skill. But it is free.

- Good graphics
- Nice atmosphere
- Poor puzzles

Spooky, but can get a little tedious **60%**

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

FFFFRONTLINES

I need some help with Frontlines: Fuel of War. During the Kaos start-up screen the video and audio stutter and when it makes it to the menu screen I get something like 1 FPS. I'm running an AMD Athlon 4200+, NVIDIA 8600GTS with v169.44 drivers. I want to play this game badly! How sensitive is it to over clocking?

> *You're not the only person to be having performance issues, however you need to stop overclocking – it's pointless on graphics cards and just makes troubleshooting more complex. Secondly we've had people with good and bad things to say about the v169.44 drivers. Try reverting back to the last WHQL released v169.21 ones. On a more practical level try turning off Shadows and Foliage as these seem to be the main cause of performance problems.*

Dave often broke out into YMCA at the most inopportune times.



PHYSICAL PROBLEMS

I just bought Frontlines: Fuel of War a few days ago and installed it, the 1.0.1 patch and the hotfix but when I go to start the game it says the Ageia PhysX is not working or is not installed, when it is! What's the fix?

> *Thankfully this is a known and stupid problem. Frontlines isn't compatible with the Ageia processor and requires it to be disabled manually. To do that open the Control Panel > System > Choose the Hardware tab > click Device Manager and look for the Ageia entry. Click the small plus next to this, right click the entry you find and choose Disable.*

DEFEATED AT THE FRONTLINES

When I try and play Frontlines as soon as the splash screen appears it crashes with the usual "Frontlines has encountered a problem blah blah blah". I'm running Windows XP, Athlon XP 3200+ and a Radeon 9600.

> *We've seen a whole heap of people with this type of problem. But to start with your case, that Radeon 9600 is below the minimum system requirements: the lowest-end graphics cards recommended are the ATI x850/800 and the NVIDIA 7300. All of that aside we're hearing regular issues with people running ATI X800 and X850 cards, the news from KAOS - the game's developer - is that a new driver or hotfix from AMD is the only way to fix the problem. Though we have heard people having success either rolling back the driver to the Windows default or installing the 'hacked' Omega drivers from www.omegadrivers.net.*

Similarly we've also seen people cure the problem by updating the OpenAL >

"You're not the only person to be having performance issues with Frontlines..."

Panic set in as the news spread... Andrew Lloyd Webber was in town.





Just get a Sky dish - it's far easier mate.

Tech Support

> *sound files, head to www.openal.org/downloads.html and grab the Windows OpenAL 1.1 Windows installer, though this is less likely to be the solution, it has worked for some. Another area that causes problems are third-party virus-checkers and firewalls such as Norton, try disabling these before playing.*

FOR THE EPISODIC LIFE

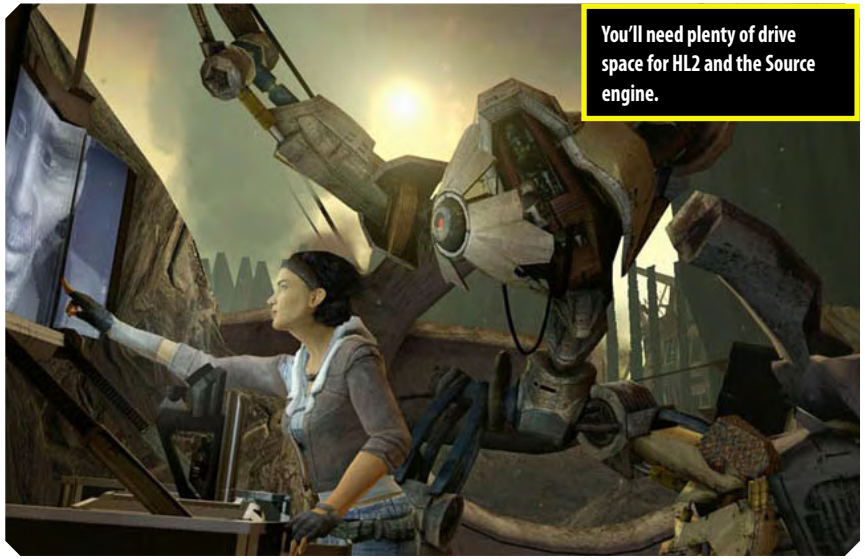
I've run Half Life 2 on Vista Home Premium with no problems but I've tried to install Episode One but with no success. I uninstalled HL2 but left Steam installed. Episode One still tells me that there isn't enough space to run Steam. So I uninstalled Steam and tried again. Steam installs and it tells me that HL2 Ep1 install will continue. An hour later I return to find... nothing!



We'd recommend two of these fellas.

> *We'd like to point several things out here, first Episode One is compatible with Windows Vista. Secondly it sounds like the problem is that Steam has run out of hard drive space and thirdly if you uninstalled HL2 and Episode One it'd take a while for the 1.4GB+ to download again.*

This brings us on to what we'd suspect the problem is, lack of drive space. It's likely Steam has installed onto your C drive. Check there is enough space left on this drive. If not either reinstall Steam to another drive or free up some space by emptying the Recycle bin or removing unneeded files or programs. If you're having problems finding what's taking up all the room head to www.jam-software.com/freeware and try the program Treesize.



You'll need plenty of drive space for HL2 and the Source engine.

BAD EXPERIENCE

I was running Windows Vista with 2GB of memory that scored a Windows Experience Index of 5.2. I've recently added another 2GB and this score has dropped to 5, shouldn't it have gone up?

