FREE!

PCGZine

Issue 22 | Oct 2008

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



WIN! HELL'S HIGHWAY
10 games to win

NEW SCREENS INSIDE!

CALL OF DUTY WORLD AT WAR

Competitive co-op revealed!

MORE REVIEWS...
- STALKER: CLEAR SKY
- COLONIZATION
- SPACE SIEGE
- CRYSIS WARHEAD
- SPORE

FOOTBALL MANAGER 2009 INTERVIEW
Exclusive pre-match pep talk with Studio Director Miles Jacobson



MASSIVE REVIEW
BROTHERS IN ARMS HELL'S HIGHWAY

PLUS ALL THESE GAMES & MORE


FUEL


GTA IV


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


Batman: Arkham Asylum

Welcome to PCGZine



What a month for first-person shooters! Brothers in Arms: Hell's Highway, S.T.A.L.K.E.R Clear Sky and Crysis Warhead are all packing our reviews section and all are massive sequels well worth your attention. Tactics, stealth and all-out action should tick every shooter box with this holy trinity of FPS stalwarts. But the FPS excitement doesn't end there. We've also got new details and screens for the upcoming Call of Duty: World at War, revealing the awesome competitive co-op mode and the sheer brutality of the close quarters combat this time. But if you like a bit more distance between you and the enemy, be sure to check out our exclusive preview of Tom Clancy's H.A.W.X as well!

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

Steve Brown, Editor
pcgzine@gamerzines.com

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





QUICK FINDER
Every game's just a click away!

GTA IV	Tom Clancy's H.A.W.X.
FUEL	Football Manager 2009
Batman Arkham Asylum	Brothers in Arms Hell's Highway
Left 4 Dead	Space Siege
Need For Speed Undercover	Crysis Warhead
PES 2009	Spore
Saints Row 2	S.T.A.L.K.E.R. Clear Sky
Far Cry 2	Sid Meier's Civilization IV:
Dead Space	Colonization
Call of Duty World at War	Reviews Roundup













MEET THE TEAM
Probably the best games writers on the planet



Ian Morris
Had a last minute Crysis, but fought on through.



Steve Hill
Went kickabout and ended up on the road to Hell.



Neil Mohr
Turned his robot brain up to 11 and solved your problems.

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.

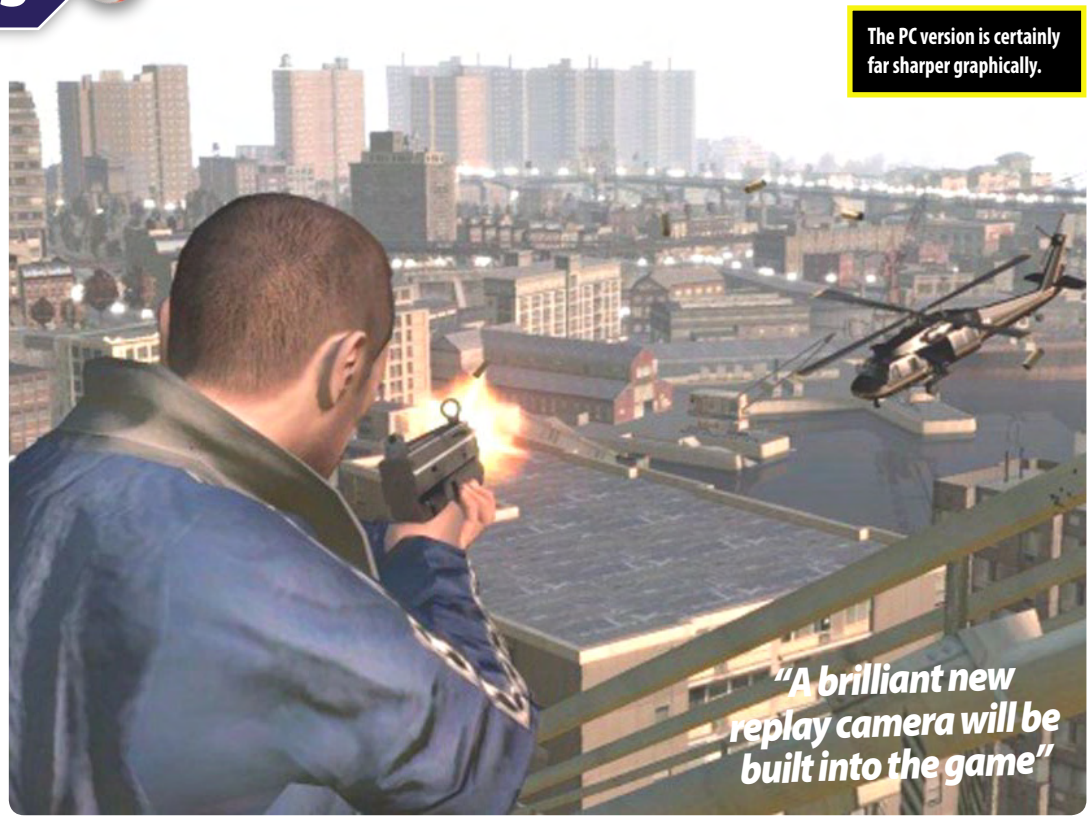


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IV

Publisher: Rockstar
Developer: Rockstar North
Heritage: GTA series, Table Tennis, Manhunt series, Midnight Club series
Link: www.rockstargames.com
ETA: November

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



The PC version is certainly far sharper graphically.

GTA IV

FIRST LOOK

Taking liberties with the PC version?

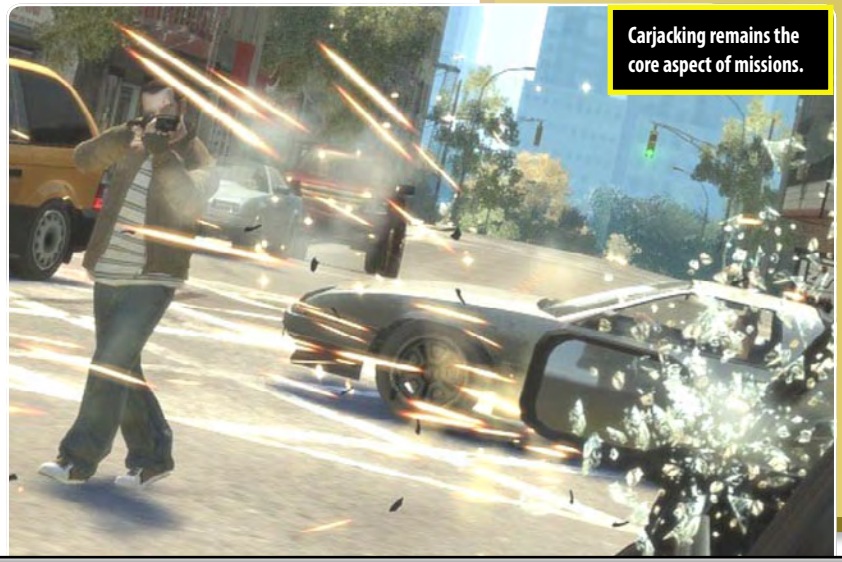
What's the story?

You are Nico Bellic, Eastern European immigrant to Liberty City (closely modelled on New York). Hoping to improve your impoverished situation and resolve a shady past that still pursues you, you'll start as a taxi driver for your cousin Roman and choose illicit missions for various police, gang and family factions all vying for a slice of the city's underbelly. Steal all manner of cars, bikes, trucks, boats and helicopters to aid your travel around the islands of this massive city and customise your clothing and arsenal as you go.

What do we know?

Rockstar promise that the PC version will boast far higher resolutions and more detailed textures and have far greater draw distances than its console forbears. There will also be a brilliant new replay camera built into the game, with a 30-second buffer that allows you to save a cool stunt for posterity and sharing at any point. You'll even be able to edit camera angles for the replays and combine multiple clips to make extended movies – it's a very cool feature indeed.





Carjacking remains the core aspect of missions.

When do we get more?

We'll have a hands-on playtest of the PC version in our next issue.

Anything else to declare?

Rockstar also promise that we'll get a revamped multiplayer side to GTA IV, with a far better filtering system to help find the custom game types that you want to play. Further multiplayer details are being kept hush hush for now, but we're excited to hear that there will be exclusive multiplayer features for the PC version and hope to have more information on this in our next issue too.

SID MEIER'S CIVILIZATION® IV

Colonization™



PLAYBACK OPTIONS: ENHANCED

It's a Brave New World

Sid Meier's classic strategy game reinvented in the world of Civilization IV.

It's no mere expansion pack—this is a whole new game experience reimagined from Sid Meier's legendary 1994 classic, Colonization. Set out from one of four European nations to discover and colonize the New World. Conduct trade, negotiations, or declare war to acquire power and prestige as you build a new civilization of your own. All new graphics, loads of new features, and Civ's legendary "one more turn" addictive gameplay make this instant classic a must-have for Civ fans, Colonization fans and new players alike.

Build your own nation.

www.civilization.com

12+ www.pegi.info

PC CD

Civilization IV Not Required For Play

FIRAXIS GAMES

2K GAMES

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Games for Windows



Publisher: Codemasters
Developer: Asobo Studios
Heritage: Colin McRae series, TOCA series
Link: www.codemasters.co.uk
ETA: 2009

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



FUEL

FIRST LOOK

Tidal waves, forest fires and off-road races!

