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PCGZine

Issue 20 | August 2008

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

REVIEW!
EVE ONLINE EMPYREAN AGE
Space age update

MASSIVE PREVIEW INSIDE!

DIABLO III

Brutal hack and slash from the makers of Starcraft & Warcraft!

MORE HOT REVIEWS...
- THE INCREDIBLE HULK
- FLATOUT ULTIMATE CARNAGE
- SUPREME RULER 2020

HELL'S HIGHWAY INTERVIEW
Why Brothers in Arms would love to tank!

FIRST SCREENS!

CALL OF DUTY WORLD AT WAR
2008's hottest shooter!

PLUS ALL THESE GAMES & MORE

Crysis Warhead

Quantum of Solace

Tomb Raider Underworld

Stronghold Crusader Extreme

Welcome to PCGZine



Blizzard, the masterminds behind the Warcraft, Starcraft and Diablo franchises, this month unveiled their exciting plans for Diablo III, the action RPG sequel that now promises deeper adventuring combined with even more immediate combat. We've got new info on all the classes revealed so far, plus an insight into some of the biggest boss battles ever seen in this awesome series. If shooters are more your thing, then you're in for another treat, this issue packed with the first screens for Crysis Warhead, Quantum of Solace and the new Call of Duty title, World at War. 2008 is going to be a great year for the FPS and they're all going to look their best on PC. Enjoy the issue!

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!

Crysis Warhead	Diablo III
Quantum of Solace	Call of Duty World at War
Stronghold Crusader Extreme	Tomb Raider Underworld
Dragon Age: Origins	Brothers in Arms Hell's Highway
FIFA 09	EVE Online Empyrean Age
Operation Flashpoint 2	The Incredible Hulk
Mirror's Edge	Flatout Ultimate Carnage
PES 2009	Supreme Ruler 2020
Starcraft II	Samurai Warriors 2
The Precursors	Shadowgrounds Survivor













MEET THE TEAM
Probably the best games writers on the planet



Ian Morris
Had his personal space invaded by EVE's warring factions.



Chris Schilling
Went Flatout to crash test the latest reviews.



Neil Mohr
Spared your technical agonies. Just call him 'Aunty'.

ALIENWARE
To experience games at their best PCGZine uses the Area 51-ALX from Alienware. Packed 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!

CRYSIS WARHEAD

Publisher: EA
Developer: Crytek
Heritage: Far Cry, Crysis
Link: www.crysisthegame.com
ETA: September

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



No wonder the price of petrol is going up now.

"If Crysis ran on your PC, then Warhead will run faster on the same setup"

FIRST LOOK

Crysis Warhead

Go Psycho in the sequel that's more of an equal…

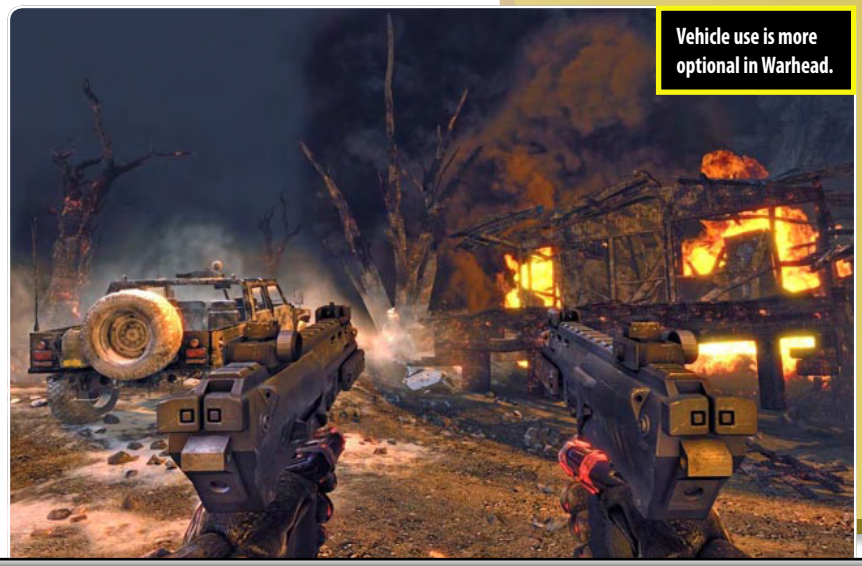
What's the story?

Crysis Warhead actually runs in parallel to the plot of the original shooter, Crysis, following the intense action of 'Psycho' Sykes, the SAS man who disappears during the first game, showing up again at its conclusion. Warhead begins as Psycho leaves Nomad during the plot of the first Crysis and you will again be battling North Korean soldiers, and of course more aliens, although new, yet to be revealed enemies are also promised.

What do we know?

Crysis Warhead will again be a PC exclusive, which is great news. Even better news is that there should be less performance worries this time, the developers aware that Crysis's set entry level was too high and determined that while there are graphical advances in Warhead, it will run more smoothly and won't require a rig beyond what was needed for the first game. Basically, if Crysis ran on your PC, then Warhead will run faster on the same setup. You'll also be able to max out the settings on DX9 graphics too.





Vehicle use is more optional in Warhead.

When do we get more?

We're hoping for some hands-on play later this summer and we'll bring you a report.

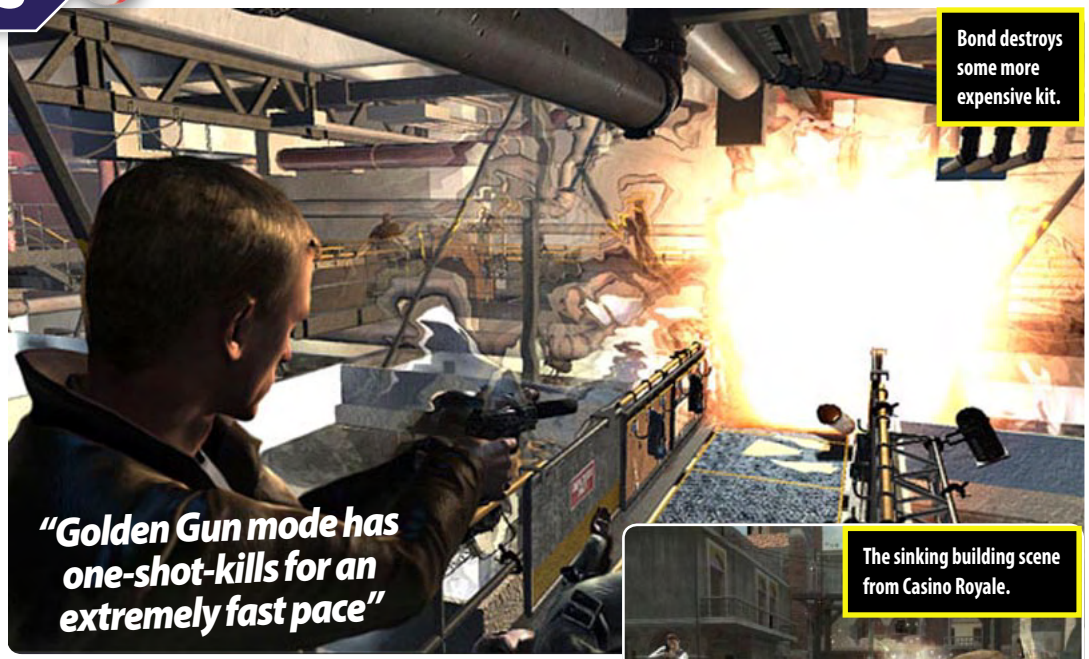
Anything else to declare?

Warhead will introduce a new multiplayer mode on top of the existing Instant Action deathmatch and Power Struggle. Crytek are keeping it a secret, but say that it will be less complicated than Power Struggle and more team-based than Instant Action.


EVE
TRINITY
EVE
TRINITY
PLAYBACK OPTIONS: ENHANCED
THE HEAVENS OPENED
AND A NEW UNIVERSE WAS BORN
12+ PEGI ONLINE
pegionline.eu
TEEN T
Violence
Online Interactions Not Rated by the ESRB
14-DAY FREE TRIAL
WWW.EVE-ONLINE.COM
NVIDIA.
CCP
Copyright © CCP Games 1997-2008
CONTROL
Zoom In
Zoom Out
Toggle Full Screen
Previous Page
Next Page

Quantum of Solace

Publisher: Activision
Developer: Treyarch
Heritage: Call of Duty 3, Call of Duty World at War
Link: www.007thevideogame.com
ETA: Autumn



Bond destroys some more expensive kit.

"Golden Gun mode has one-shot-kills for an extremely fast pace"



The sinking building scene from Casino Royale.





Sneak in for brutal takedown moves.

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

FIRST LOOK

Quantum of Solace

James Bond answers the Call of Duty

What's the story?

You play as James Bond, loosely following events from both Casino Royale and the upcoming Quantum of Solace films. The main characters will use the likenesses and voice acting of their film counterparts, so expect a high degree of authenticity to environments and NPCs. Locations confirmed so far include Montenegro, Venice, Madagascar, Bolivia and Austria.

What do we know?

Quantum of Solace will use the Call of Duty Modern Warfare engine, so it's already assured excellent first-person shooter mechanics. More interestingly, the engine is being adapted to provide a Rainbow Six-style third-person perspective for clinging to environmental cover, plus there will be stealth modes to creep up and execute brutal finishing moves on your enemies. Full-on assault, suppression and stealth will provide multiple approaches to mission objectives.

When do we get more?

We'll make a Quantum leap to a playtest later this summer.

Anything else to declare?

Online multiplayer is promised for 12-player battles, with standard deathmatch, team deathmatch and territorial modes, but two special modes are promised, including Bond VS, where you'll race to complete objectives against other human agents, and an elite Golden Gun mode, where one-shot-kills will ensure an extremely fast pace.

