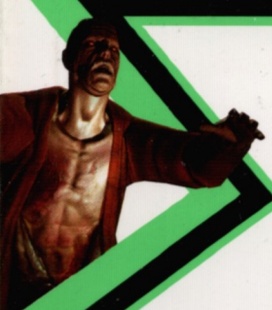
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ISSUE ELEVEN

XBM

XBOX

EXCLUSIVE!

HALO 2

The game that you've been waiting for...

REVIEWED!

TUROK EVOLUTION

Why Acclaim's latest shooter is a FPS fossil!

THE THING

Will this horror film make the perfect survival horror?

PREVIEWED!

COLIN McRAE 3

Rally start! McRae under starter's orders for Xbox!





OVER 100 XBOX GAMES INSIDE

SHOCK NEWS!

DOOM

IS COMING TO XBOX!

REVEALED!



PROJECT GOTHAM2

The sequel to the best racer on Xbox exposed!



NINJA GAIDEN

What the Dead Or Alive team did next...



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HITMAN 2 SILENT ASSASSIN

Is the latest stealth shooter a sure-fire hit?

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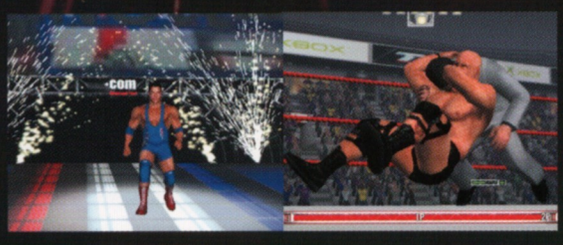
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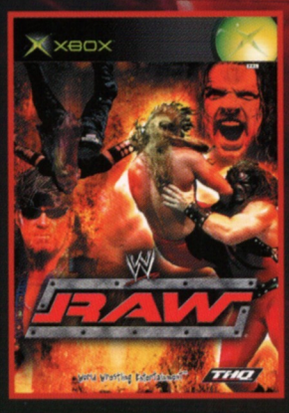
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XBM ISSUE 11



Who will buy?

£160. That's all it costs to own the best games console in the world. Wow! Xbox (god bless her) is now in impulse buy territory. And it should mean that it will sell by the shedload. In Dixons at the weekend? Fancy the look of *Halo*? Go on, stick it on your credit card, and the job's a good 'un. One satisfied gamer. But it's not going to be that simple. There's still one more hurdle you have to get over – the attitude of the staff. We've had numerous reports of electronics stores trying to persuade people trying to buy an Xbox to go for PS2... What's this all about? Could it be that the PS2 is a genuinely better console? Could it be that the staff are on more commission for selling PS2s? Or could it possibly be that Sony is up to some underhanded tricks of the trade? We couldn't possibly comment. Without evidence to substantiate our theories, of course. What is certain is this price cut is just the beginning of Microsoft's battle against Sony. First, it has to persuade people that Xbox is better than PS2 (of course it is) , second, it has to get the stores on its side... Then, and only then, will the Xbox have a chance against the all dominating, all powerful PlayStation2.

NICK JONES
EDITOR







COLIN McRAE RALLY 3

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UP FRONT: Screeching to top of the rankings is the latest *McRae* offering...



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DOOM III

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MGS2 SUBSTANCE

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NEWS: Solid Snake is on his way to Xbox – new screens and info exclusively in XBM.



HALO 2

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PREVIEW: The game we've all been waiting for? Damn right. Find out all there is to know about Bungie's sequel.



HITMAN 2

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REVIEW: This month's big review is all about stealth, cunning and cold-blooded murder.

XBM

THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

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THE GREATEST GAME EVER MADE JUST GOT BETTER!