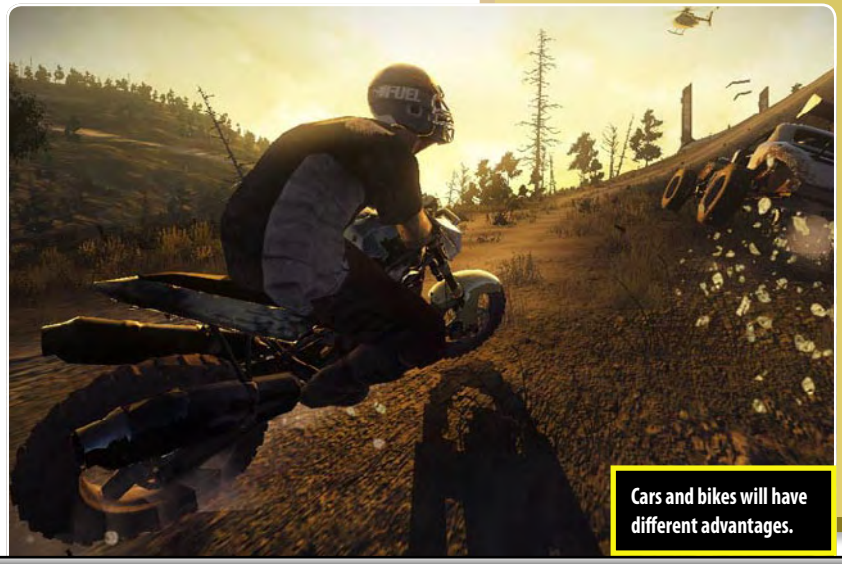
What's the story?

Set in a future where the environment has suffered massive damage, there's little left to do but inflict even more damage on the remaining greenery with some hardcore on- and off-road racing in petrol-guzzling 4x4s and scrambler bikes. You'll be racing around 5,000 square miles of North American wilderness – including Utah badlands, Yellowstone Park, Death Valley and Mount Rushmore – choosing your own route to new races and driving anywhere that you can see (which should be considerable with a 40km draw distance). And it's all modelled from satellite data, so should be very accurate and realistic to race.

What do we know?

It's not just the unforgiving terrain (deep snow, river-beds, forests and mountains) that you'll have to cope with though, as the damage to the world's environment will throw all kinds of extreme weather at you while you race. Expect fierce rainstorms, blizzards, lightning storms, sandstorms, tornados, brush fires and even tsunamis!





When do we get more?

We'll have a wilderness report of this freeform racer in our next issue.

Anything else to declare?

Naturally, there will be plenty of online multiplayer racing, and this should merge seamlessly with the solo game, we imagine in a similar way to Burnout Paradise or Test Drive Unlimited. Stunt ramps, short-cuts and crossover points should provide plenty of death-defying action both online and off. You'll also be able to show off customised vehicles in the multiplayer game.

"The most exciting shooter of 2008"
- 360 Magazine -

"We knew Far Cry 2 was going to be fun, but we didn't realise just how much fun"
- Official 360 Magazine -

"A brave new world .. a technical miracle"
- Xbox World 360 -

"More than enough to please any PS3 gamer regardless of your taste in gaming"
- Play Magazine -

"By God, it's incredible"
- PC Gamer -

"The hottest FPS of 2008"
- Total PC Gaming -

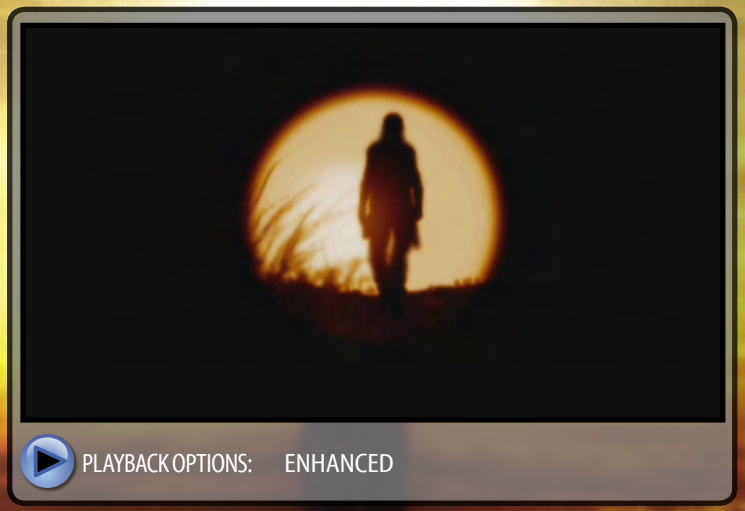
"The game of the year"
- PC Zone -

"Awash with clever ideas and smart touches"
- TotalVideoGames.com -

"It's an insta-buy"
- Videogaming247.com -

"A beautiful, ambitious shooter"
- C&VG -

"Far Cry 2 will be a smash"
- Playstation World -



October 24th

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PC DVD ROM | XBOX 360 LIVE | PLAYSTATION 3

UBISOFT

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7 UP

More golden nuggets of gaming glory to come

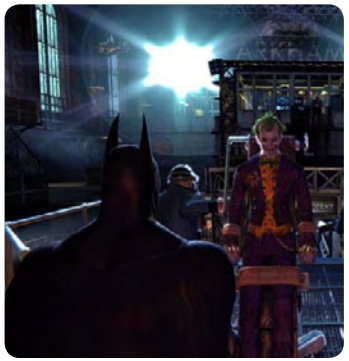
Pro Evolution Soccer 2009



Publisher: Konami | **ETA:** October

This month Konami secured the exclusive rights to the UEFA Champions League for the upcoming annual update of their acclaimed football franchise. PES 2009 will also be the Official Football Videogame of Liverpool FC, and also feature likenesess of the Man United team.

Batman: Arkham Asylum



Publisher: Eidos | **ETA:** 2009

The Dark Knight gets a videogame treatment that's neither MMO nor LEGO, and in it he'll be delivering the Joker to Arkham Asylum, trussed-up Hannibal Lecter-style on a gurney. But it's going to turn into the most hellish hospital visit ever, as a trap is sprung on the Caped Crusader by an organised gang of super-villain crazies within the secure walls. Can Batman fight the madness?

Need for Speed Undercover



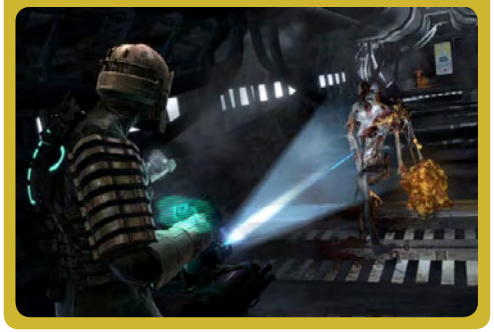
Publisher: EA | **ETA:** 21st November

The next instalment in this long-running action racer will see you racing, chasing and evading everyone from cops to gangsters as you go undercover to take down a crime syndicate. Police chases will make a very popular comeback.

Dead Space

Publisher: EA | **ETA:** October 31st

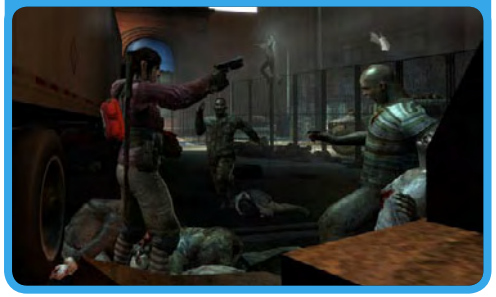
Due in time for Halloween, this creepy sci-fi shooter should hit the spot for fans of Doom-style shooters and is shaping up to be a genuinely terrifying experience. And if you want some background plot first, there's to be a six-part comic book series that leads into the action of the game.



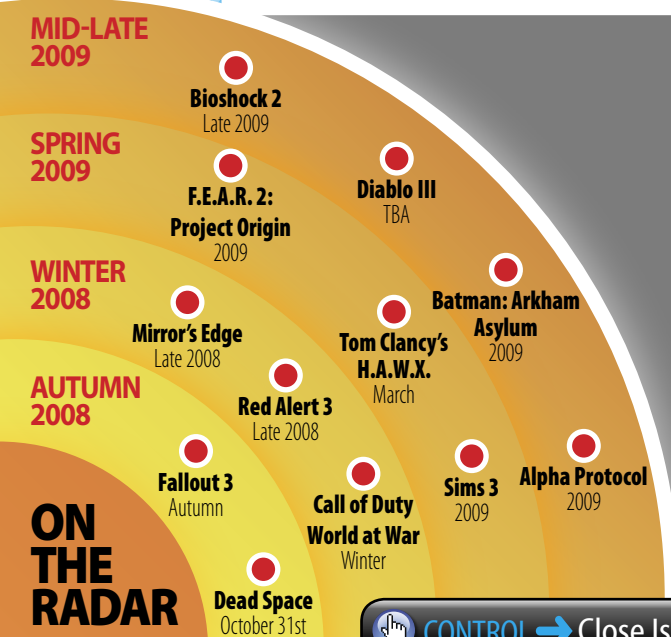
Left 4 Dead

Publisher: Valve | **ETA:** October

The relentless march of the zombies means that the multiplayer madness of this team-based multiplayer game from the makers of Half-Life is nearly shambling upon us, and it's going to be a bloody riot as Survivors battle Boss Infected in four massive campaigns that will be driven by an AI Director.



ON THE RADAR



Saints Row 2

Publisher: THQ | **ETA:** October

The character customisation available in this GTA-clone sequel, plus awesome co-operative play through the full campaign game, will make this a serious gang rival to GTA on PC this October. While it's hard to top GTA IV's awesome story and scale, Saint's Row 2 has plenty of unique features to offer this time.