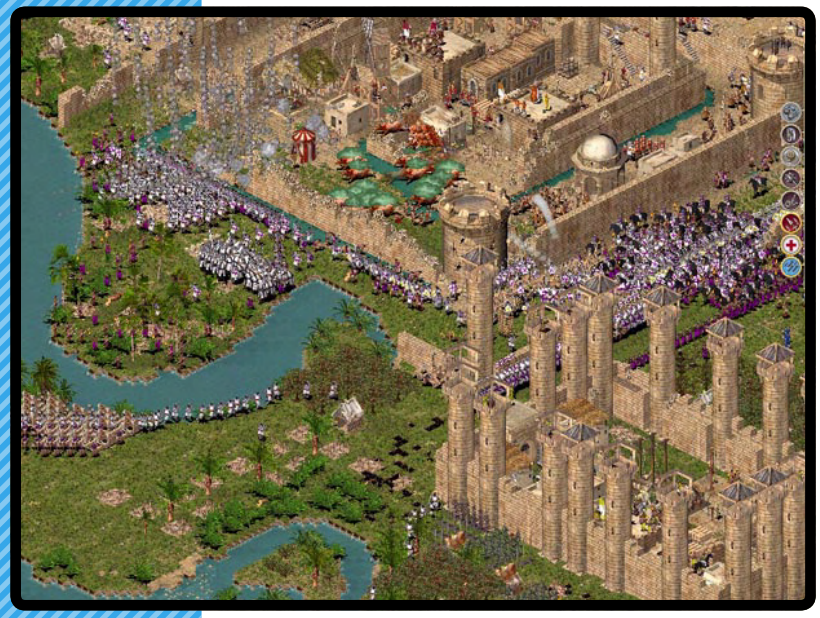
Publisher: Gamecock Media Group
Developer: Firefly Studios
Heritage: Stronghold, Stronghold Crusader
Link: www.fireflyworlds.com
ETA: July

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


Castle sieges are what it's all about!



When darts goes horribly wrong.




The scale of battle is even greater now.

LATEST NEWS

Stronghold Crusader Extreme

Better the Medieval you know?

What's the story?

You are a fearless warlord of the 11th and 12th Century Crusades, and as sovereign of your people it's your job to 'Lead, Conquer and Expand' in Arabian lands. In doing so you'll be building and defending desert fortresses and sieging those of your enemies. Play either as Richard the Lionheart and his heavily armoured European Knights, or as Saladin, Sultan of Syria, with his massed Arabian armies.

What do we know?

As you may have noticed, this is an updated re-release of 2002's acclaimed RTS, Stronghold Crusader. This new version aims to bring together all the content of Crusader's Limited Editions (previously only available in the US), plus to expand the game to deliver an even greater scale of warfare, with battles now encompassing over 10,000 units on screen. There will also be over 20 completely new missions and the introduction of a new tactical aid bar that helps to pull off new super-moves.

When do we get more?

We'll have a review of Stronghold Crusader Extreme in our next issue.

Anything else to declare?

There will be a new Extreme Trail mode in this version, which links together dozens of scenarios to provide more challenging prospects for even the most hardcore of Stronghold fans. In fact, this re-release is mostly intended for the serious strategy fan and will be tough on newcomers.

7 UP

More golden nuggets of gaming glory to come

PES 2009

Publisher: Konami | **ETA:** Autumn



This year's instalment of Pro Evolution Soccer has had a more thorough visual update than usual, making sure that the players look just like their real-world partners. Loads of new customisation options are promised to allow players to tailor their game to just how they like it. It's just a shame we can't do the same for the real England squad…

Starcraft II

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

More shots and details emerged this month, revealing details of the Protoss, one of the three factions in the game. The most exciting news about this Psionic-powered race was that the Protoss Mothership will be appearing, now with upgraded support capabilities that include a mobile battlefield teleporter for firing troops into the action, plus an emergency Time Bomb!



Precursors

Publisher: Russobit-M | **ETA:** December

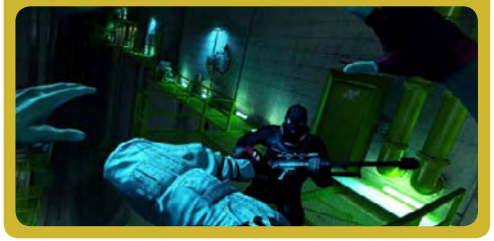


This is a very difficult game to pigeonhole, being a first-person shooter with light role-playing elements, crossed with a pretty comprehensive space sim. Set across multiple alien worlds, you'll also get to travel between them in your own ship, trading, fighting pirates and upgrading at space stations on the way.

Mirror's Edge

Publisher: EA | **ETA:** Winter

With every new screenshot we get even more excited about this truly innovative first-person adventure from DICE, maker of the Battlefield series. You play as Faith, a futuristic courier on the wrong side of an oppressive, Orwellian society, where the underground operates on the rooftops. Weapons are few and far between, so you'll be relying on extreme acrobatics and awesome melee moves for the most part.



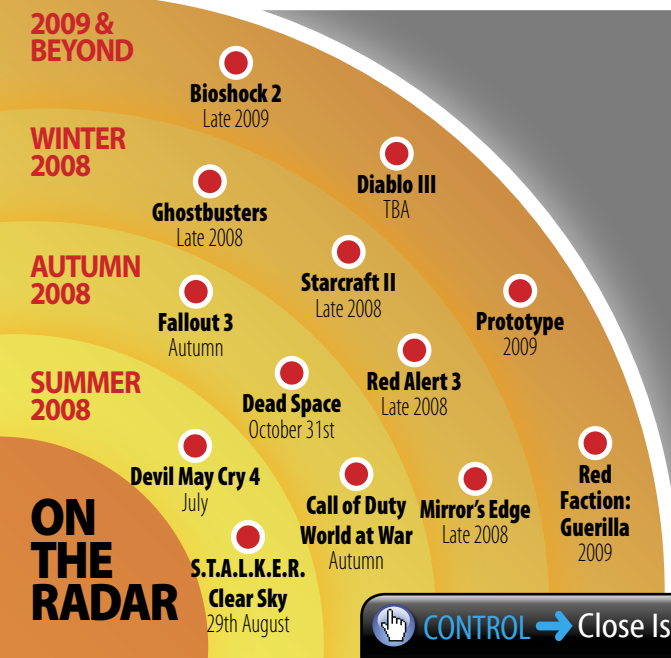
Dragon Age Origins

Publisher: EA | **ETA:** Late 2009

At last, BioWare has revealed the name and nature of its new game. Dragon Age Origins will be a dark fantasy epic RPG, but that's all we know for now. Check back next month when we hope to have more screens and details of this much-anticipated adventure from the masters in the role-playing field.



ON THE RADAR



Operation Flashpoint 2: Dragon Rising

Publisher: Codemasters | **ETA:** Late 2009

The sequel to perhaps the most unforgiving soldier sim ever devised, Dragon Rising sees an all too imaginable war for oil on a small island contested by Russia, China and Japan. It's all on a vast scale and hugely detailed.





FIFA 09

Publisher: EA | **ETA:** Autumn

The next FIFA will be highly customised to fit different platforms. The PC version promises adjustable mouse controls and online 'widgets' that connect your game to a community and display real football events while you play.

AION
THE TOWER OF ETERNITY

This was once your world. These were once your people.



Replay Video

www.AionOnline.com

PC DVD ROM

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NCSOFT

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Publisher: Blizzard
Developer: Blizzard
Heritage: Warcraft, Starcraft and Diablo series
Link: www.diablo3.com
ETA: TBA

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

REVEALED

DIABLO III

The devil's in the detail and the detail is devilishly good

"Diablo III picks up the story 20 years after Diablo II concluded"

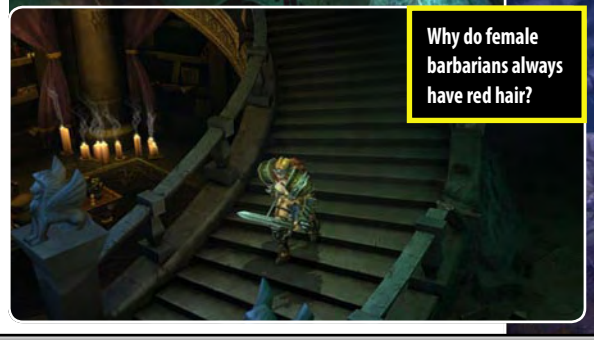
In days where more often than not the PC gets at best a simultaneous release of a multi-format release, or at worst a delayed conversion of a year-old console game, it's great to have a genuine and top quality PC exclusive to shout about. Blizzard's Diablo III has been long rumoured and hardly comes as a surprise, but it's a massive reveal nonetheless. Still very much an action-focused RPG, Diablo III promises even more dynamic gameplay combined with slightly more immersive experiences than Diablo II, with more involved boss fights and side quests. So, more action and more depth – sounds good already.

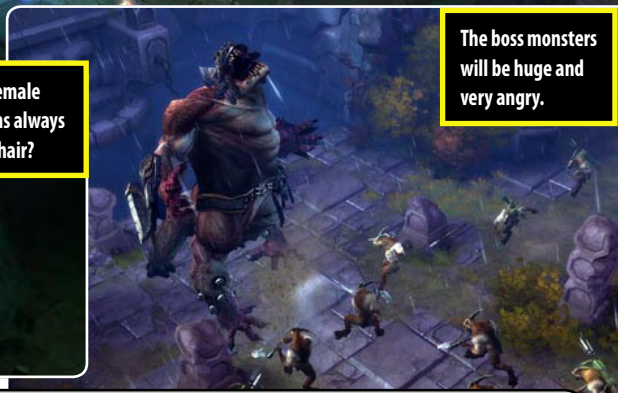
Diablo III picks up the story 20 years after Diablo II concluded – Mephisto, Baal and Diablo remain defeated, but the protective Worldstone has been destroyed, which means big trouble again and the return of old foes and new. It will be your task to once >

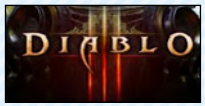

Remember, it's stylised, not cartoony!