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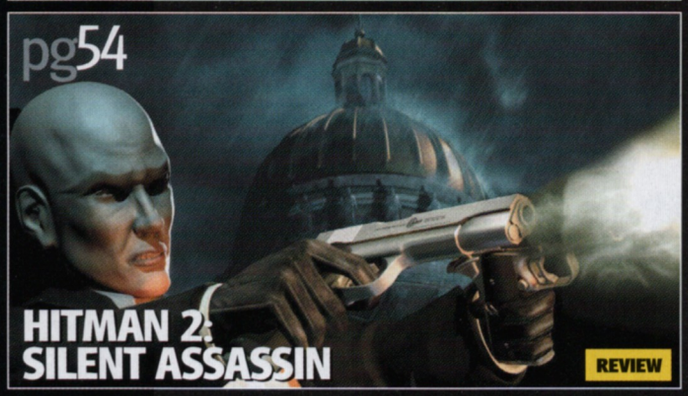
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DOOM III

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- PREVIEW
- REVIEW
- FEATURE
- SOLUTION

UP FRONT

COLIN McRAE RALLY 3

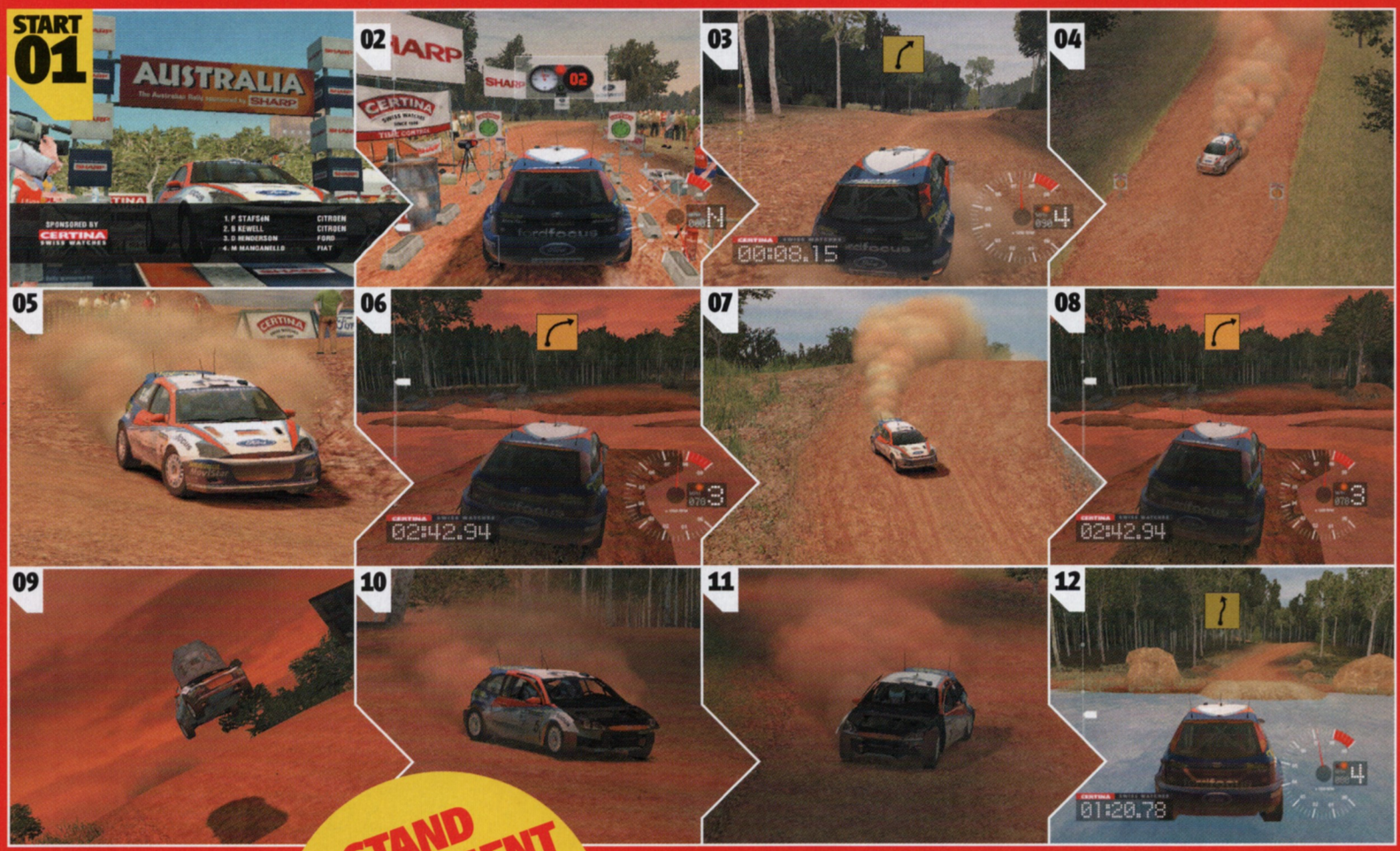


Words: Nick Jones

THE DADDY OF RALLY GAMES IS BACK. BUT CAN COLIN MCRAE KEEP PACE WITH A NEW GENERATION OF YOUNG PRETENDERS?

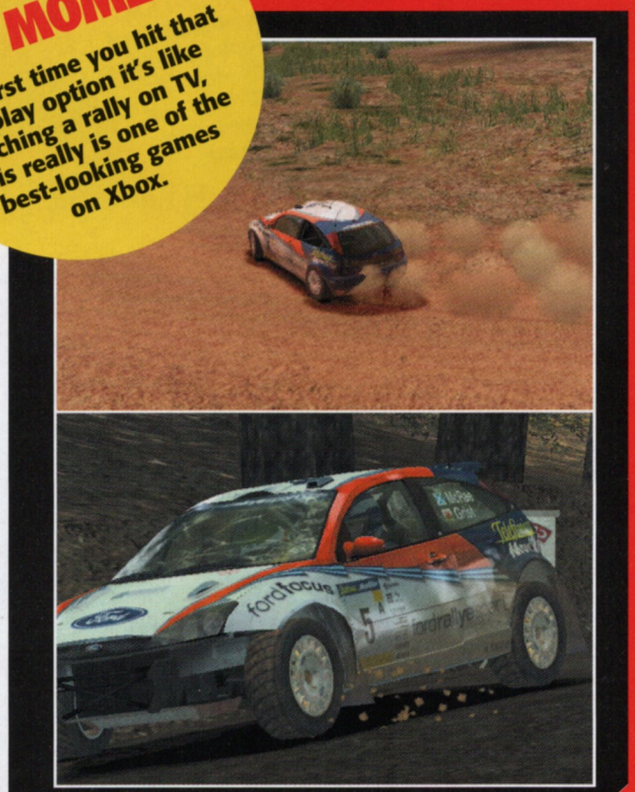
MOVING PICTURES

From start to finish, each stage is true test of your driving ability. Each rally has a different surface and many of these change throughout the stage. Hard? You don't know the



STAND OUT MOMENT

The first time you hit that replay option it's like watching a rally on TV, This really is one of the best-looking games on Xbox.



Where next for the rally game? After the technical brilliance of games like *Gran Turismo*, the detail and depth of F1 games and the playability of *Colin McRae Rally 2.0* where could the genre possibly go? The answer is simple really – *Colin McRae Rally 3* aims to bring you the experience of what it's like to be a professional rally driver. And from what we've seen of this game so far that's exactly what it achieves.