Far Cry 2

Publisher: Ubisoft | **ETA:** October 24th

The shooter sequel is fast approaching now and the gun-toting African adventure looks like an exciting holiday from more familiar FPS locations. Shipping with an extensive PC map editor, expect Far Cry 2 multiplayer to run and run.

Publisher: Activision
Developer: Treyarch
Heritage: Call of Duty 3, Spider-Man, Tony Hawk's
Link: www.callofduty.com
ETA: Winter

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

NEW SHOTS!

CALL OF DUTY: WORLD AT WAR

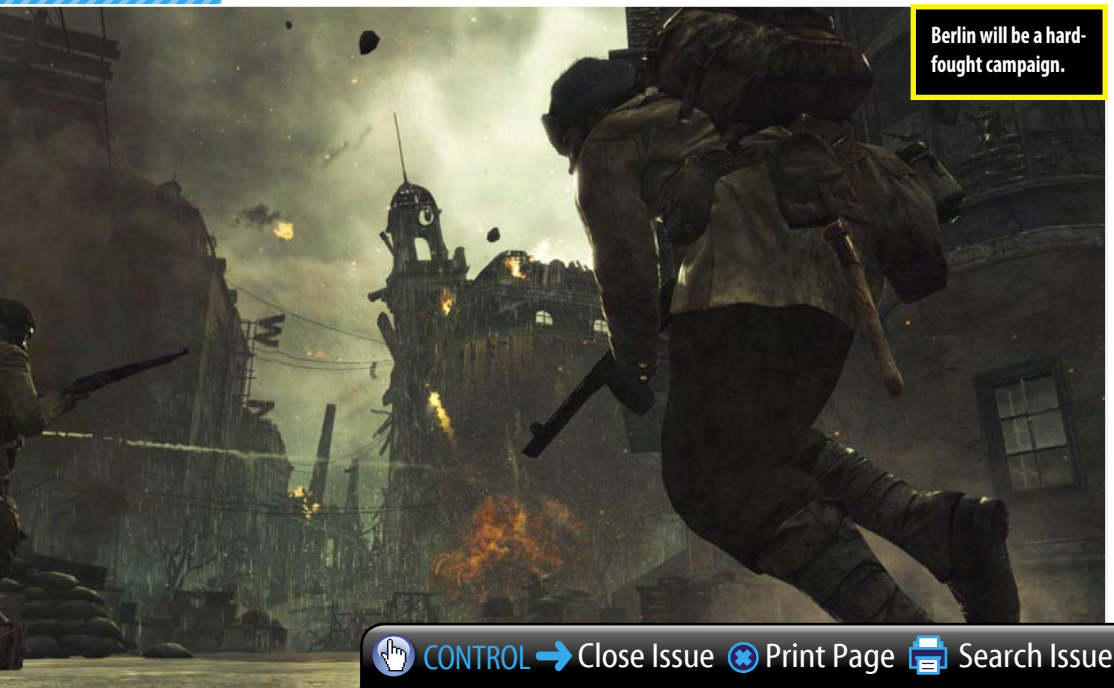
Introducing competitive co-op play…

No, you didn't read that wrong at all, and while it sounds a tad contradictory, we can assure you that it is one of World at War's new multiplayer features and does work very well indeed.

So how can you co-operate and compete at the same time? Actually, it's fairly simple. Two-to-four players co-operate as Allied soldiers to take on Axis powers – such as the Japanese in the Pacific and the Nazis in Berlin.

However, along with the common aim of destroying the enemy, there's a competitive element running parallel that awards individual scores to players for killing the most enemies, with bonuses for headshots and score modifiers to gain that will really multiply your points. But this competitive co-op mode doesn't just reward the player most prepared to go beserk and cut a swathe through enemy ranks. If you do this you're far >


Vehicles make a welcome return!


Berlin will be a hard-fought campaign.


Fly aircraft in some of the Pacific missions.



The Modern Warfare engine does sea well.


We think he might be a Red Army man…


Mangrove swamps will make for difficult battlegrounds.

> World at War continued

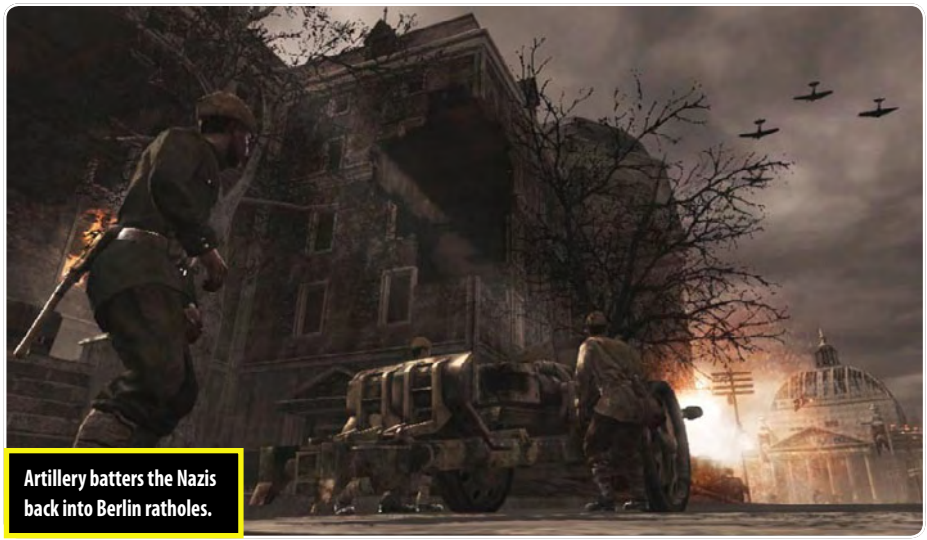
more likely to be cut down, and this will detract from your point accumulation. Also, it can benefit the scores of your co-op team-mates, who will gain points if they stop to revive you. It's an intriguing new mode for Call of Duty and a welcome development for co-op play as a multiplayer mechanic.

Of course, competitive co-op is an optional mode and will complement standard campaign co-op. Campaign co-op similarly puts you together with up to three other players, and the main difference from solo play is that the game ramps up the difficulty accordingly in relation to your human team size, and while individual team-mates can be revived if hit, if all the human players go down at the same time, a reload will be forced from the last checkpoint. It's the first time that co-op has been introduced to the Call of Duty franchise and it's a fantastic addition that will add a load of replay value to traditionally intense but fairly short campaigns.

And World at War is certainly intense, with full-on guerilla warfare in the brutal Pacific campaign introducing a new level of lawless combat that embraces the flesh-melting horror of flamethrowers, sword-based melee fighting, booby-trapped bodies and bayonet charges. This is perhaps the most bloodthirsty and gruelling Call of Duty yet, and the full-on action is as harrowing as it is exciting. But it's tactical too. Use the flamethrower for instance to flush Japanese snipers from tall grass and trees, smash through destructible scenery to access new routes and areas, and (missed in Call of Duty: Modern Warfare) get into vehicles that aren't on rails, including tanks, aircraft and even gunboats along some coasts. The best news for vehicle fans is that they will again return to Call of Duty multiplayer battles, meeting for >



The Pacific conflict will offer really varied environments.


Artillery batters the Nazis back into Berlin ratholes.


Torch long grass and brush to flush out the snipers.

> World at War continued

the first time the perks and ranking systems that will be carried over from their introduction in Modern Warfare.

While there has been much focus on the exciting Japanese campaign, we must not forget that Call of Duty: World at War also features a significant campaign as the Red Army fighting its way into Berlin right at the end of the war, encountering fierce resistance from the cornered Nazi forces. This setting is more traditional Call of Duty action, with plenty of close street fighting through a rubble-strewn city.

But there are more opportunities to flank than usual, with a tactical side more akin to Brothers in Arms than Call of Duty 3, for instance. And as with the Pacific theatre, there's a far more brutal side to the fighting, with moral choices at times to shoot captured Nazi soldiers in cold blood or offer them mercy.

While Modern Warfare was so brilliant that many initially bemoaned the fact that Call of Duty 3's Treyarch and not Call of Duty 4's Infinity Ward would be developing World at War, we have to say that with the COD4 engine and multiplayer mechanics, plus co-op gameplay, co-operative co-op and the reintroduction of vehicle use in solo and multiplayer modes, there's a whole lot to look forward to in the next Call of Duty instalment, and Treyarch seem determined to take the franchise to an even greater victory.

PCGZine

HOW COMPLETE? 75%

FIRST IMPRESSIONS? 90%

Brutal, innovative and co-op powered!

TRADE FIGHT BUILD THINK

X3

TERRAN CONFLICT







PLAYBACK OPTIONS: ENHANCED

PC DVD-ROM SOFTWARE

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www.egosoft.com
www.deepsilver.co.uk

EGOSOFT

12+ www.pegi.info

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EXCLUSIVE SCREENS

TOM CLANCY'S H.A.W.X

Mercenaries takes to the skies…

Publisher: Ubisoft
Developer: Ubisoft Romania
Heritage: Blazing Angels (PC)
Link: www.hawxgame.com
ETA: March 2009

PREVIEW FEEDBACK! Click here to tell us what you think of Tom Clancy's H.A.W.X

Click here to see the enhanced version!

PCGZine EXCLUSIVE VIDEO



"You'll need to flick assistance off for that super-tight turn or roll"



Over 50 real-world fighters are licensed.