Environmental destruction will play a big part.


There will of course be plenty of random dungeons.

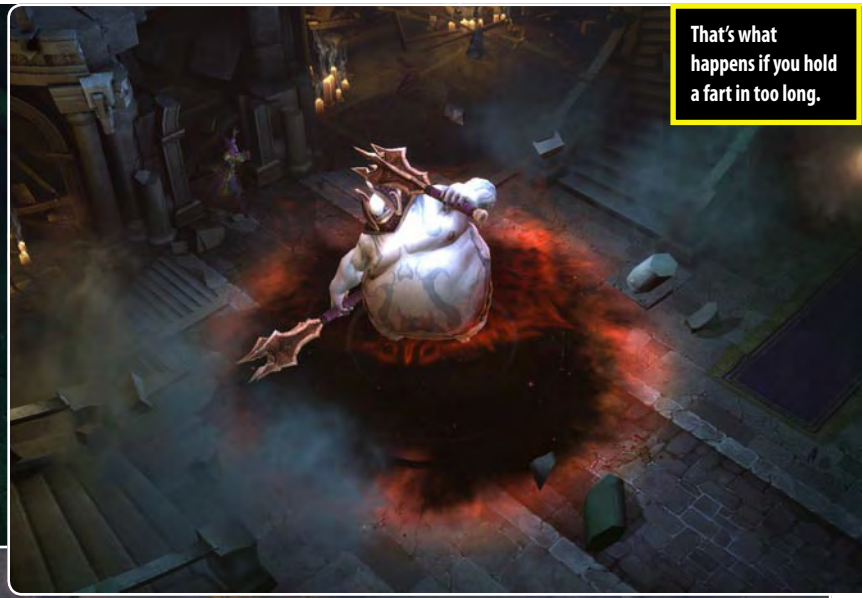

Why do female barbarians always have red hair?


The boss monsters will be huge and very angry.





The Witch Doctor casts a wide, powerful spell.



That's what happens if you hold a fart in too long.



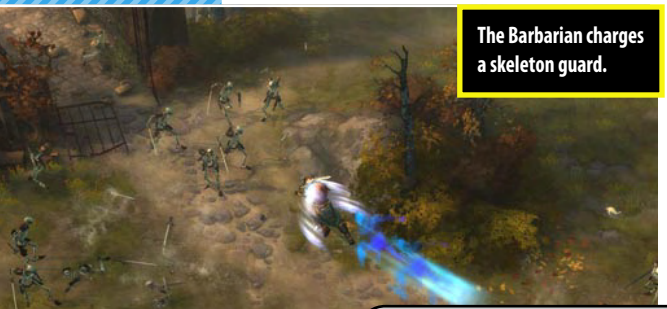
The Witch Doctor firebombs an evil tree.

> Diablo III continued

again take the fight to Hell's vicious and numerous armies and make sure that Sanctuary lives up to its name.

Five classes will be available to create your hero from – so far we know of the Barbarian and the Witch Doctor. The Barbarian is a pure, physical melee fighter, with a Seismic Slam signature skill, while the Witch Doctor raises zombies, uses diseases and plagues as weapons, controls minds to make enemies turn on one another and has a signature Fire Bomb skill. Equipped with such spells and abilities, you set off to adventure through the dark fantasy world of Sanctuary, a world again beset by the legions of Hell – massive hordes of enemies and their fearsome bosses. As you plough on you'll gain experience, new abilities and powerful items to aid your quests. While the Witch Doctor is an all-new character class, the Barbarian returns from previous games, although all returning classes feature completely new skills. There are also far greater customisation options with Diablo III to really distinguish your chosen hero.

Sanctuary itself will allow you to revisit familiar places such as Tristram – where evil first re-awakens – but will also feature plenty of all-new environments plus random environments and dungeons, introducing many new ways for random scripted events to occur. New environments will also bring in plenty of destructible scenery, some of which can even be used against your foes. >



The Barbarian charges a skeleton guard.



There are beautiful ambient effects in Diablo III.


Like Barbarians, Witch Doctors can be female too.



> Diablo III continued

This is thanks to the fact that Diablo III will run on a new proprietary 3D engine. This includes advanced Havok physics for realistic object dynamics and cloth simulation – which means that the world is going to be a real living Hell! Although fully 3D, the camera remains fixed isometric, something the design team decided was essential to getting the very most out of environmental detail. Blizzard is keen to underline that the stylised graphics are not cartoony, but rather use different colour swatches to set the horror tone according to the narrative and environment. It's an interesting approach, and from what we've seen so far, works very well.

Although packed with solo adventuring, the best way to play Diablo III will be co-operatively over Battle.net. Although no details of the full modes have been revealed, online co-op is a cert and we just can't wait!


The Barbarian is scarred after 20 years in the wilderness.

PCGZine

HOW COMPLETE? 30%

FIRST IMPRESSIONS? 90%

Old-school action with new-school ideas

FIRST SHOTS

CALL OF DUTY WORLD AT WAR

Russian about with a Pacific purpose in the brutal next instalment

Publisher: Activision
Developer: Treyarch
Heritage: Call of Duty 3, Quantum of Solace
Link: www.callofduty.com
ETA: Autumn

PREVIEW FEEDBACK! Click here to tell us what you think of Call of Duty World at War

Infinity Ward's Call of Duty Modern Warfare raised the bar of the realistic shooter to daunting new heights for solo and online play. Made by alternating developer Treyarch (Call of Duty 3 was their previous game in the franchise), World at War is under considerable pressure to meet the even higher standards now expected of this constantly improving series. And despite the obvious Internet forum rumblings that it won't be as good as if >



It's a daunting beachhead, but someone has to take it.

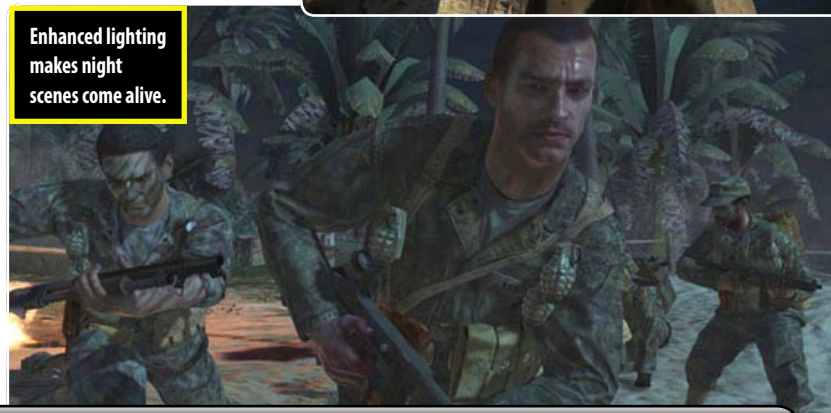


The flamethrower makes its horrific debut.

"World at War is under pressure to meet the standards of the improving series"



You shouldn't have laughed at his little sword.



Enhanced lighting makes night scenes come alive.

CALL OF DUTY WORLD AT WAR



Samurai sword attacks will be fearsome.



Ruined buildings are a sniper's paradise.



Pour it on and hope no-one snipes your gas tank from a tree.

> Call of Duty continued

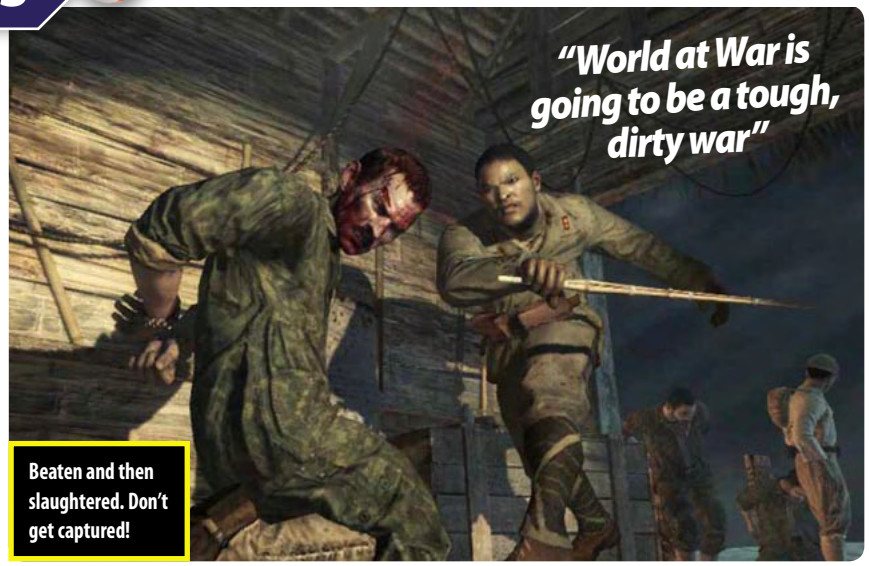
Infinity Ward handled it, Treyarch has plenty of refreshing new ideas for this return to World War II.

For starters, World at War is split between the war in the Pacific against the Imperial Japanese, and the Russian advance into Germany towards the end of the war. The Pacific War in particular is under-represented in the WWII shooter genre, with some dismal old Medal of Honor efforts just a bad memory now. And the more brutal edge we saw in Modern Warfare will be taken to greater extremes in combat with the Japanese. On the Allied side, we'll be using horrific flamethrowers to flush out the enemy and pour terrible death into bunkers and buildings. On the Japanese side, we can expect ruthless torture and savage sword attacks. The real face of war will show itself on all sides of this conflict and it's not going to be very pretty.



Bayonets will be a deadly melee addition.

But the World at War engine is pretty at least – an enhanced version of Modern Warfare's. Added to the mix are an improved physics and lighting model, which will both be used by the new flamethrower to spread >



Beaten and then slaughtered. Don't get captured!