Not content with simply updating the graphics of the phenomenally successful *Colin McRae* games, Codemasters has taken it a whole stage further. The extra power of the Xbox has enabled them to do several things. Firstly, damage is now a major factor in the game, as it is in real rally racing. Your car's bodywork buckles and dents with each and every prang, windows crack and smash, and bonnets fly off. You can ▶

XBM INFO

Codemasters was formed in 1986 as a budget label for home computers. Their games sold for £1.99!

IT'S LIKE...

PROJECT GOTHAM



...MEETS...

RALLISPORT



1 DANGEROUS DRIVING

☒ Every rally is unique with different surfaces for you to contend with, not only on every stage but also sometimes during a stage. You'll have to pick your tyres carefully as this massively affects how the car handles on different surfaces.



3 COLIN

☒ Boring name, brilliant driver. And you can see him and co-pilot Nicky Grist actually 'driving' in the car, moving with every bump and judder. Sadly, Colin is the only real rally driver to feature in the game, as Sony owns the WRC license. Boo. Still when he's rendered as well as this who cares?



2 SMASHING!

☒ Almost every part of the car can be damaged to various states of 'disrepair', making this the most realistic-looking rally game ever. Your mechanics will attempt to fix your damage every three stages or so – but if it's too far gone, only a few bits will get mended.