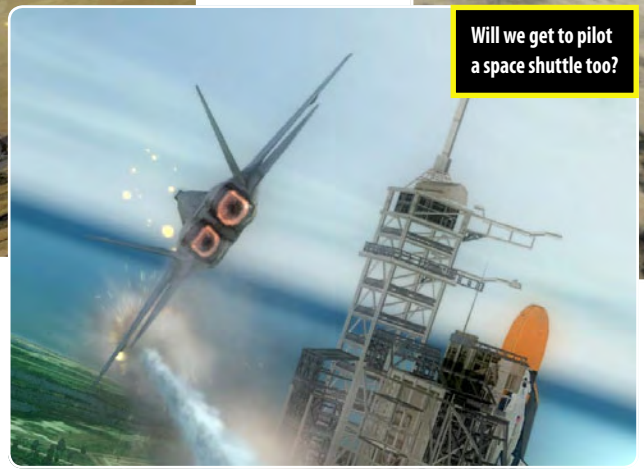
It's 2014, and nations now commonly settle their differences using Private Military Companies. In this lawless Clancy near-future, mercs gain access to every area of high-tech military involvement, right down to piloting 50 cutting-edge, Mach 3 dogfighters loaded with awesome firepower. Ladies and gentlemen, this is H.A.W.X (High-Altitude Warfare Experimental Squadron) and it's going to do for the flight sim what Advanced Warfighter did for the soldier sim – make it fun and accessible without losing depth – or should that be altitude?

The first thing you'll notice about H.A.W.X is the visual quality, which in the words of the Top Gun soundtrack, will take your breath away. Flight sims have traditionally been at the leading edge of graphical development, able to focus heavily on detailed plane models and lighting, as there's not much else up there, while landscapes have improved over the years, but remain fairly sparse and un-textured the closer you get to them. H.A.W.X. has taken visuals to a new level, using GeoEye IKONOS satellite imagery (as used by current US National Security agencies) to render an extraordinarily realistic and detailed world beneath the skies, accurately representing 16 real-world cities and landscapes in all their 3D glory. It really does look amazing.

GeoEye VP Mark Brender boasts: "High resolution satellite imaging is moving from the black world of intelligence to the white world of commerce, and Tom Clancy's H.A.W.X will bring that reality to gamers. With videogame graphics becoming more realistic, the use of high-quality photographic ground textures in H.A.W.X adds true photo-realism to the air combat experience." It's also been >


Come on Eurofighter – show those US fighters what you can do!


Squad play will be a multiplayer feature too.


Will we get to pilot a space shuttle too?


Satellite imagery renders awesome vistas.

> H.A.W.X continued

"It's been described as like flying over Google Earth on crack!"

described more succinctly, by Ubisoft spokesmen, as "like flying over Google Earth on crack!" We have to agree (although we replaced crack with strong filter coffee in our tests for obvious reasons).

The other major difference between H.A.W.X and traditional flight sims is its use of pilot assistance. The concept isn't new – select more autopilot features to allow easier control of your plane for more of an arcade experience, or leave them all off for the full simulation nightmare. But H.A.W.X is integrating assistance into gameplay as never before. There are two modes of assistance - on and off - and you don't go back into menus to turn more or less autopilot features back on or off, you do it with a simple double-tap in-game controller command. Assistance isn't intended to be a difficulty setting here, but a feature everyone is supposed to use tactically in different situations. For instance, assistance on will prevent you from stalling during manoeuvres and allow ERS (which plots intercept courses to targets), but if you're really going to lose a heatseeker, or pull a switch on a tailing fighter, you'll need to flick assistance off for that super-tight turn or roll.

H.A.W.X is a welcome jet intake of fresh air for this genre and could really open up the combat flight sim to many for whom it has been too off-putting before. The Tom Clancy branding will obviously aid more widespread appeal, while still appealing to the hardcore, but there's a really solid chassis beneath the fuselage here and we can't wait for the chocks to get pulled away in Spring of next year.


The plane models are beautifully realised.

ROLL OVER THE BIG PICTURE

PCGZine

HOW COMPLETE? 70%

FIRST IMPRESSIONS? 85%

A mid-air refuel for the flight sim genre



GUILD WARS

THE COMPLETE COLLECTION

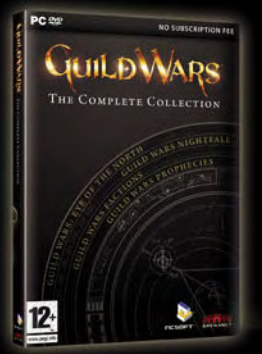
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GUILD WARS FACTIONS
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NCSOFT ARENANET

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Publisher: Sega
Developer: Sports Interactive
Players: 1
Certificate: TBC
Features: 3D match engine, 5,000 clubs, 350,000 players
ETA: 14th November

The third dimension

Football Manager 2009 makes the leap into 3D



Miles Jacobson, Studio Director, Sports Interactive

You've finally gone and done it… the holy grail of 3D graphics. Although it's something that you've never dismissed doing, how long have you had it kept under wraps?
We've been working on and off for three years. On this. We've had a couple of failed attempts that we abandoned, and I just didn't want to wind people up before we had something to show, because that would be a bad thing to do. And we didn't know whether we were going to be able to do it or not, so it was literally late last year that Paul [Collyer] was confident that, with the people we had on board, we were able to do it properly, and by properly I mean it's *our* match engine. It's the match engine that people know and love from Football Manager, displaying in 3D. There'll be no cutbacks at all.



The classic view, but in 3D!

So it's literally the same action in the game but instead of a dot it's a stick man, or better?
It's a player. But its not a gimmick, its a genuinely great tool for the managers playing the game, to be able to see things from a different angle. Up until a couple of months ago, we didn't know we were going to be delivering it this year. Incredibly, it's also something that we managed to keep under wraps from everyone at Sega as well.

On a technical level, how does it work? Is it basically the graphics from Virtua Striker?
It's the motion capture from the team who do Virtua Striker, who also do Let's Make A Soccer Team.

So it's a bespoke engine?
Yes, its our engine, we've had people working in-house on it. Some of the animations we've used from Sega Japan's sports studio's games and some of it we've done ourselves based on the motion capture data, but it's all internal. We haven't had to license any engines or anything else like that.

"It's a great tool for managers to be able to see things from a different angle"



A slider bar enables you to review the action.



The TV mode is one of at least five camera angles.



Various widgets guide you through the action.



The times of key events such as goals and booking are displayed.



We remember when this was all text.

> Interview continued

The one thing that separates Football Manager from its rival is that you haven't previously gone for showbiz graphics. Are you expecting any backlash?
We had backlash when we went 2D, and that's now fully accepted, so yes we will get some backlash but we've left the old 2D mode in deliberately.

So you're breaking people in gently?
Completely. If somebody doesn't like it, that's fine, they can play 2D. Even the old text commentary is in there at the moment. Whether it will be in the final game will come from feedback in testing but there's no reason why it shouldn't be. The code's all there, it still all works in the same way.

What level of detail can we expect, can we zoom in or out?
You won't be able to zoom in close-up because you don't need to in a management game. At the moment there are five camera angles in there and there might end up being more. You'll be able to see skin colour and hair colour, and if we've got licensed kits they'll be the proper kits, too. In a review of FIFA Manager a few years ago the writer called it Aryan Manager because all the players were white, but that has been taken into account here, so we have 18 different skin tones in at the moment to try and have it as accurate as possible. Doing it for 350,000 players we might miss a few along the way, but we're trying! The height and weight is in there as well.

What's the motivation? Is it to broaden the appeal of the game?
We're always looking to expand the amount of people who play the game because we do see ourselves as entertainers, and as entertainers we want to be able to entertain as many people as possible.



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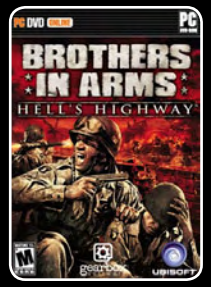
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Brothers in Arms: Hell's Highway

Publisher: Ubisoft
Developer: Gearbox Software
Heritage: Brothers in Arms
Link: www.brothersinarmsgame.com
ETA: 26th September

System Requirements: Windows XP/Vista, 2.6 GHz dual-core (3 GHz for Intel Pentium D 925), 1GB RAM, 128MB graphics card

We're on the highway to hell…

For its devotees, the Brothers in Arms series offers a third way of approaching World War II, offering a more tactical approach than the balls-out action of the better-known Medal of Honor and Call of Duty franchises. That's not to say Hell's Highway shirks from the horror of global conflict – and when you see the bloodied stumps of an enemy's legs you'll know you're in a battle – but the key difference compared to MOH and COD is that you have to put a little bit of thought into it instead of simply running screaming at the nearest Nazi with all guns blazing.

If you've never played any of the previous games, this strategic slant manifests itself in an almost slavish adherence to the actual military procedure of applying suppressing fire and flanking the enemy. In layman's terms, you've got a couple of boys with a great big machine gun, whom you instruct to fire constantly at the nearest bunch of Nazis. Having that said, Nazis will be ripped to shreds should they so much as move, this then gives you – either alone or with a couple of helpers – the opportunity to sneak round the back and rip them to shreds. >


Glastonbury's not what it was.


Shooting sheep is strangely disturbing.

FREEZE FRAME
Today's lesson: Flanking 101


SUPPRESS
Start by sticking the MG team behind a wall and order them to suppress.


HIDE
Meanwhile, ensure that the assault team are hiding safely.


RUN
With the enemy suppressed, make a run for that wall.


FLANK
Flank the suppressed Nazis from the safety of your wall.