> Call of Duty continued

destructive propagating fire in flammable materials. While you could shoot through different materials in Modern Warfare if you had high calibre ordnance, World at War takes this further, allowing you to shoot out holes big enough to climb through in materials such as thin wood.

Multiplayer too will be evolved from Modern Warfare's new industry standard. For starters there's the awesome introduction of four-way co-op play for the main campaign for the first time ever in a Call of Duty game. Vehicle use will also make a return for Versus play (last seen in Call of Duty 3) and this time the categories will include gunboats on some levels. The Modern Warfare Perks system will remain, but has evolved to allow progression based upon co-op play as well as competitive games. It will also expand the weapon ranking system to allow greater customisation, adding visual tweaks such as paint jobs and decals on top of upgrades like grenade launchers and bayonets. Of course, you'll have to earn these through challenges.

The Russian campaign has been less publicised, but looks equally exciting, with a gritty fight to the finish against a desperate Nazi defence by a Soviet army intent on brutal revenge. You'll be thrown into chaotic destruction as part of a two-man sniper team for some missions, creeping past corpses picked at by crows as you find your high-ranking targets.

World at War is going to be a tough, dirty war, perhaps the most mature Call of Duty game to date in tone and content. With expanded multiplayer, co-op and new historical settings, we think even the biggest fans of Infinity Ward will be rushing out to buy this in the Autumn.


Island attacks will be a really hard slog.

PCGZine
HOW COMPLETE? 70%
FIRST IMPRESSIONS? 90%
Great new ideas, modes and weapons. We can't wait!

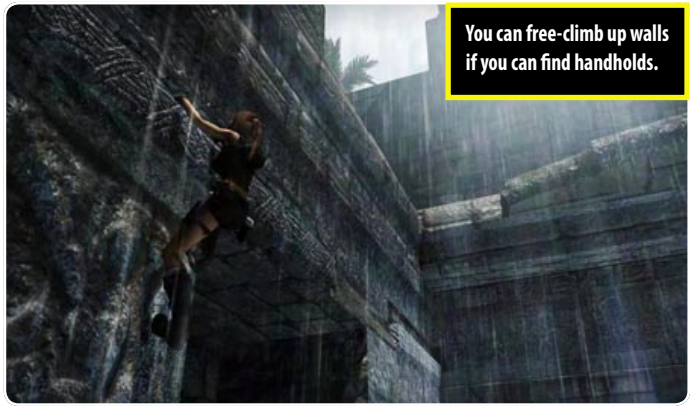
Publisher: Eidos
Developer: Crystal Dynamics
Heritage: Tomb Raider Legend, Legacy of Kain
Link: www.tombraider.com
ETA: Winter

PREVIEW FEEDBACK! Click here to tell us what you think of Tomb Raider Underworld

NEW SHOTS

TOMB RAIDER UNDERWORLD

Lara gets wet, wild and… windy?


You can free-climb up walls if you can find handholds.


She's just showing off now.


The new weather and lighting effects are simply stunning.

The rise and fall and rise again of the Tomb Raider series has been dramatic over the years, much like Lara Croft's cup size. But after the lows of Angel of Darkness, we're currently on an ascending and very shapely curve, with Legend and Anniversary reinstating much-needed confidence in the brand. Underworld now hopes to leap off this solid platform and reassert Lara as the adventuring pioneer that she started out as – surpassing rather than returning to form.

Driving Lara in this new adventure is a truly impressive new game engine. Environmentally it's outstanding, with weather effects that beat anything else out there. Storms whip foliage into a frenzy, as lightning crashes and illuminates scenes with dramatic effect. But there's subtlety to match high meteorological drama. Foliage also reacts and rustles to gentler breezes as well as the tell-tale passing of enemies and dangerous animals. Lara also reacts subtly to the Mayan vegetation, automatically using a free hand to clear the way through high grass. It's a stylised environment and the realism heightens adrenaline, just as the artistry retains a familiar Tomb Raider feel without becoming cartoon-like.

Lara has also evolved, with only subtle visual changes to her hotpants/vest combo and sporting an un-plaited ponytail, but with significant advances to her movements. Motion capture for Underworld was accomplished by employing Olympic-level gymnasts and it really shows. This is some of the most fluid animation ever achieved in a >

> Tomb Raider continued

game, opening up new moves, such as firing weapons while in a swan dive, flipping along narrow beams and a host of free-running inspirations with wall kicks, vertical rappels and a super-fast new sprint. Targeting is much improved and advanced, with combat niggles a thing of the past. Lara can even aim and fire at dual targets such as circling panthers, using two weapons simultaneously.

Finding paths through and up buildings, objects and other natural features will again form a major part of problem solving in Underworld, but while there are new skills to help Lara out here, some aspects will be more challenging too. For instance, the grappling hook returns, a staple of Lara's utility belt, but the points it can attach to will be far more subtly camouflaged now, certainly not the miniature suns of yestergame. The grapple can also be used now to pull objects such as stone blocks off plinths and these will fall with real physics, not into a predetermined spot. Apart from the grapple, Lara will also be able to free-climb to ascend verticals and navigate convex and concave walls by picking out tiny handholds in and on surfaces. Yet another new way to climb will be to use environmental interaction, sticking poles into holes to create swing bars that can then be jumped from to gain extra height. The same pole can also be used in combat though – as in Underworld there's now far more choice and far more tools and skills to achieve this freedom.

Underworld, with its old-school mythological dungeons and focus on Lara's heightened skills and intelligence, is definitely a leap in the right direction and the new engine has the potential to make this the best tomb raid yet. More information soon.

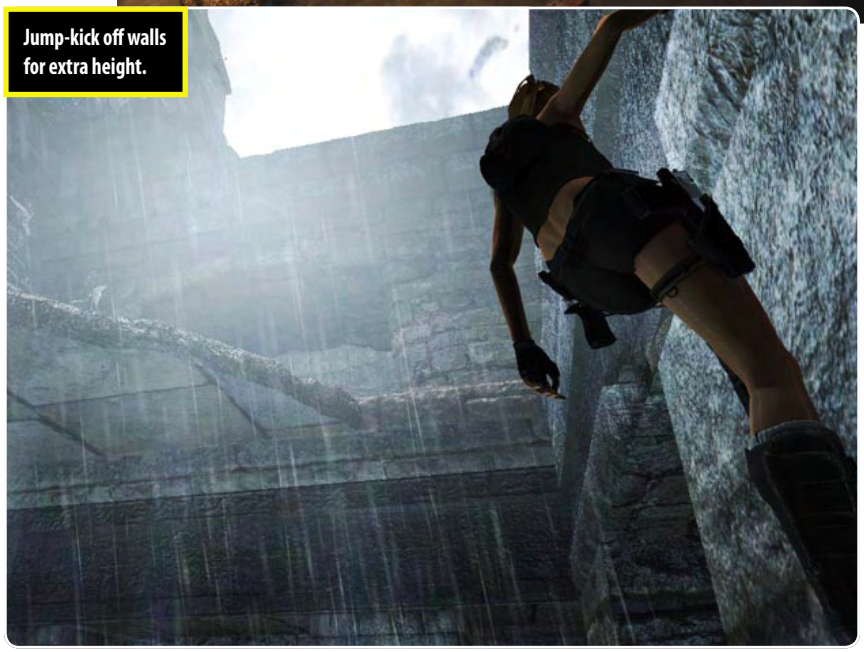


An underwater temple is a recently revealed level.

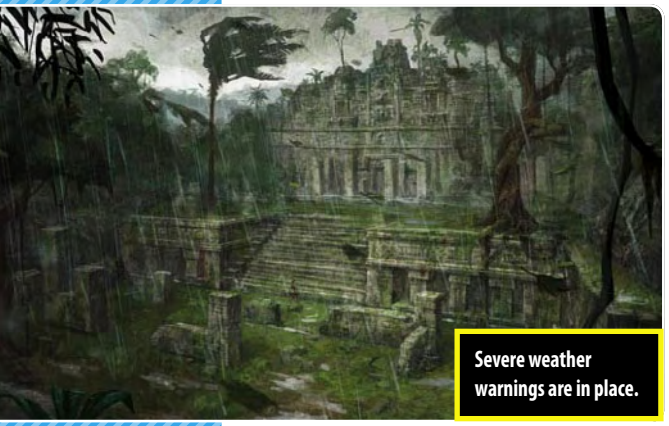


A mythological Kraken will guard this watery underworld.

"Underworld, with its old-school mythological dungeons, is definitely a leap in the right direction"



Jump-kick off walls for extra height.



Severe weather warnings are in place.

PCGZine

TOMB RAIDER UNDERWORLD

HOW COMPLETE? 75%

FIRST IMPRESSIONS? 85%

Could well be the best Lara outing since her debut

Publisher: Ubisoft
Developer: Gearbox
Players: 1-32
Certificate: 15
Features: Co-op play, vehicles, destructible cover
ETA: August

Brothers gonna work it out!

Fast approaching its August release, there are still new features exploding out of Brothers in Arms Hell's Highway…



Randy Pitchford, Gearbox President



Colonel John Antal, US Army (Ret.)

Gearbox President Randy Pitchford, Programmer Benny Wilson and Military Advisor, Colonel John Antal, debrief us on the latest advances in this super-realistic World War II squad shooter.

Tell us why destructible environments are more than pretty effects in Hell's Highway.