THE CAR'S THE STAR

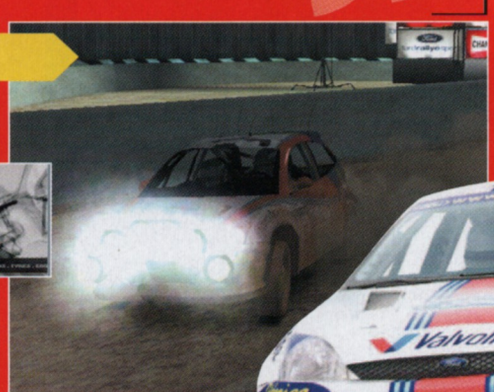
The amount of work that has gone into the cars is phenomenal. Not only do they look just like the real thing right down to the suspension springs and headlights) but they feature amazing real-time damage.

"WHAT REALLY STANDS OUT IS THE STRUCTURE OF THE GAME"

SHAKEDOWN

☒ New to *Colin McRae 3* is the shakedown stage. This enables you to test the set-up of your car and compare the telemetry of different runs. Just like an F1 game.





DESIGNER LABELS

If you've played *Colin McRae 2* on PSone you'll remember the super slick design. Again *Colin McRae 3* doesn't disappoint here with stylish menus and this X-ray view of your car when you're changing the set-up. Now why can't the presentation in all games be this good?



▶ even damage your car to the extent that a wheel comes off. Not only does this feature make for a more realistic rally experience but it's also a neat way of rewarding the good driver and punishing the bad one.

The other major update has come in the shape of the physics and handling of the cars. As you'd expect in this age of ultra realism, technical data from the Ford Rallye Sport team has been used to refine the handling – thankfully though, this is no simulation; Codemasters has still retained that pick-up-and-play quality that the previous game had.

The feature that really stands out is the structure of the game. Unlike previous versions, where you had to finish in the top three to qualify for the next rally, here you continue

XBM INFO

Codemasters' founders had a legal run-in with Nintendo over their NES cheat cartridge. Remarkably, they won.

PUBLISHER HISTORY



DIZZY



MICRO MACHINES



COLIN McRAE RALLY



PRISONER OF WAR

to the next rally regardless of how well you do. This allows for retirements if your car is mashed up and you have to go out early. Just like the real thing. It's set up like this: You have a three-year contract with the Ford Rallye Sport team and in that time you have to win the World Rally Championship. No mean feat, you'll agree. This leads to a brilliant sense of being part of a rally, indeed a team, and not just taking part in separate time trials – a criticism which could easily be levelled at the previous games.

And graphically *Colin McRae* has no equal in the world of rally games. It even manages to put *Project Gotham* and *RalliSport Challenge* in the shade with its car models and courses. McRae's Focus boasts construction from something like ▶

RALLY START

THE UK RALLY IS ONE OF THE TOUGHEST AROUND. LET XBM TAKE YOU THROUGH WHAT IT'S LIKE TO RACE IT IN COLIN MCRAE RALLY 3...


☒ The rally begins on a horse racing track – a few chicanes and hairpins to test you...


☒ Once around the race track and it's off the tarmac and into the woods...


☒ An uneven, muddy road makes life more than just a little bit tricky...


☒ Next it's down through the fields at 100mph on roads usually used only by tractors...


☒ It all gets a bit muddy around these 90-degree bends...


☒ Through narrow gates – the slippery conditions make it very easy for you to smash up your car...


☒ Then all of a sudden you're out on the tarmac again – a dramatic change in the handling...


☒ It's national speed limit all the way as you make your way through the winding country roads...


☒ And finally a jump over a humpback bridge and you've finished! A time of 3 mins 25 secs is pretty decent we think.

SUPER STAGES

One of the big differences playing a rally racing game as opposed to a normal racing game is the different courses and surfaces you race on. *Colin McRae 3* doesn't disappoint. While it doesn't follow the WRC (no license, you see) it does offer a huge variety in courses and conditions.

AUSTRALIA

With much of the racing taking place in the Aussie outback, this rally is a good all-round test of car reliability and driver skill.