FOLLOW
Order the assault team to follow you to the next flanking spot.


Can you guess where the Nazis are?



Roll over screen for annotations





> Brothers in Arms cont.

BIA's long-standing military advisor Colonel John Antal (retired) would probably explain it more elegantly, but ultimately, it's a ruthlessly efficient manner of decimating human life, albeit one that you tend to have forced down your throat throughout the game. If you so much as stop for breath, one of your colleagues will immediately start banging on about flanking.

It can get frustrating having to scuttle around, picking a spot for your MG team; trying to keep your assault team alive, as well as not getting shot in the head yourself – and one misplaced click can cost the lives of up to four men. Sometimes you just get the urge to overwhelm the enemy through superior firepower, accurate shooting and blind luck. However, most attempts at gung-ho heroics are swiftly met by the red screen of death, as authenticity is

"Authenticity is everything, from the strategy to the locations"

everything, from the strategy to the locations to the historical events. In fact, probably the only unauthentic thing is the big red discs hovering over the enemies' heads displaying how much they're being suppressed, which slightly detracts from the sense of immersion.

As for the story, you're again with the 101st Airborne Division, post D-Day, embarking on Operation Market Garden. This essentially involves ploughing through Europe, opening the titular Hell's Highway, getting to Berlin and as one of the soldiers puts it, "Punching Hitler on the nose and getting home for Christmas." As such, the scenery is an impressive mixture of lush green fields, windmills, Nazi-riddled farmhouses and burnt-out streets. The environments are all highly destructible as well, so hiding behind a wooden fence isn't a particularly long-term solution.

It all looks extremely impressive and there's a definite sense that Hell's Highway is a big glossy production, from the title sequence to the flashbacks, to the cutscenes, with even Spielberg collaborator Captain Dale Dye chipping in with some voice acting. The characters themselves look pretty lifelike, and the idea is that you're supposed to care about them deeply, as the whole Brothers in Arms shtick suggests.

GORE VITAL

If you want blood, you've got it…



Legless | **Kaboom!** | **Up close**

Legless

They say the first casualty of war it truth. Well, that may be the truth, but try telling that to this poor sod, as he's looking for his legs.



Consider yourself flanked, Herr!



The action heats up.

> Brothers in Arms cont.

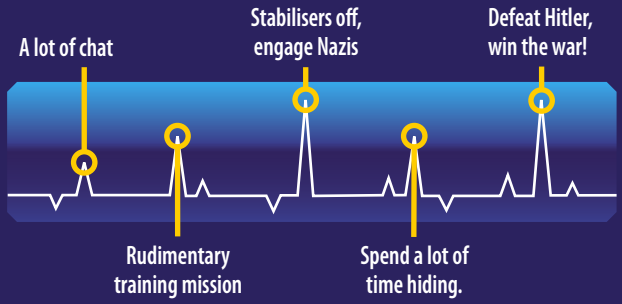
Ultimately, what you really care about is staying alive and getting through the current mission, with a strong emphasis on narrative. While arranging your squads tactically can be somewhat irksome, when a plan comes together it is mildly gratifying, leaving you surveying the scene like some bedroom Montgomery. However, a lot of the time it's a case of trial and error, and the Nazis have an annoying habit of self-preservation that takes a lot of flanking to overcome.

World War II may have been done to death, and while it requires a degree of thought and manual dexterity, the squad-based action does provide a refreshing change from the traditional one-man army approach of more orthodox first-person shooters. If the goal was to recreate some of the panic of conflict, then it has been achieved, as skulking behind a wall in the middle of the Dutch countryside with half the armoury of the Nazi military flying overhead is a seat-of-the-pants experience.

The source material is also treated respectfully, with a strong historical bent, and allied to the stirring music, the overall feeling is that of an epic war movie. Or indeed an epic war game.

Steve Hill

PULSOMETER *Signs of life*



"If the goal was to recreate some of the panic of conflict, then it has been achieved"

PCGZine Verdict

The series returns with another authentic slice of squad-based WWII action.

- Superb visuals
- Highly authentic
- Irksome

84%

WIN! BROTHERS IN ARMS HELL'S HIGHWAY

10 copies of this awesome WWII soldier sim up for grabs...

To celebrate the release of the stunning Brothers in Arms: Hell's Highway, Ubisoft has generously sent us 10 copies of the game to give away. As you'll read in our review this issue, Hell's Highway pushes forward the boundaries of shooter realism once again, and manages to forge its own offensive in the crowded WWII theatre. It's virtually your duty to serve with this awesome game, so why not do so for free by winning one of these copies?

To be in with a chance of winning one of these 10 game prizes, simply answer the question opposite...





Competition closes 23rd October 2008. See website for full T&Cs.



Space Siege

Hacking and slashing – this time, in space

Publisher: Sega
Developer: Gas Powered Games
Heritage: Dungeon Siege, Supreme Commander
Link: www.spacesiege.com
OUT NOW

System Requirements: 2.6GHz processor, 512MB RAM, 128MB video RAM or greater, with DirectX 9 Vertex Shader/Pixel Shader 2.0 support (Nvidia 6800/ATI 9800 or better)

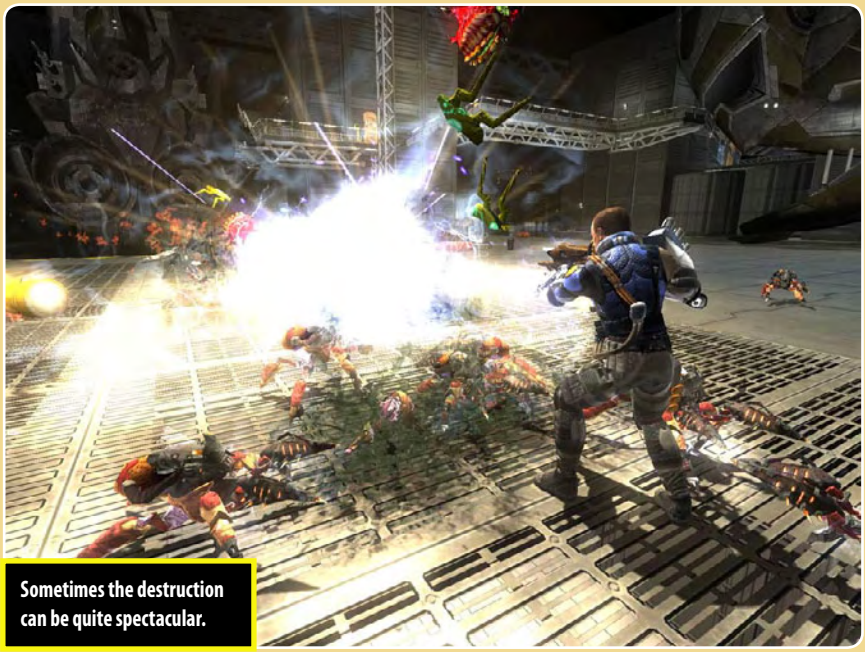
As far as originality goes, it's fair to say Space Siege isn't exactly leading the pack. With a distinctly generic setting, a by the numbers storyline and a less than inspirational name, Space Siege is something of a generic sci-fi opus.

Stepping into the shoes of Seth Walker, a lonely combat engineer, you enter the game as the Earth gets attacked by aliens (no surprise there), who want to hunt down and destroy every last human. On board the Armstrong – the last remaining colony ship that escapes the Earth – it's up to you to protect what remains of the human race, by any means necessary.

"The constant grind of killing monsters is actually surprisingly enjoyable"

In case you haven't already guessed, Space Siege is certainly no Mass Effect. With a distinct lack of storytelling prowess, and a generic sci-fi setting, the only real similarity between the two games is the ability to shoot aliens and level up.

What Space Siege does have working in its favour, however, is some incredibly addictive, Diablo-style hack-and-slash gameplay, that almost makes up for its lack of a storyline. Taking the best parts of Dungeon Siege and almost tweaking it to perfection, the constant grind of killing monsters in exchange for new parts and XP is actually surprisingly enjoyable, as you watch your character slowly build and gain a selection of new weaponry. >


Sometimes the destruction can be quite spectacular.




This is your character. Cool, isn't he?

SPACED OUT

How to reach for the stars, Earthling



Multiplay | **Modify** | **Robot buddy**

Multiplay

One of the things Space Siege does well is its four-player online co-op. There's a separate multiplayer campaign to slog through, and an adjustable difficulty level to suit your (or your partner's) skills.



> Space Siege continued

The interface has been nicely polished, with a whole host of easy-access buttons for speeding up the more menial of RPG tasks – even looting your opponents has been reduced to a single button press, as you automatically suck up all the loot that's in range. It's the little tweaks that make Space Siege so addictive, and the expertly staggered rewards encourage you to keep playing just to reach the next landmark.