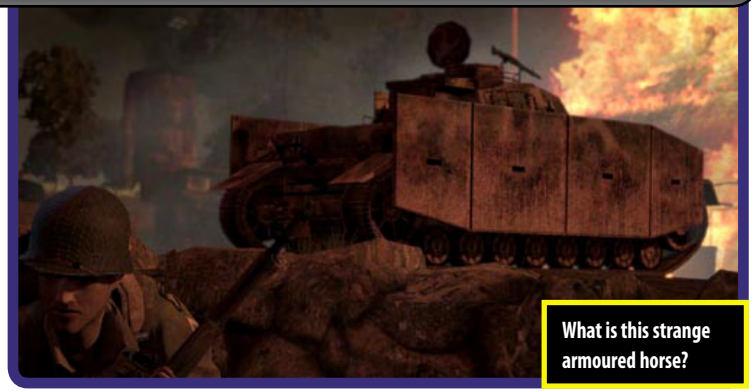
RP In Brothers in Arms Hell's Highway, being able to shred the kinds of things soldiers hide behind is a big deal. Yes, it does look awesome to see bullets tear apart a wooden fence splinter by splinter, but it is about more than just looking amazing. You see, if the cover that the enemy is protected by is invulnerable (as it is in just about every game you've played before), then your only option is to wait them out or charge up on them.

Brothers in Arms has always been about suppression and looking for flanks (like real combat), but now it's also about combined arms and volume of fire. It's intense and the feature takes Brothers in Arms Hell's Highway to a new level of authenticity.

Is there anything that can be hidden behind?

RP The enemy can run, but they can't hide. Wood can be shredded and hard cover emplacements, like sand bags, can be blown away with high explosives (grenade and bazookas). It's amazing to watch and great fun to play with. I can't believe we're actually doing what we're doing because no game I've ever played feels this cool with destructible environments.

Having destructible environments/destructible cover changes the decisions that are made on the battlefield and the options for winning. It changes the game quite a bit. And there's a lot of variety too, not just in the gameplay but also in the background, in the level design and >



What is this strange armoured horse?



It was named Hell's Highway with good reason.

"Wood can be shredded and hard cover can be blown away"

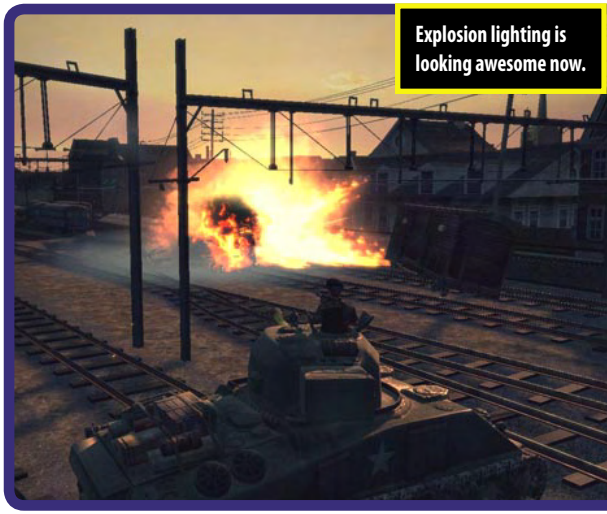


Hard cover will need explosives to destroy.



Shoot through soft cover with bullets.


Tanks will make gory work of exposed gun crews.


Explosion lighting is looking awesome now.

> Interview continued

the ways that you progress through these environments and the tactical encounters you run into.

How did you implement this new level of destructibility?
BW The very first destructible was a 12-piece checker-board prop that resembled a fence. This was used as a proof-of-concept to ensure that we could get it to break apart the way we needed it to and also to set memory and performance budgets. From there we designed the workflow for getting destructibles into the game.

It starts with the art guys modelling their pieces, setting up a skeleton (which defines how the destructible needs to break), getting it into the engine, and level designers placing them into the levels. With that in place, art began cranking out various destructible objects, while code had to develop a few other components to the system like telling soldiers when the cover they're on is destroyed, etc.

What was the most challenging aspect to get right?
BW Our destructible system requires interaction with many other game systems. They have to interact with the cover and navigation system, physics, and even some rendering tricks needed to pull it off. Each of these was a challenge of its own.

Colonel, another new feature of Hell's Highway will be fearsome tank combat. Which tanks will roll down Hell's Highway?
JA As a soldier who served in tank units for over 26 years I have to admit that I have a deep admiration for tanks. During Operation Market Garden, in September 1944, the tanks that supported the 101st Airborne's fight to keep Hell's Highway open came from the British XXX Corps. Most of these British tanks were Sherman Fireflies.

The Sherman Firefly was a British variation of the American M4 Sherman tank that included a more powerful British 17-pounder anti-tank gun. Some 2,100 Sherman Fireflies were built or converted during WWII making the Firefly one of the most common British tanks in service.

"As a soldier who served in tank units for over 26 years, I have to admit that I have a deep admiration for tanks"

Of course, most of the tanks the paratroopers of the 101st Airborne met were not British, but German. The most feared of these was the German Panther tank. The Panzerkampfwagen V Panther Tank was one of the best tank designs of WWII and served in the German Army from mid-1943 to 1945. Its high-velocity 75mm cannon could penetrate all Allied tanks at extended ranges making the Panther a fierce beast in combat.

Would it be fair to say that tanks are your favourite feature then?
JA There is only one thing better than a tank… TWO TANKS!

>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!

FLOCK OFF

I'VE HEARD RUMOURS THAT Capcom are making a game called Flock that will be a multi-format sequel to their awesome zombie game Dead Rising. This would be brilliant news. Apparently it will be based on Hitchcock's The Birds, hence the title.

> Spencer

> PCGZ says… Before you get too carried away, we have to tell you that although this rumour did do the rounds, Flock is actually something very different to what you describe. It's nothing to do with Hitchcock or Dead Rising, and will be an arcade-style title where you battle to prevent aliens in UFOs from stealing flocks of sheep and cattle. It looks a lot of fun though.



Flock. Definitely not the sequel to Dead Rising!

FLAGSHIP SINKS?

CAN YOU SHED ANY LIGHT on what's going on with Hellgate London? I heard that the game and its developer were in a lot of trouble, and despite its naysayers, I really like it and really enjoyed the Stonehenge content. I hope there won't be an end to further updates for Hellgate.

> Mike

> PCGZ says… It's been a confusing month for followers of Flagship Studios' fortunes. First came reports that it had closed shop and lost the rights to both Hellgate and their other upcoming MMO, Mythos, all staff made redundant. However, CEO Bill Roper returned with a more recent statement which suggests that while most employees have been laid off, Flagship retains the game rights. But no new subscriptions will be taken for Hellgate, current subs will not be billed and now the Mythos beta has been closed down.

JADE RAYMOND LIVES!

REMEMBER THAT LOVELY GAME developer Jade Raymond, who was wheeled out for photoshoots all the time for Assassin's Creed? Has she been put back in Ubisoft's cupboard now, or will she be fronting another title soon? Is she anything to do with the next Prince of Persia game, as I thought this was linked to Assassin's Creed?

> Thomas

> PCGZ says… Actually Jade Raymond is still busy at Ubisoft and will soon be revealing more details of her upcoming game project – known as 'I Am Alive'. Details are scarce so far - we don't even know if it's on PC - but we do know that it will be a first-person survival horror title set after a major earthquake hits Chicago and that there won't be an emphasis on heavy weapons, but a focus on atmosphere and adventure. It sounds a lot like Alone in the Dark, but we'll wait and see.

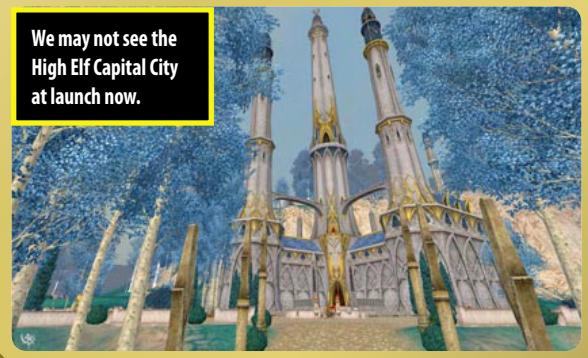
WAR HAMMERED!

Is Warhammer Online getting hacked up?

I've heard some very concerning news that Warhammer Online: Age of Reckoning is going to be dropping loads of major features in order to hit its Autumn release. I'd much rather wait a bit longer and let the developers get it right. Is there any substance to the worrying reports?

> Kay

> PCGZ says… It seems that there is indeed substance to what you've heard. Mythic's Mark Jacobs has stated in an interview that four major cities and four character classes will be culled so that the game can hit its already delayed launch window. It's thought that the Dark Elf, High Elf, Orc and Dwarf cities will not now be seen in the game at launch, but may be added later on.


We may not see the High Elf Capital City at launch now.

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EVE: Empyrean Age

Space just got a whole lot tougher

Publisher: CCP
Developer: CCP
Heritage: EVE
Link: www.eveonline.com/empyreanage
OUT NOW
(free expansion)

System Requirements:
Windows 2000/Vista/XP, PIII 800 MHz Intel/AMD CPU, 512MB RAM, 6GB disk space, DirectX 9.0, 32MB 3D video card
Minimum screen resolution is 1024x768
DirectSound Audio

EVE Online is easily one of the most established MMOs on the market. With a hardcore and loyal fanbase, CCP has gained a well-earned reputation for listening to its fans and providing exactly what they want. Even going as far as appointing a Council of Stellar Management – a group of democratically elected players who'll form a bridge between the paying community and the developers. It's fair to say that all has been well indeed in EVE for some time now, and the economy has been booming.

But every good thing, as Gordon Brown is quickly finding out, has a downside. EVE has been quiet – too quiet – for too long, and now things are starting to heat up. The game's four factions (the Amarr, Minmatar, Gallente, and Caldari) are heading for an all-out war, in what's possibly the biggest change to EVE since its inception. The only question is, as EVE's been such a quiet place for so long, how is the arrival of war going to heat things up?

Brilliantly, as has always been the way with EVE, the answer depends entirely on how you want to play. If you don't want to get involved in the war, you simply don't have to, and you can then carry on in your own way. Dividing the galaxy into hotly contested war zones, and places



You'll have to amass a pretty big militia before challenging for one of the systems, but your enemy will likely do the same.



Corporations are being encouraged to add their names to a faction's militia.



That's your squad of ships, that is.