FINLAND

Arguably the most beautiful scenery of all the rallies, the Finish rally takes place through forests, over fjords and lakes.



GREECE

Hot, dusty and mountainous, the rally of Greece can be as tough on the car as on the drivers themselves. Rocky, uneven roads will put a lot of strain on your car's suspension.



JAPAN

Taking place during the rainy season can make this rally very dangerous. Thankfully, much of it takes place on tarmac but you'll still have to be a top driver in the wet to succeed here.



SPAIN

As hot and dusty as Greece – however, much of the rally takes place on tarmac. You won't have to worry too much about the innards of you car – just staying on the road at high speeds.



SWEDEN

Probably the most challenging of the rallies as it takes place during the Swedish winter – you'll be driving through snow blizzards, on snow-bound roads and even over frozen lakes.



USA

A rally with fantastic variety – from tarmac and dust, to rain and mud this is another spectacular stage with mountains and lakes.



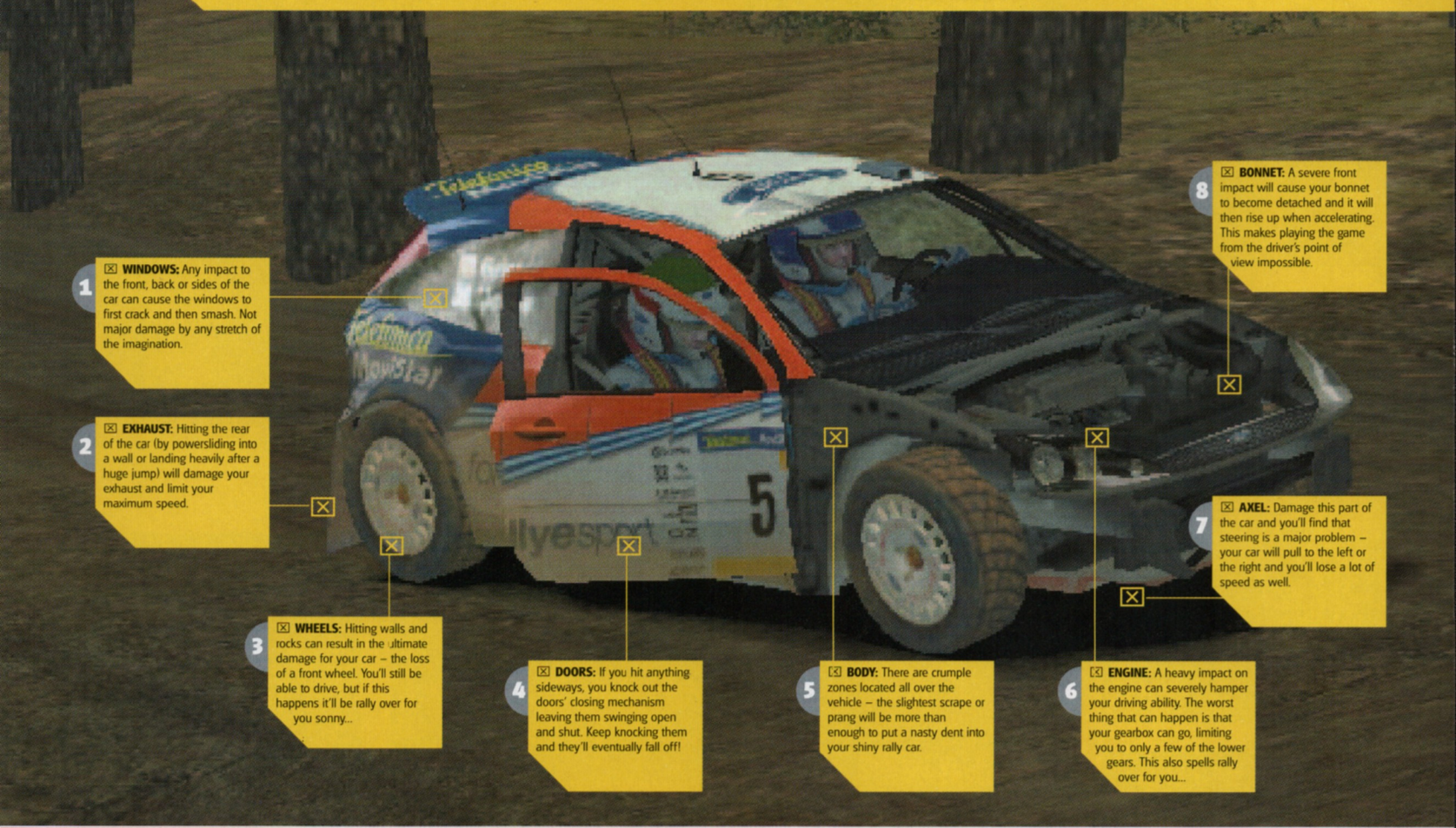
UNITED KINGDOM

Not known for having the best climate in Europe, the UK rally is synonymous with rain, mud and narrow country lanes. Will test even the best driver to the limit.



ANATOMY OF A CAR WRECK

IF YOUR CAR LOOKS LIKE THIS, THEN YOU'RE IN BAD SHAPE... THE MOST IMPRESSIVE THING ABOUT COLIN MCRAE RALLY 3 IS THE REAL-TIME DAMAGE THAT CAN BE DONE TO THE CARS. NOT ONLY DOES THIS WORK ON A SUPERFICIAL LEVEL BUT IT CAN ALSO CHANGE THE HANDLING AND SPEED OF THE CAR!