"The little tweaks make Space Siege addictive"

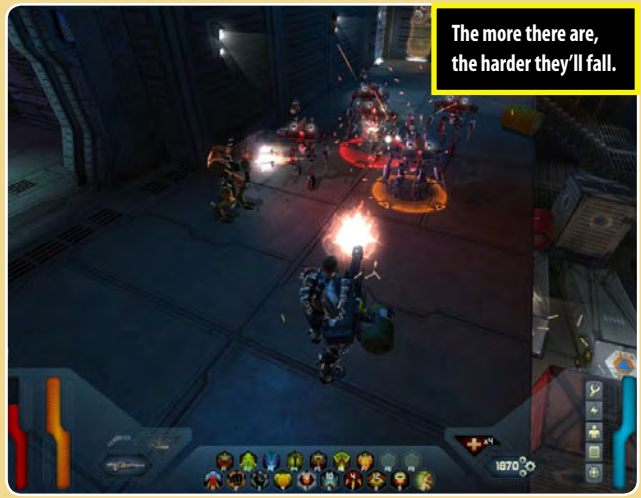
However, possibly the most disappointing thing about Space Siege is just how linear it all feels. It isn't so much an RPG as a straight out hack-and-slash adventure, where you just move from level to level, killing things as you go. This wouldn't be so much of a problem either, until you realise balancing the two genres was something Dungeon Siege did so well. Here, the RPG facet's really lost out to the hack-and-slash, and with it, Space Siege has lost half of its appeal. A good story and an interesting set of locales were what kept us playing Dungeon Siege. Space Siege has been forced to stand up on its gameplay alone.

If you're looking for a hack-and-slasher that requires minimal brain activity for maximum reward (in the form of some impressive physics and pretty graphics), then Space Siege could be right up your street. It may not be a great alternative to Mass Effect, but it does have moments when it impresses.

Ian Morris


Beam weapons look extremely cool.


There are loads of different ways to customise your character.


The more there are, the harder they'll fall.

PCGZine Verdict

The story is lacking, but the hack-and-slash action is surprisingly addictive.

- Great gameplay
- Impressive physics
- No story

64%



Crysis Warhead

Bigger, stronger, smarter and… faster?

Publisher: EA
Developer: Crytek
Heritage: Crysis, Far Cry
Link: www.crysis warhead.com
OUT NOW

System Requirements: XP 2.8GHz, Vista 3.2Ghz CPU, 1GB RAM, GeForce 6800 GT, Radeon 9800 Pro graphics card and 14GB hard drive space

PCGZine GOLD

With its release in 2007, Crysis turned the hardcore PC community into a gaggle of drooling teenagers. With its stunningly gorgeous graphics engine, incredible physics and involving gameplay, Crysis was a mega hit – at least, for the people who could run it. The problem was, with graphics of such an incredibly high quality, only a very limited number of people had PCs that could enjoy it at its full potential.

So when EA announced (as EA tend to do) that Crysis would be getting a yearly update, in the form of stand-alone expansion pack Crysis Warhead, we were waiting with baited breath. It was hard to believe that less than a year after it originally launched, we could be treated to a game that lived up to the Crysis name. But almost unbelievably, we have.

Enter Crysis Warhead – a sleek, streamlined, and altogether more accessible version of Crysis, that's about as close to the perfect shooter as we're likely to get this year. Moulding physics, gameplay and graphics to near perfection, Crysis Warhead is a non-stop power trip from start to finish.


The physics work in many ways. You should see how realistically this jeep bounces.



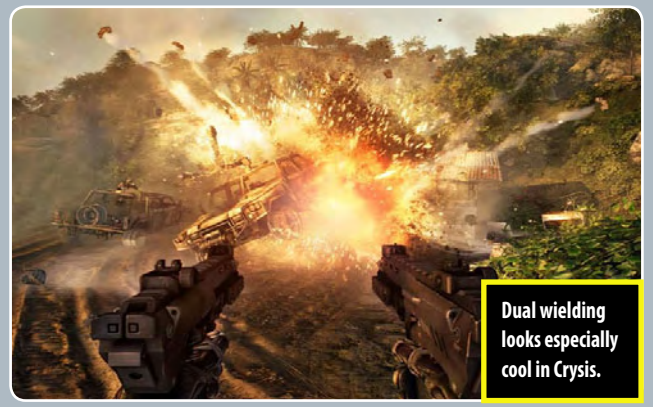
"As close to the perfect shooter as we're likely to see this year"

Firstly, and probably most importantly for a lot of people, Warhead's engine is a lot more refined. Adding a lot of features that used to be Direct X 10 only (suck on that, Windows Vista. Hah!), and massaging a few more frames out in the process, you can expect a good 5-10 extra frames per second on top of the performance you got in Crysis, and a much better-looking game.

On our modest rig (Athlon 64 X2 4000+, 2GB RAM, GeForce 8800 GTS), we were managing an average of a perfectly playable 23 FPS, dipping as low as 12, but as high as 45. This was with everything set to 'gamer', bar post-processing, and shaders, which were at their highest.

But enough about the graphics, as the gameplay in Warhead does more than enough to talk on its own. With some impressive enemy AI, and surprisingly freeform gameplay,

>


Dual wielding looks especially cool in Crysis.


How a rocket launcher functions correctly in such freezing temperatures, we don't know.


Did we mention that dual guns were cool? Oh.

> Crysis Warhead continued

Warhead offers you a level of freedom that's often missing from other shooters. The secondary objectives offer you incentives to go off the beaten track, and when you do, you'll often find new ways of approaching key installations, or simply get a better view of the area. The fact you can go and explore pretty much anywhere on the island whenever you want (or at least, it feels that way) makes Warhead an incredibly liberating experience, especially when a firefight breaks out.

There's really nothing like shooting out a stick that's holding up a building, and watching the whole thing collapse, trapping your enemies inside, but the physics like this really play an important part in Crysis. Whether you are demolishing buildings or setting off a brilliant chain reaction of explosions, the main thing is that it's fun, and the adrenaline rarely stops flowing.

A tour de force of the CryEngine 2.0, Warhead is an incredible accomplishment. Efficient, exhilarating and impressive in equal amounts, you should really give this a try.

Ian Morris


Icy environments play a big part in Warhead again.


Ah, mean and moody, then…


This would be a good time to start backpedalling.


Scratch one enemy hideout.

PCGZine Verdict

An update to a classic shooter than actually betters the original.

- Faster and smoother
- More intelligent
- Total freedom

90%



Spore

PCGZine GOLD

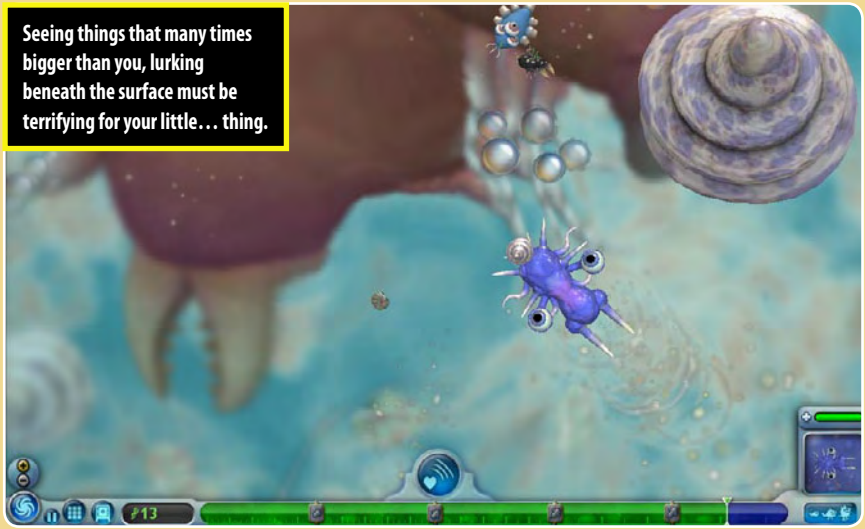
Evolution. It's a funny old business

Publisher: EA
Developer: Maxis
Heritage: The Sims, Sim Ant Farm, Sim City
Link: www.spore.com
OUT NOW

System Requirements: 2.0GHz Processor CPU, 512MB RAM, 128MB w/P.S 2.0 graphics card



The sheer amount of possibilities for your creature is mind boggling – you'll never find an identical beast.



Seeing things that many times bigger than you, lurking beneath the surface must be terrifying for your little… thing.



When you meet wild animals, you can choose to impress them, or attack them. Impressing them rewards you with a bigger brain.

With a development period lasting almost four years, Will Wright knows evolution takes its time. Luckily for us, it seems his patience has paid off, as Spore is as close to a perfectly formed God game as you're likely to get.

Taking the personality of the Sims, the tribal intricacies of Populous and the civilisation management of Sim City, Spore is quite simply one of the most ambitious games of all time. Starting out life as a tiny little organism, it's up to you to guide your creature around the ocean, gobbling up all you see, in a quest to gain more DNA and kickstart your evolution.

While the initial similarity with flOw may be a bit disappointing, when you get up on land, things start to get a lot more interesting, as it's here the game really comes into its own. As you progress through the various stages of your species' evolution (creature, tribe, civilisation and space follow), you'll find yourself constantly tweaking the design of your beastie, as you're presented with new and ever more intricate challenges. What's brilliant is that, almost subconsciously, the game is causing you to make your creature evolve – something you only realise when you look back at how far it's come.

What's even better is the way your creature reacts as you adjust it in the editor. Add a leg, and you'll see it take its first steps; slap on a mouth and it'll whinny with delight. Whatever you do, your creature reacts in an entirely believable manner, adding enough charm to proceedings to get your children hooked, while raising a smile on the more mature among us, too.

As an educational tool, Spore should find its way into classrooms nationwide, but as a game, it's an incredible experience from start to finish. This is one of those games where 'experience' doesn't actually sound pretentious, as, like Viva Pinata, you become attached to your creature, and everyone will have a different story to tell. From Sim Ant Farm to 'Sim Everything', as Spore should really be known, the God game's evolution has come full circle. Buy it, now.

Ian Morris

WE BUILT THIS CITY...