FREEZE FRAME

Taking you through the game, one step at a time…



STARTERS ORDERS
From humble beginnings, you nervously step foot into the new, hostile world of EVE.



CHOOSE SIDES
Enlisting for the war and getting missions through is easy, and you'll soon start climbing the ladders.



FIRST CONTACT
But, for newbies, the war makes things even more exciting, and possibly even more petrifying.



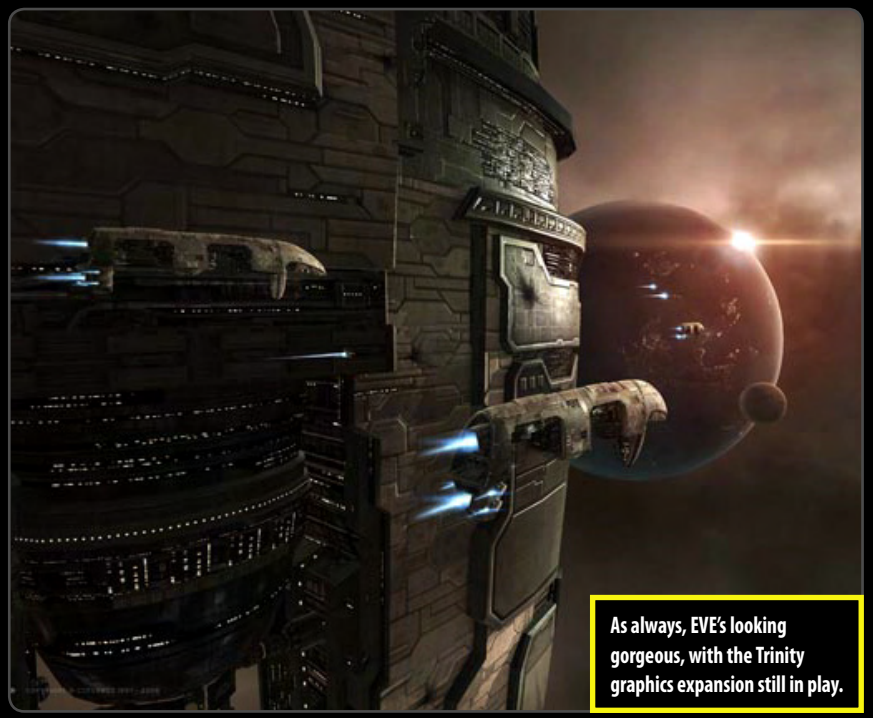
NOT SO SAFE
Things explode all around you – innocent players are now able to be killed in 'safe zones'.



RANK UP
It's a war out there, soldier. You'll need all of your wits about you if you're going to survive.



Being part of a militia has loads of benefits, as well as sounding really cool.



As always, EVE's looking gorgeous, with the Trinity graphics expansion still in play.



It all gets started when a ship is purposefully flown into a space station.



that are still relatively safe, it's entirely possible for a rookie trader to simply potter about his business, and avoid the war altogether.

But of course, you're not going to want to do that, as the addition of the war mechanic adds the extra level of intrigue and hook that EVE's been looking for. So long as you meet a certain set of requirements, any player can sign up to join one of the four factions' militias, and from there on in you'll be a hired gun. An instant target for players from rival groups, you'll be handed missions from one of 320 new agents, that ask you go in search of other players – setting you quests that actively challenge you to seek out, and defeat real-life people in PvP combat.

"Each militia has a ladder you can climb and ten levels of ranking for you to attain"

If your faction defeats a certain number of enemy players in a certain area within a certain time limit (it's less complicated than it sounds), your faction will then gain the ability to challenge for occupancy of that system. This requires a hugely co-ordinated militia force to attack the System Control Bunker within 24 hours of receiving authorisation to do so, and is easily one of the most exciting moments of the expansion.

Of course, beyond the thrill of the hunt, being part of a militia also has its benefits. Acting like one huge corporation, each militia has a ladder you can climb, and ten levels of ranking for you to attain. This system also increases the sense of camaraderie between you and your fellow militia players, as you're now all fighting for the same cause, and therefore even

MERCENARY DEALINGS

Fighting the good fight…



Signing up | **Fighting for the faction** | **Rise to the top**

Signing up

Enlisting for the war effort is easy. If you've got a full account, and a standing of above 0.5 with your faction, you can sign up to 'fight the good fight' by simply selecting the militia control panel from any station.



The Empyrean Age expansion brings combat to the forefront.



War can only mean one thing. Bigger, meatier explosions.

> EVE: Empyrean Age cont.

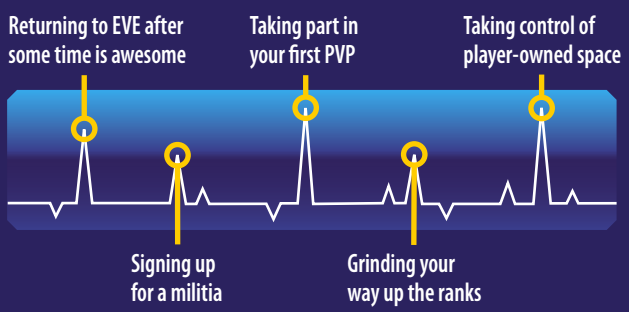
more likely to help each other out.

But the Empyrean Age expansion breaks the rules of EVE ever so slightly, by adding a whole new area. Called the Black Rise, this is a collection of 49 star systems, and nearly 40 stations, which play host to many of the battles of the new war. Adding a whole new area for the war to spill into, and a new place to explore for the more experienced pilots, the addition of the new area is almost as big as the addition of war, and is sure to be appreciated by all kinds of players of the game.

Our only word of warning that comes with this stunning new update is that while it certainly encourages more players to get involved in combat via the factional recruitment, Control Bunker skirmishes and addictive ranking system, EVE is still defiantly unforgiving towards new players and still aimed steadily at the hardcore. But in many ways this is what sets this MMO apart from mass market peers and the strength of the community is testament to the approach. Just don't expect a shallow learning curve. In EVE Empyrean Age the fight is as tough as it is rewarding.

Ian Morris

PULSOMETER *Signs of life*



"The Empyrean Age expansion pack breaks the rules slightly by adding a whole new area"

PCGZine GOLD

PCGZine Verdict

Good things just keep getting better.

- Factional war really shakes things up
- Many new missions and a new area
- Addictive new ranking system

90%



The Incredible Hulk

The Mediocre Hulk, more like…

Publisher: Sega
Developer: Edge of Reality
Heritage: Pitfall: The Lost Expedition, Over The Hedge
Link: http://web.sega-europe.com/hulk/en
OUT NOW

System Requirements:
Windows 2000/XP, 2.0GHz Intel/AMD CPU, 512Mb RAM, 7.2MB disk space, DirectX 9.0, Accelerated video card with pixel and vertex shader 2.0 support 128MB of video memory

The problem with the Xbox 360 and PS3 versions of The Incredible Hulk is that three years ago on the last generation of consoles, everything was done better by Radical Entertainment's terrific Hulk: Ultimate Destruction. So a game which is three years newer should surely be even more entertaining, right? That didn't turn out to be the case, and while the PC game doesn't have a superior predecessor casting a huge shadow over it, it suffers from enough problems in its own right to fall short of even the console game's fairly low standards.

The first noticeable issue is that the PC game isn't a port of the version which appears on the aforementioned consoles, but a slightly sharper take on the Wii and PS2 games. Which is unforgivable in itself, but there's been no attempt to clean up the awful pop-in and fogging present in those iterations. Clipping and small bugs abound, while flat textures betray a rushed end to the game's development. Moreover, the city seems completely desolate – while the 360 and PS3 games aren't exactly Liberty City busy, they effectively recreate some of the hustle and bustle of a lively metropolis. Here it's as if the entire population of The Big Apple upped and left upon first sighting Hulk – it's the only explanation for the pathetically low citizen count. At least there are plenty of buildings to smash, but with no-one but the bad guys to witness your destructive capabilities, it significantly lessens the fun in reducing skyscrapers to rubble.

Charting Hulk's progress from hated monster to city-saving hero, the story >



When things get explosive, you can always run away – though Hulk's quite a hardy fellow, and takes a good few hits before he drops.





We'll give you three guesses where you have to target this robotic foe for massive damage.

HULK SMASH!

There's method to Banner's madness, you know…



Hulk throw! **Hulk climb!** **Hulk jump!**

Hulk throw!

You can pick up pretty much anything you want – rocks, cars, people – and hurl them into buildings, or (in this case) at a helicopter in the process of attacking you. Even better is when Hulk bashes two cars together and uses them as gigantic iron fists to pummel his foes. And then chuck them about some more.



Thankfully you won't be playing as Hulk's alter ego often – we're not sure we could take much more of Norton's woefully flatline reading.

> The Incredible Hulk cont.

is told in such a half-hearted way, you almost look forward to Edward Norton's hilariously phoned-in performance – it's quite possibly the worst piece of voice acting from a named Hollywood star we've ever heard, and gives no impetus to carry on smashing. At least the smashing itself is relatively enjoyable, with Hulk bounding around like the super-powered characters in Crackdown – the game it most resembles. Though that had a little more to it than destroying enemies and vehicles. But there's a satisfying chunkiness to character, building and vehicle models, meaning that the reasonably shallow gameplay holds an allure for at least a few hours' play.

With rewards for pulling off certain feats, a host of unlockable skins for Hulk – including Grey Hulk, if you want to camouflage your avatar against the mist when you're at the top of a skyscraper – and some minigames, there's a fair amount of added value should you take to the repetitive gameplay and manage to overlook its visual issues. But it'd be a masochist that wanted to spend more time with the game once you've beaten Abomination and saved New York.

It's a game which ticks enough boxes not to be completely written off, with its chaotic city demolition enough to stave off boredom for around half its length, and its glitches more amusing than game-breaking. But by no means can we recommend The Incredible Hulk. As lunk-headed movie tie-ins go, we've seen worse, but you'd be better investing in something with more to it than just mindless destruction.