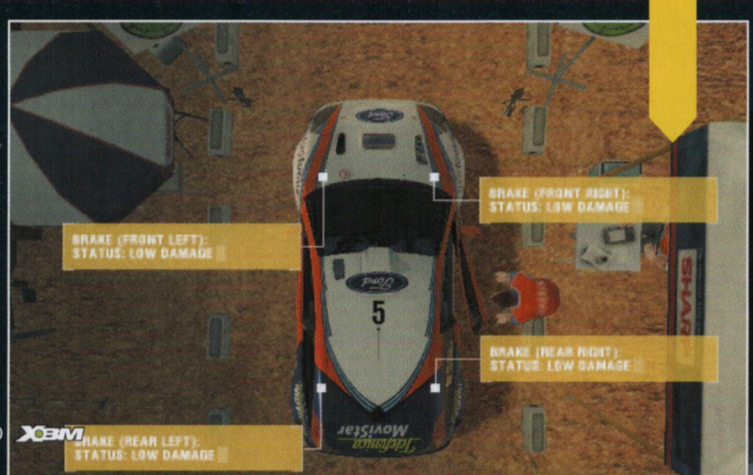


1. **WINDOWS:** Any impact to the front, back or sides of the car can cause the windows to first crack and then smash. Not major damage by any stretch of the imagination.
2. **EXHAUST:** Hitting the rear of the car (by powersliding into a wall or landing heavily after a huge jump) will damage your exhaust and limit your maximum speed.
3. **WHEELS:** Hitting walls and rocks can result in the ultimate damage for your car – the loss of a front wheel. You'll still be able to drive, but if this happens it'll be rally over for you sonny...
4. **DOORS:** If you hit anything sideways, you knock out the doors' closing mechanism leaving them swinging open and shut. Keep knocking them and they'll eventually fall off!
5. **BODY:** There are crumple zones located all over the vehicle – the slightest scrape or prang will be more than enough to put a nasty dent into your shiny rally car.
6. **ENGINE:** A heavy impact on the engine can severely hamper your driving ability. The worst thing that can happen is that your gearbox can go, limiting you to only a few of the lower gears. This also spells rally over for you...
7. **AXEL:** Damage this part of the car and you'll find that steering is a major problem – your car will pull to the left or the right and you'll lose a lot of speed as well.
8. **BONNET:** A severe front impact will cause your bonnet to become detached and it will then rise up when accelerating. This makes playing the game from the driver's point of view impossible.