In Spore there's a game for everyone…

If you were worried about the 'traditional' gameplay value of Spore then don't, as there's something for everyone here. Each of the five modes offers a completely different gameplay experience, from RTS to city building, as the focus slowly shifts from individual creatures to an entire economy. Seeing your little bug-eyed monster going from being frog spawn to a global conqueror is a fantastically rewarding experience, and one you shouldn't miss out on.

PCGZine Verdict

A stunning piece of software and an experience that's really not to be missed.

- Evolution
- Great creatures
- Deep, deep gameplay

94%



Publisher: Deep Silver
Developer: GSC Game World
Heritage: S.T.A.L.K.E.R, Cossacks
Link: www.stalker-game.com
OUT NOW

System Requirements: Windows XP/Windows 2000, P4 2.0Ghz, 512MB RAM, 128MB DirectX 8.0 compatible card/ nVIDIA GeForce 5700/ATI Radeon 9600

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

Fade away and radiate…

The original S.T.A.L.K.E.R was seemingly beset by problems from day one, finally appearing after about six years in development hell. Clear Sky returns as some kind of hybrid standalone expansion-cum-prequel, however, the development team do themselves no favours here, taking a wilfully obscure approach that may be enough to deter even committed stalkers.

As previously, it's a first-person shooter RPG affair, and you're lost in the radioactive wastelands around Chernobyl, where all kinds of unnatural phenomena are occurring – the more extreme of which you improbably survive. As before, the chemically damaged Zone is littered with so-called anomalies, which you obviously identify by throwing bolts at them. These anomalies sporadically offer up mythical artefacts that can be used to massively enhance your powers. It's a



"The chemically damaged Zone is littered with so-called anomalies, which you obviously identify by throwing bolts at them"

crucial part of the game, but to be honest, if you're not paying attention or don't read the manual, it's an area that can easily pass you by. It's indicative of the game's ethos as a whole, as it doesn't so much lead you gently by the hand as throw you up shit creek without a canoe.

Trial and error is key, as you find yourself wandering aimlessly round the swamplands, suffering arbitrary deaths through no apparent fault of your own. You pick up missions from other stalkers, although many of the early 'quests' are as banal as delivering a leather jacket from one part of the swamp to another, and you almost hope for a mutant animal to attack you just for something to do. Eventually the game takes some kind of shape, and you even find yourself allying with one of the factions in an ongoing conflict. When the action does kick in, it's highly explosive, but the game often feels like being trapped in a recurring dream, and you rarely seem to be

>



NIGHT AND DAY

Playing the game from dusk till dawn



Clear sky | **Sundown** | **Pitch black**

Clear sky

The sun is up, burning off the cloud and exposing the post-apocalyptic radioactive landscape in all its majestic beauty. Who said global warming was a bad thing?

>S.T.A.L.K.E.R continued

making progress, as buying sufficient armour and weaponry to enter more dangerous areas is a painstaking business. Which makes it all the more infuriating for you to play through when a gang of bandits casually relieves you of every penny you own.

On the plus side, the scenery looks terrific, and the atmosphere can be genuinely unnerving, with an edgy paranoia brought on by the hours of bleak solitude. However, for every innovation there's a step backwards, with the experience stymied by frustrating inaccessibility, not to mention some truly appalling bugs, such as having to constantly replay the same mission.

The multiplayer is competent enough – in a pseudo-Counterstrike fashion – but the core single-player experience is simply too fractured to wholly recommend, hampered further by reams of text, an impenetrable storyline and unnecessary difficulty. Self-appointed hardcore players will probably consider this a bonus, but while we're all for a challenge, Clear Sky simply doesn't play fair, and is ultimately as frustrating as it is bewildering. One day they might get this game right, but until then this is for devoted stalkers only.

Steve Hill

"On the plus side, the scenery looks terrific, and the atmosphere can be genuinely unnerving"


Come on lad, Glastonbury is over.


Stay alert...


This is no time to sleep.


Shoot to kill!


Just look at the graphics...

PCGZine Verdict

Some innovative ideas hampered by impenetrable implementation.

- Stunning graphics
- Unfairly difficult
- Impentetrable

74%



Civilization IV: Colonization

PCG Zine GOLD

I came, I saw, I conquered

Publisher: 2K Games
Developer: Firaxis
Heritage: Civilization
Link: www.firaxis.com/games/game_detail.php?gameid=21
OUT NOW

System Requirements:
1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent, 256 MB RAM, DirectX 9.0c-compatible 64 MB video card with Hardware T&L support

If you've had your ear pressed to the ground over the past few months, you may have heard about just how damn good a game Civilisation IV is. Not so much a complete reinvention of the series, as a fantastic overhaul of the interface graphics and strategy engine, Civilisation IV took the basic Civ formula, and made everything more intuitive, detailed, and a damn sight prettier along the way.

Civilisation IV: Colonization is actually a cunning remake of the 1994 game, Colonization, but with all the extra bells and whistles that Civ IV added to the series. Putting you in the shoes of one of four factions, you can set out to explore the 'New World', reaping the rewards that come with it.



Careful. You don't want to anger the natives.

Upon choosing your historical leader, you can set off on your voyage to the New World, ordering your colonists to construct their village on whatever land you find, while being sure not to build it too close to the native Americans (or anyone else that got there before you). After that, it's up to you to start constructing the foundations of a whole new civilisation, with all the city building, negotiations, and micro-management that comes along with it.

Keeping your colonies balanced, and constructing new ones is a tricky business. Add too many colonists, and your colony might starve. To make things a bit more interesting, you can actually change what your colonists do inside your village. If you run low on food, you can set them to harvest grain. If you're constructing new buildings, set them to produce tools to aid the construction. If micro-management is your thing, you'll love Colonization, as there's tons of stuff to be getting on >



CIVILIZED BEHAVIOUR

Your brief guide to world domination



Specialise | **Perfect introduction** | **Royally stuffed**

Specialise

Each one of your colonists can specialise in a certain discipline, often resulting in huge bonuses to their performance, whether it's harvesting more grain, or being able to withstand more damage.



> Civilization IV cont.

with, and there are plenty of things that need tweaking on each turn.

What you set your colonists to do will actually make a huge difference to how well your colony grows. Attracting immigrants from back home should be a prime concern for your burgeoning colony, as when your city grows in size and stature, you'll start to attract skilled labour from back home. The easiest way to do this is to set one of your colonists to work in the church. Of course, this is another classic catch 22, as if you don't have enough colonists ploughing the fields for you, your colony will just starve to death. And then there's no point attracting immigrants in the first place.

Another huge part of a Civilisation game, diplomacy makes its return here, and plays an important part in proceedings, as often you'll be forced to negotiate with native Americans who aren't too happy about you setting up shop on their land. The other colonists will also try and set up trading agreements with you, to which you can be as accommodating or as arsey as you want. Sticking two fingers up at the French will never get dull.

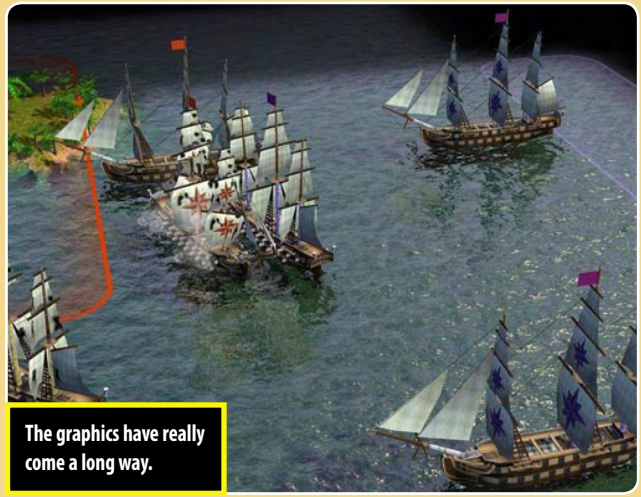
But once you've got going in Colonization, it'll be incredibly hard to pull yourself away. This is one of those games you've got to invest a fair amount of time in to get yourself going, but once you've got started, you'll never, ever stop. Give it a try.

Ian Morris





Efficient distribution of your city's settlers is paramount to their growth.



The graphics have really come a long way.



As your city grows, it'll start to sprawl out.

PCGZine Verdict

Veni, Vidi, Vici.

- Accessible
- Addictive
- Strategic

91%

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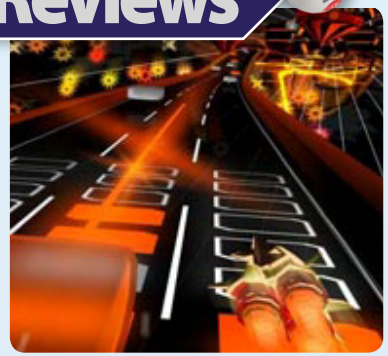
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Audiosurf

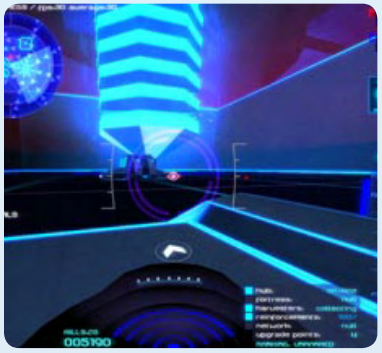
Publisher: Steam
Developer: BestGameEver
Price: $9.99 (£5.99)

PCGZine GOLD

Audiosurf is one of those games that's so simple in design, yet so utterly addictive to play that you just can't tear yourself away from it. The game works by taking music you choose, and turning it into a visual track, which is populated by coloured blocks that drop in time with your music. By catching these blocks, and arranging them into groups of three or more, you score points – and once you've got started, you really won't put it down. Try the demo for yourself, and get those five pounds ready.