Chris Schilling



Though it's enjoyable enough, there's rarely a genuine sense of excitement while you're playing.



Combat is rather simplistic if you just stick to fisticuffs.



The Hulk model is certainly nicely detailed and very well-animated.

PCGZine Verdict

You wouldn't like him when he's angry… or when he's not.

- Smashing is fun for a while
- Relentlessly repetitive
- Terrible pop-in, some awful missions

50%



FlatOut: Ultimate Carnage

The most chaotic PC racer around

Publisher: Empire Interactive
Developer: Bugbear
Heritage: FlatOut series, Sega Rally (PSP)
Link: www2.warnerbros.com/flatout ultimate carnage
OUT NOW

System Requirements:
Windows Vista/XP, 2.2GHz Intel/AMD CPU, 2GB RAM, 475GB disk space, DirectX 9.0, 256MB Accelerated video card Laptops and integrated graphics chips not supported

FlatOut has forever been known as the poor man's Burnout. Which is grotesquely unfair, as it's always been very much its own game. Simply because it involves fender-bending crash-and-smash action as much as it does out-and-out racing, people have been all too willing to lump it in the same bracket – the comparisons becoming unfavourable partially thanks to Burnout's supreme polish.

Yet while FlatOut might not be able to compete in terms of development costs, the latest in the series – arriving a little late on PC after its console bow last year – it's certainly on a roughly even footing when it comes to sheer fun, and Ultimate Carnage almost certainly trumps Burnout Paradise for straightforward accessibility, if not quite in serious innovation.

Fast and loose

That's not to say it doesn't have many ideas of its own, of course. The beauty of FlatOut: Ultimate Carnage is that you can make it into an incredibly varied experience – so much so that you'll rarely be doing the same thing for more than ten minutes. With more modes than could be reasonably expected of a driving game, you'll struggle to get bored, even once the game's main Career mode is over.

If you recall FlatOut 2, then a fair amount of Ultimate Carnage will seem familiar. However, this is no mere tarted-up last-gen port, but a complete reworking, rebuilt especially for PC. The graphics aren't absolutely top-of-the-range, but on a high-end PC they look tremendous, with some really gorgeous tracks – some of which have an autumnal glow that you'll be tempted to stop and admire. The car models >

"The beauty of Flatout is that you can make it into an incredibly varied experience"


The big crashes do look fairly spectacular, with smoke plumes and pieces of wreckage spiralling away from large explosions.



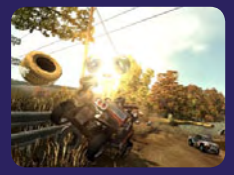
With 12 racers, the action can get incredibly chaotic.


The more money you earn, the better vehicles you'll be able to afford.

FREEZE FRAME

Planning your route through the game, and without a SatNav in sight…


5 MINUTES
Jumping into the game's main Career mode and taking your old banger out on the road.


6 MINUTES
Your first big crash. Expect this to happen quite a lot (often deliberately).

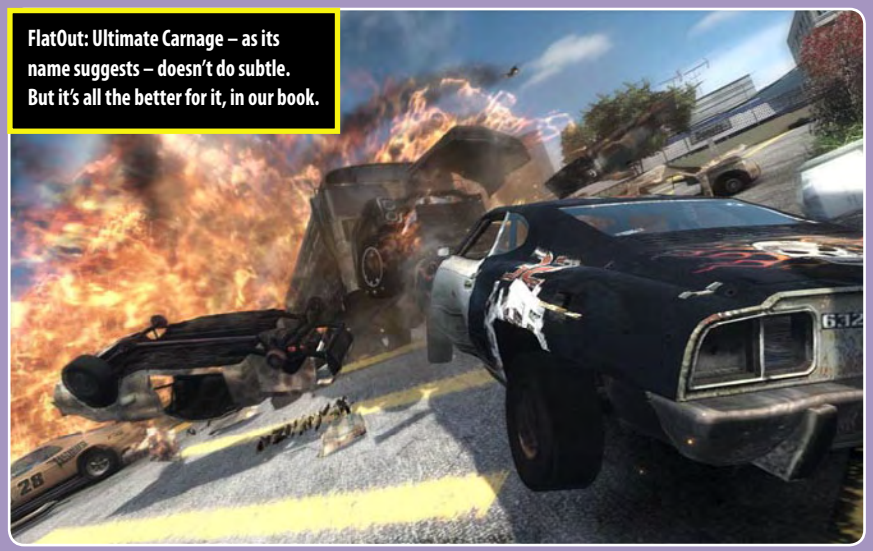

3 HOURS
Taking a break from your budding career to race others online – which is fast and furious.


7 HOURS
Finally beating that tricky event, and mopping up the untested trials before you finish Career mode.


12 HOURS +
Too. Addicted. To. Stunt. Bowling. And strikes really aren't as easy to pull off as you'd think…



A gambler's nightmare, or one of the mini-games?



FlatOut: Ultimate Carnage – as its name suggests – doesn't do subtle. But it's all the better for it, in our book.



> Flatout continued

look suitably solid, and gradually get scraped and smashed-up realistically throughout each event, with pieces flying off everywhere should you get into a particularly bad collision. Meanwhile the physics are really impressive – though they're slightly exaggerated, that fits the arcade nature of the racing – you'll send cones, boxes, poles, signs and other debris flying across the track, and seeing a bunch of tyres bouncing around as several cars jostle for position is a sight to behold. We can't say we were too enamoured with the game's audio, however – engine noises, scrapes and bumps all sound fine, but the horrendous shouty American rock music will have most people reaching for the mute button. Thankfully you can turn it off.

The racing itself is perhaps more difficult than you might expect – partly thanks to collisions nearly always adversely affecting you far more than your opponents. It's not always perfectly clear which scenery you can smash through – after a while you become more accustomed to exactly what you can get away with, but it's frustrating to barely scrape past a rock or tree, and get instantly spun round to face the wrong way. AI drivers are suitably aggressive, but that can sometimes lead to frustration too – >

Roll over screen for annotations



DEMOLITION MAN

Fan of pristine automobiles? Look away now…



Fill your boost | **Boom bang-a-bang** | **Capture the frag**

Fill your boost

The demolition derby stages are among the most enjoyable in the game, and they're tremendous fun in multiplayer. You need to fill your nitro bar to get a powerful hit in on your opponents. Frequent small crashes will start to increase your meter, and then it's merely a case of lining up that perfect hit.



The further you get, the faster you'll be driving, and some of the best cars in the game can be tricky to handle.

> Flatout continued

more than once we were blocked off by a crash just in front – though in general it definitely makes for more exciting competition.

Career mode is split into three classes, which you work your way through by competing in different events, with trophies awarded for finishing third or above. Get in the top three and you'll unlock further events. You don't have to complete them all, but it pays to enter as many as you can, to win more money so you can get your hands on the better vehicles. You can upgrade your vehicle too, in a fairly simplistic manner. You won't be able to fine-tune handling or steering, or tweak brake power or anything like that, but the game doesn't really need any of the off-track stuff that more serious racers contain. It's refreshing to see a racer that just wants you to put the pedal to the metal and get racing and smashing, and just generally have a good time.

"The Stunt modes are all about launching your hapless driver through the windscreen"

Total carnage

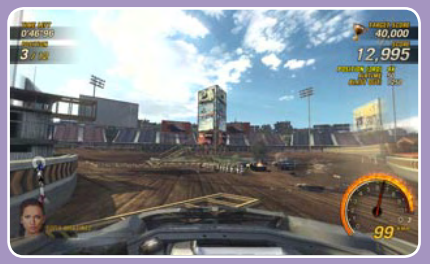
Outside the Career mode, there's a carnage one which holds several events of a rather different nature. Beat The Bomb tasks you with travelling as far as you can before a bomb explodes, the timer increasing once you pass through a checkpoint. Deathmatch Derby is your standard demolition derby mode, but with power-ups to increase your shunting power, repair any damage or multiply your score.

Then there are the Stunt modes, which are all about launching your hapless driver through the windscreen – usually to hit certain targets. High Jump requires a steep-angled launch to hit the highest point on a huge fence, while stone-skipping requires you to bounce your ragdoll avatar across water as many times as you can. There are plenty of events of this type in the game's Party mode, and there are a few other online modes to add to the fun. Ultimately, you're bound to find something to enjoy – this great title may not be high art, but who cares when you're having such a good time?

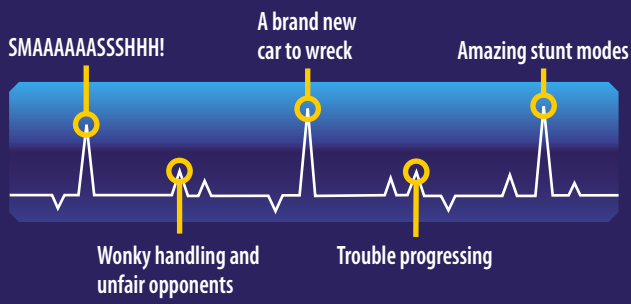
Chris Schilling







PULSOMETER *Signs of life*



PCGZine Verdict

Frenzied, frantic, fantastic fun.

- Terrific graphics and physics
- A wealth of different events
- Occasionally dodgy handling and AI

86%



Supreme Ruler 2020

Publisher: Paradox Interactive
Developer: BattleGoat Studios
Price: £29.99

Geo-political games seem to be undergoing a bit of a renaissance lately, and Supreme Ruler 2020 is one of the better examples. Delivering a unique blend of political, diplomatic, economical and military strategy across NASA-supplied maps, Supreme Ruler 2020 casts you into the shoes of a world leader as you choose to run your country in a time of economic turmoil, to provide stability and a military presence for your country. It's more accessible than Europa Universalis, and also a very solid game to boot.