"GRAPHICALLY COLIN MCRAE RALLY 3 HAS NO EQUAL"

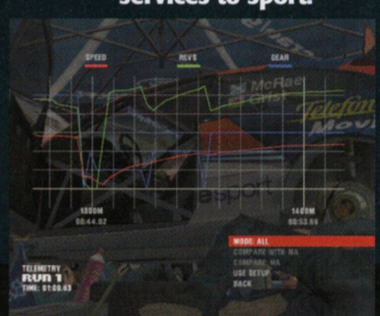
IT'S THE PITS

WELCOME BREAK: Only at service stages can your mechanics fix your car, so you'd better not smash it up too much... Unlike the last *Colin McRae* game, they'll automatically do the work for you so you don't have to allocate the time for them.



XBM INFO

Colin McRae became the first British driver to win the World Rally Championship in 1995 when he won driving the Subaru 555. He was awarded the MBE the same year for his services to sport.



NIGHT DRIVE: Races at night can be the toughest – low visibility means that you'll be driving right on the edge. Just don't smash your headlights or you won't be able to see a thing!



▶ 14,000 polygons – compare this to the PSone's *Colin McRae 2.0*'s 800 and you can imagine the level of detail. But that's not all – even McRae and co-pilot Nicky Grist have been recreated and animated to react to the car's movement. McRae will even change gears, use pedals and the handbrake in time with the car.

It's this level of detail that should make *Colin McRae Rally 3* stand head and shoulders above the rest. And after playing a preview build of the code we, and other driving nuts around the office, are convinced that it will fulfil its immense promise. ■

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You Write the Story

Snatched from prison by the Emperor's decree, you arrive at the port of Seyda Neen with nothing but the name of a contact in Balmora and completely ignorant of the Prophecies of the Incarnate, your mission, and the role you are to play in the Morrowind's history.

"Roleplayers rejoice, your time has finally come to the console world"
- THE ADRENALINE VAULT 5/5

"Morrowind may well have what it takes to convince you that the system truly does have it all"
- GAMESPOT 8.5/10

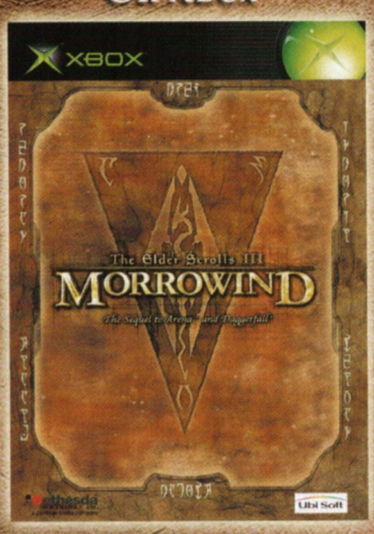
"it borders on a work of art. You have to play it"
- THE ARMCHAIR EMPIRE 10/10

"I don't think I can recommend this game enough"
- XBOX EXCLUSIVE 9.7/10

"Almost infinite replayability"
- GAMES DOMAIN 4.5/5

"the best Xbox game since Halo itself"
- IGN 9.4/10

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GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



One of the main Xbox criticisms this year has been the lack of original games released exclusively. That's all about to change thanks to the likes of *Blinx*, *Splinter Cell*, and *Brute Force* – but what about next year? Will the same criticism still be valid? Well, news of Xbox *Doom 3* this month confirms just one of many superb titles that'll be available exclusively during 2003. We're already excited about *Halo 2* and *Project Gotham 2* – so much so that we'd almost forgotten about *Project Ego*, *BC*, *Deus Ex 2*, *Ninja Gaiden* and *DOA4*! With the console now down to £159.99 and the launch of Xbox Live around the corner, it looks as if it's going to be a very merry Christmas and a happy new year. **KEITH**

XBM NEWS IN 60 SECONDS...

John Carmack officially confirms that *Doom 3* will come to the Xbox next year, as the **first screenshots and details of Xbox *Return To Castle Wolfenstein* are revealed**. Meanwhile at Microsoft's X02 conference, the company confirms that ***Halo 2* and *Project Gotham 2* are in development** and will be released towards he end of 2003. Also this month comes news that ***Dead To Rights* and *Soul Calibur 2* will get released in the UK** thanks to a deal with *FIFA Soccer* publisher EA. And SEGA AM2 has revealed that the **Xbox translation of *Shenmue 2* will include a 90 minute movie** detailing the story so far. Read on for the details...