- Incredibly addictive
- Very clever
- Very cheap

Rock to the rhythm **90%**



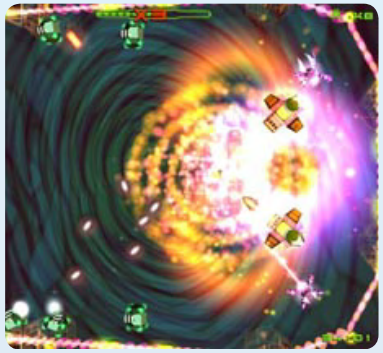
Tank Universal

Publisher: Meridian4
Developer: Dialogue Design
Price: $9.99 (£5.99)

Taking its cues from Battlezone, and, to a slightly lesser extent, Tron (mostly for the visual style), Tank Universal is basically an updated version of the arcade classic from the 80s, with some pretty visuals and impressive gameplay on offer to complete the package. With over 20 levels on offer, a fully upgradable tank and the all-important unlockable Steam achievements, the only disappointment here is a lack of multiplayer. Shame.

- Good gameplay
- Tron-style graphics
- No multiplayer

Tanks for the memories **80%**



Mutant Storm

Publisher: PomPomGames.com
Developer: PomPomGames
Price: $9.95 (£5.90)

If you've got an Xbox 360 then you'll no doubt be familiar with Mutant Storm. A fast paced, dual-analogue shooter, the game's been one of the most popular games on the Xbox Live Arcade service, and surprisingly the port works incredibly well on the PC. Making the switch from dual analogue controls to mouse and keyboard with great effect, the added precision the mouse offers really does add an extra level of control to the game – something that's sure to be of some use in the insane later levels.

- Great visuals
- Nostalgic stuff
- Disappointing gameplay

Frantic **75%**



Rescue the Beagles

Publisher: 16x16.org
Developer: 16x16
Price: Free!

Now, this game is definitely a bit of a weird one. The obligatory freeware game in this month's round-up, Rescue the Beagles is a charming 8-bit style platformer, which sees you parachuting into a warzone to, well, rescue beagles. There's a surprising amount of depth here for something that takes place in two dimensions, and trying to beat your high score of "beagles saved" will keep you going for some time. It's an odd one to be sure, but it's also loads of fun, too.

- It has dogs
- Great gameplay
- Charming visuals

Woof woof! **82%**



TECNO – The Base

Publisher: www.tecno-base.com
Developer: GURUY Entertainment
Price: $15.99 (£9.00)

TECNO – the Base (a strange name for an independent first-person shooter if we ever heard one) seems to be aiming for the same sort of indy stylings as the Penumbra, but fails by offering neither the professional stylings, nor in-depth story of the others. What remains is something's that's solid, yet ends up feeling far too amateur throughout for us to consider recommending you spend £9 on it – which is a bit too much to be asking in the first place.

- Ambitious
- But perhaps overly so
- Low production values

Dated **55%**

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

NOT VERY CLEAR

In a fit of madness I over-excitedly bought S.T.A.L.K.E.R Clear Sky and I'm now regretting it as I'm suffering slow framerates and terrible lighting problems. Is there anything I can do?

> *We understand GSC have a number of patches already in the works, so look out for those and we'd hope that NVIDIA and ATI driver releases will help performance. So stay updated. As with the previous S.T.A.L.K.E.R game it's not designed to work with AA at all, so make sure this is turned off and isn't forced by your driver. As for your lighting problem, we've been told the following console commands should cure it. Press the ~ key and type these in:*

r2_sun_depth_near_bias .00001
r2_sun_depth_near_scale 1



S.T.A.L.K.E.R is back and as bugged as ever.

THAT'S SHOCKING

I am having problems with System Shock 2. Whenever it tries to play a video file cutscene it crashes. When I try to register Lgvid.ax then I get the error message "LoadLibrary(lgvid.ax)failed – The specified module could not be found". Can you help fix this?

> *System Shock 2 is a great game and there's a fantastic website over at www.ttlg.com that has all sorts of resources for this and the Thief series. The advice there is that the video codec is incorrect or corrupt. If you have the original CD, try reinstalling it by running the IV5PLAY.exe found on there. Or else attempt to re-register the file by pressing the Windows + R key, type REGSVR32 "c:\path\to\ss2\LGVID.AX" and click OK. Hopefully this should cure the problem.*

"In a fit of madness I over-excitedly bought S.T.A.L.K.E.R Clear Sky"

AGP was good enough back in 1999, why not now?



SHOCKED AGAIN

I'm running Bioshock on a Windows Vista PC with an NVIDIA GeForce 8800GTX. It had been running fine up until I get to the point where it has to load Fort Frolic and then it just crashes. Have you come across this or have any ideas for me to try?

> *Two things to try here: we'd strongly suggest you get an updated driver – we've read that most people say an NVIDIA driver newer than version 163 will solve the problem. Alternatively, open the Graphics Options and turn off the High Detail Shaders.*

IGNORED PAD

I bought a cheap PS2-style gamepad a while back and I've just noticed an odd problem with it. It works fine on my PC with Windows Vista but whenever I play PES 2008, after a while the PC goes into standby mode. This doesn't happen in other games. Is there anything I can do?

> *PES 2008 clearly isn't letting Windows know that the gamepad is indeed being used. Either this is a problem with PES 2008 or it's a problem with the gamepad's*



You should definitely opt for a better-known gaming pad.

Tech Support

> *drivers, but if it's a cheap one as you describe, we'd imagine it'd use the default Direct Input settings. Either way, the only real option is to open the Power Options Control Panel and clear the System Standby settings, so it will never sleep again! That should sort it out.*

LOCAL EMPIRE

I'm trying to play Age of Empires III on my two Vista computers over my home LAN. Both are connected through my 4-port ADSL modem and I don't necessarily want Internet play. Also one is running War Chiefs and the other Asian Dynasties, if that matters. Can you please tell me if there's something obvious that I'm doing wrong? Thanks.

> *AoE was never designed to be played over a LAN but via its Internet service ESO and each copy comes with a free ESO account connected to the CD key, despite having a LAN option. However a program from www.hamachi.cc will enable you to create a direct IP connection over your LAN. Then Google the file AGE3vpn.rar and extract this into your AoE folder. Use this whenever you want to play AoE over your local network.*

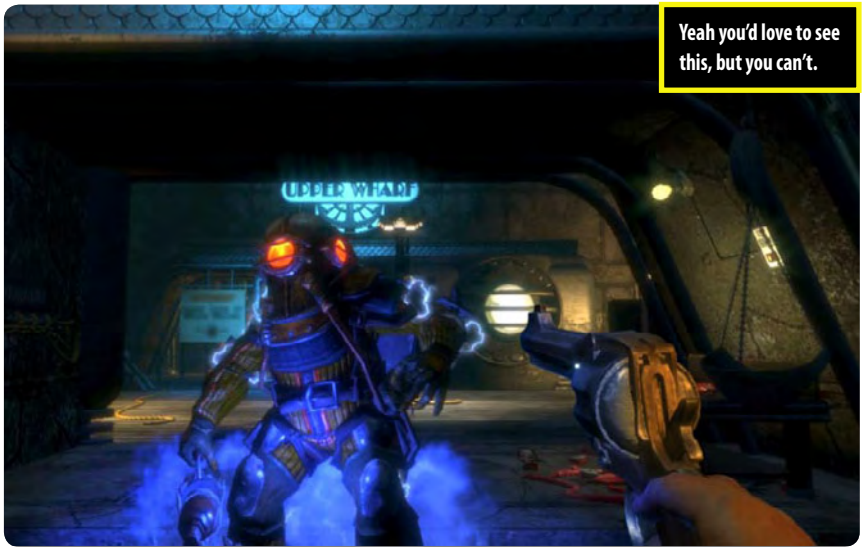


Relive those brave imperial days, fending off local tribes wielding sharp mangos.

THE AGP QUESTION

I've got a Windows XP PC with an Asus K8V SE mobo with an AGP slot, and I currently have a NVIDIA GeForce FX 5200 graphics card. I've upgraded to 2GB of memory but that's made little difference to gaming framerates , but I don't know what card to choose.

> *The FX 5200 was new about five years ago and even then wasn't particularly stunning, so anything you buy now will be a huge step up and make a big difference, as long as your processor isn't too weak. For £40 there's the ATI X1650 Pro, but if you can afford it we'd strongly recommend the ATI HD 3850 Pro for around £80, which is excellent value for money.*



Yeah you'd love to see this, but you can't.

SOUND OF SILENCE

I've been reinstalling my gaming system and everything is back up and running pretty well so far, except for the computer's audio, which seems to be listed as a multimedia audio controller. I don't have the original discs any more but have no idea where I can get them from. This is an eMachine t2240 and I know the onboard sound is from Intel but can't figure out what model of sound card or motherboard this is. What do you think?

> *Sound drivers can be a real pain to track down, particularly onboard ones. The usual advice is to first try your PC manufacturer's support site or phone line for advice, otherwise check the motherboard or PC manual for model information. This should enable you to track down the correct driver for the correct onboard sound. In this case head to www.emachines.com/support, or as we're kind (no, really, we're lovely. Honest) use this address to take you exactly where you need to be http://tinyurl.com/55ht42. That should do the trick.*

"Sound drivers can be a real pain to train down, particularly onboard ones"

GOT A PROBLEM?

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

Click here now!

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DIABLO III

EXCLUSIVE PREVIEW AND INTERVIEW



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