> *Technically four DIMMs could provide a speed increase over two, due to running two dual-channel memory buses. However if you use mismatched memory this will likely reduce any advantage. Intel chipsets currently don't take as great an advantage of lower latency memory set-ups as AMD, so this could also add to the situation. However having said all of that the WEI only test raw throughput and frankly Vista will always run better with more memory. So don't feel your upgrade has been wasted.*

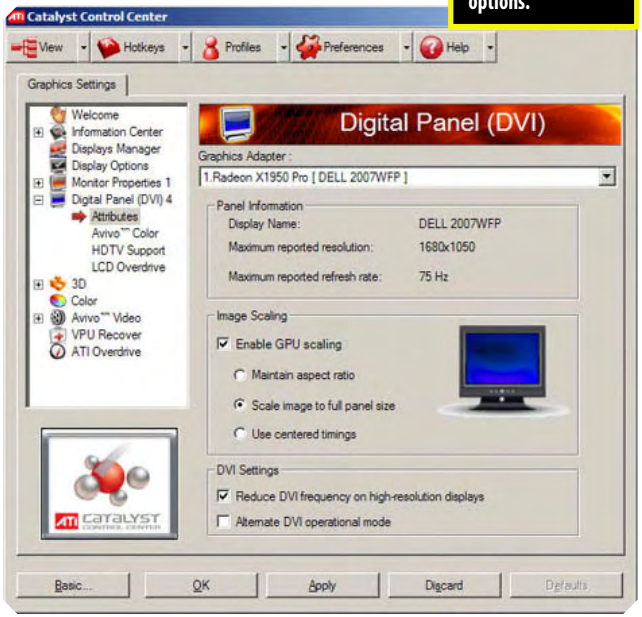
"If you use mismatched memory this will likely reduce any advantage"

BACK IN BLACK

Whenever I try playing older games like Starcraft, the actual game screen is very small and the rest of my monitor is filled in with a black border.

> *You problem here is either the monitor or your graphics card driver is set not to scale the screen to its full size and keep it at a 1:1 pixel for pixel display. Scan through the monitor's menus for a scaling option to "Fill" the screen or else check your graphics card driver for a similar option to use GPU scaling to the full display panel size.*

Check your driver and monitor settings for scaling options.



GOT A PROBLEM?

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

Click here now!

WIN! LINEAGE II: THE CHAOTIC THRONE

Fantastic Limited Collector's Editions up for grabs...

Competition closes 22nd May 2008. See website for full T&Cs.



A box of wings that you won't find in a fried chicken restaurant.

To celebrate the release of the recent content update - The Kamael - NCsoft has generously provided us with two of these valuable game packs to give away. Each contains the full Lineage II game and all content updates, 45 days game time, two collectable cards, a Kamael Ranger figurine, an artbook, the official soundtrack, two Collector's Edition posters, a map of the Lineage II universe and exclusive in-game items - the Half Black Mask, Magic Lollipop and Server Service Token. Phew!

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

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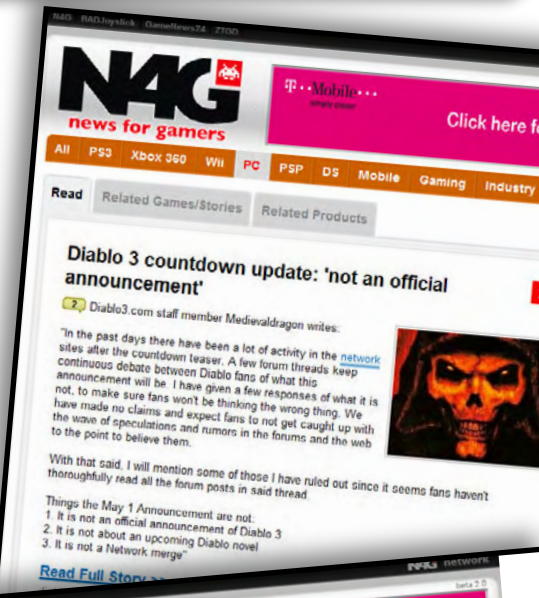
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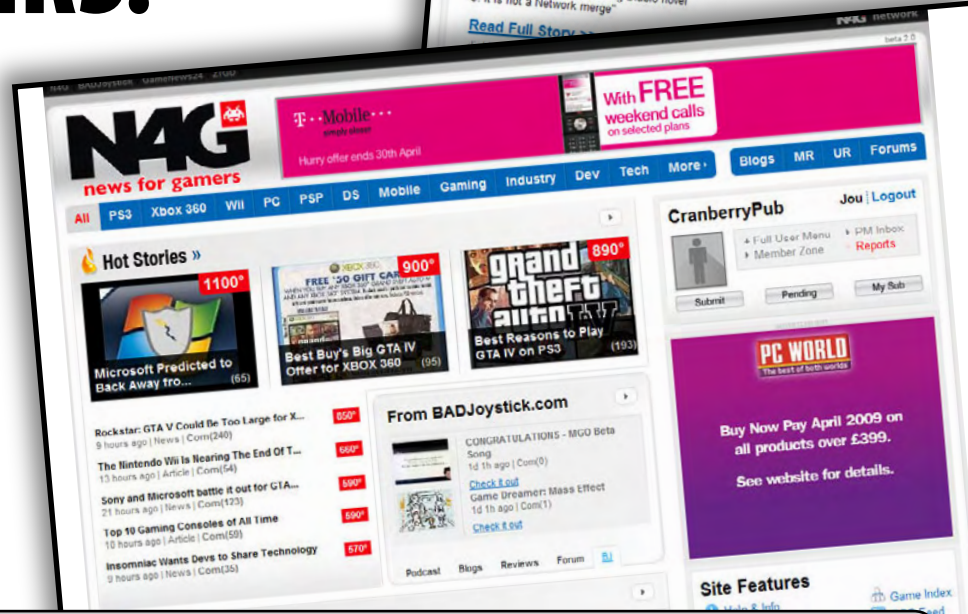
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