- Deep gameplay
- Loads of statistics
- Too complex in places

Strategise! **78%**



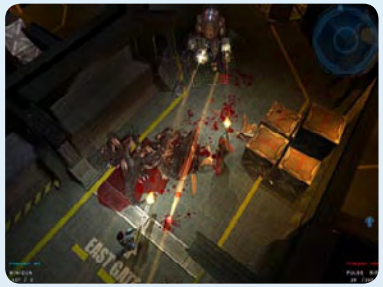
The Chronicles of Narnia: Prince Caspian

Publisher: Avanquest
Developer: Travellers Tales
Price: £9.99

From the people who bought you the brilliant Lego Indiana Jones comes the game of the film, Prince Caspian. And while it's certainly not a gaming classic, this film adaptation isn't half bad, delivering some above-average graphics and addictive gameplay. Although the hack and slash action can get a bit repetitive at times, there are a few unique touches. All in all, a decent representation of the film in gaming form – for a tenner, it's enjoyable while it lasts.

- Good graphics
- Reasonable gameplay
- Never really stands out

The better sort of Prince **75%**



Shadowgrounds Survivor

Publisher: Meridian 4
Developer: Frozenbyte
Price: ~£4.99 (Steam)

While its visuals aren't phenomenally impressive, Shadowgrounds Survivor's strength lies in its gameplay. A top-down co-op shooter that brings back memories of Smash TV, the game gives the genre a 2008 lick of paint, adding a realistic physics engine (that even supports PhysX cards), and a host of interactive environments to blow seven bells out of. Disappointingly for some, the co-op's offline only, but if you're wanting a real blast from the past, and have a friend willing to squeeze round your monitor, this is great fun.

- Retro gameplay
- Impressive physics
- Co-op

Smash-o-grounds **85%**



Samurai Warriors 2

Publisher: Koei
Developer: Koei
Price: £19.99

Another spin-off from the Dynasty Warriors franchise, Samurai Warriors 2 is a hack-and-slash 'em up that does little to impress. With its monotonous gameplay, environments, and characters that fail to appeal to a Western audience, these games always do extremely well in Japan, yet instantly sink beneath the surface upon their Western release. As this is missing the added strategy element of Samurai Warriors: Empires, this unfortunately looks set to do the same. Maybe it's time for a rethink for the series.

- Same as it ever was
- Next to no variety
- Basic hack and slash

Unimpressive **63%**



Tactical Assassin 2

Publisher: www.crazymonkeygames.com/Tactical-Assassin-2.html
Developer: Simon Hason
Price: Free!

It just wouldn't be the PC round-up if we didn't review a free web game, and this is one the most sickly enjoyable ones we've played in recent weeks. More a puzzle game than a shooter, it's up to you to study your briefing and deploy to a war zone, where you look for a target that matches the description you've been given. As the areas are often populated with similar black stick figure characters, it's a game of spot the difference until you've found your mark, and splattered his brains over a wall. Sick, but fun.

- Addictive
- Clever gameplay
- Too short

Hold your breath **87%**

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

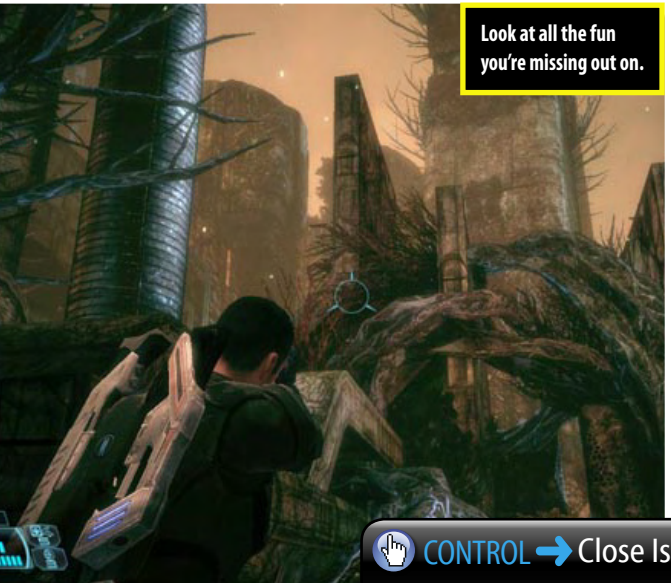


Neil Mohr has been playing with and playing on PCs for over a decade.

MASS CONFUSION

I'm having problems getting Mass Effect installed. Whenever I try, I just end up getting an installer error.

> *A lot of people are reporting this type of problem, along with similar Saferun errors as well. The heart of this stupid problem is that your DVD drive can't read the copy protected discs. If you can get beg, borrow or buy a new drive that'd be best. Otherwise you can try manually installing the game. To do that, create the folder C:\Program Files\Mass Effect\. Open the DVD and unrar each file you find into its own folder within the Mass Effect one. People have reported CRC errors at this point – you can try manually extracting each file in this case. Once that's all done, run the Launcher.exe and quit immediately. Run the Code.exe program, enter the CD key. Run the launcher again, click 'Config' and use the Repair tab to recreate the shortcuts and that should fix it.*



Look at all the fun you're missing out on.

MASS CRASH

After SecuRom gave me the privilege of running the game I'd paid for, I just get a blank screen with the background music rather than the beauty of Mass Effect. I've tried new drivers but to no effect. I'm running Athlon 64 X2 5200+, 2GB memory and a GeForce 8600GT.

> *This appears to be a know issue with AMD dual-core processors and Windows XP. You'll need to make sure you get the latest processor drivers – yes we know – from http://snipurl.com/2s5wj. It's also recommended you try out the optimisation tool from http://snipurl.com/2s5xb as well.*

YOU'RE NOT SURROUND

I've been playing Mass Effect without a problem but I've noticed I'm only getting stereo sound, which is a bit annoying as I've got a Creative X-FI card and 5.1 speakers.

> *We've seen lots of Creative owners with the same problem. We're not sure 100 per cent what the reason is, but it seems Mass Effect isn't configuring the Unreal engine correctly, even though it does support the Creative card and 5.1 sound. To fix this, locate the C:\OWNER\documents\BioWare\Mass Effect\Config\ folder and open the BIOEngine.ini file. Locate the section that starts [ISACTAudio.ISACTAudioDevice] , find the line that reads "DEVICE=Generic Hardware" and change it to just "Device=" and that should sort the problem.*

VIDEO DRIVERS, AGAIN

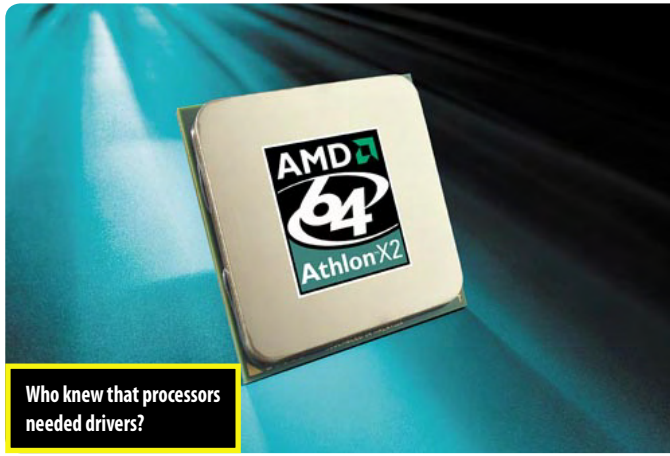
I've just updated my Sony VAIO to Vista SP1 and now Doom 3 and my other OpenGL programs won't work. I noticed that the NVIDIA driver is rather old but it doesn't seem to provide updates for laptops.

> *You're right to suspect the driver, as it is at fault. As you've found out, NVIDIA expects the original manufacturer of the*



Laptops always suffer when it comes to drivers.

"NVIDIA expects the original manufacturer of the laptop to provide updates"



Who knew that processors needed drivers?

Tech Support

> *laptop to provide updates, which is great, if that's what they do. As it is head over to www.laptopvideo2go.com and click the Vista 32-bit link on the right side. These drivers have been hacked to work with any laptop.*

SPORE VS SPORE

Having tried the Spore Creature Creator I got all excited, paid for it and then downloaded the full thing. First I found out I had to uninstall the trial, once that was done the game installed, ran and promptly crashed at the EA logo. I've tried cleaning the Spore registry entries but to no avail. I've got a Dell Dimension laptop running Vista SP1.

> *The solution to this, is to browse to C:/Program files/ Electronic arts/Spore/ Sporebin/ and paste in the DMCmdPortalClient.dll found at this http://snipr.com/2s7ww address. A number of people reported that a quick fix was to uninstall the EA Downloader, but this will eventually disable your EA downloads. If you need a fresh copy, get that from http://snipr.com/2s7y0.*



Dear World, less nob monsters please.

DIRECT TO HELL

I've tried playing Hellgate London under Vista using DirectX 10 but it seems to run very slowly and is missing effects when compared to the DirectX 9 version. I've contacted the support line and they say I may have a corrupt DirectX 10 installation but how do I go about fixing that?

> *This doesn't sound like the case to us as DirectX 10 is part of Vista, which has systems to protect and automatically fix these system files. If you want to update DirectX then get the DXWebupdate tool from http://snipr.com/2sch3. As it turns out, it does seem this is actually an issue with Hellgate itself and certain drivers. For ATI cards, make sure you're running Catalyst 8.5 or later. It's also recommended you turn off Anistropic filtering in the options.*



This'll keep us busy until Diablo 3 arrives…

ALONE WITH VISTA

Is Alone in the Dark Vista only? I've seen people online complaining that it is.

> *No, it's available for both Windows XP SP2 and Windows Vista. There's possible confusion going on here as it is branded under the new 'Games for Windows' scheme, which some people seem to confuse for being a Vista only thing, which it most definitely isn't.*

"Is Alone in the Dark Vista only? I've seen people online complaining that it is"



Damn you nature, I will destroy you with my rake.

GOT A PROBLEM?

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

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