DOOM III CONFIRMED FOR XBOX!

SCEPTICS SAID IT WOULD NEVER HAPPEN. WE SAID IT WOULD. NOW IT'S OFFICIAL!

At the recent QuakeCon 2002 event an Xbox translation of *Doom 3* was confirmed by none other than *Doom*, and *Quake* creator John Carmack himself. Work has yet to begin on the Xbox version, and probably won't until the PC game is complete early next year, but the team are convinced that the Xbox is the only console powerful enough to run this ground-breaking software. Id Software's Todd Hollenshead adds: "People have now seen that in everything from graphics and sound to atmosphere and gameplay, we are creating the most advanced and uniquely frightening game ever."

In case you've managed to miss it, *Doom 3* is the latest instalment in the classic *Doom* series, which began its life on the PC almost ten years ago. The original game was well known for its heart-stopping pace and multiple bad guy battles, but this latest incarnation takes the series in a new, and potentially less limited direction.



While elements from the original are still very much part of the proceedings, the pace has been slowed down slightly, giving the action a more sickly sense of tension. And this is enhanced by what's probably the most impressive graphics engine yet developed for a videogame – including *Halo*. Enemies now have flesh that moves, fat that wobbles, and organic skin complete with abrasions and other imperfections. Brand-new lighting techniques have been developed so that everything has realistic shadow casting and is affected by the light that moves over its surface. This really does set new levels for graphical excellence.

More importantly, the gameplay has taken a huge step forward too. It's now possible to shoot accurately at enemies, targeting singular areas such as eyes, necks and limbs. Best of all this actually affects the animation. For example: aiming for the legs will cause the creature to stumble about, possibly even falling to the ground in a completely organic and believable fashion. It's even possible to make bad guys fall down stairs or over obstacles, as everything has advanced collision detection.

Though *Doom 3* is as much a one-player game as it ever was, this new addition will also feature multiplayer action for up to four people. Details are sketchy, but word has it that battles will follow a fairly rigid regime to prevent players from cheating when competing online. It looks like this will be one of the first games of its kind to have an equal balance of strategy and action, rather than the usual 'the faster the better' approach that so many online first-person shooters seem to take these days.

Xbox *Doom 3* may still be a long way off, but its confirmation is undeniably significant to the future of the console. With titles such as *Halo 2* and *Project Gotham Racing 2* also due towards the end of next year, things are already looking extremely positive for Xbox in 2003. ■





PRICE DROP

XBOX PRICE SLASHED AGAIN!

Last month we revealed that a second Xbox price-cut might be in the pipeline, and sure enough we were right! On Wednesday 28 August Microsoft officially confirmed that Xbox would be dropping in price to just £159.99 as of 30 August – a move made purely to undercut Sony's new PS2 price point of £169.99.

But what about all the money Microsoft is reportedly losing on each Xbox? Well, it appears that the cost of manufacturing the console has been reduced significantly over the past year, as the readily available PC components have become cheaper to produce.

This is great news for gamers who can now buy Xbox for almost half the price it launched at in March. With the combination of class games between now and Christmas, the introduction of Xbox Live, DVD playback and the ability to create MP3 music files on the hard drive, Xbox is easily the best value for money console on the market. ■

STOP PRESS...STOP PRESS...STOP PRESS...





"*Doom 3* really does set new levels for graphical excellence"





RETURN TO CASTLE WOLFENSTEIN RETURNS

FIRST IT WAS HAPPENING, THEN IT WASN'T. NOW IT'S DEFINITELY BACK ON AND IT'S OUT SOONER THAN YOU MIGHT THINK!

QuakeCon 2002 brought other excellent first-person shooter news in the form of *Return To Castle Wolfenstein*. After looking like Sony might have done the dirty again and secured the game as another PS2 exclusive, the first details and screenshots were revealed of the Xbox version of the game.

The team working on the console translations confirmed that in just six weeks they'd managed to achieve the same results as had taken them almost a year on the PS2. They're now busy developing a selection of Xbox-only features, such as a two-player co-operative mode, and full compatibility with Xbox Live. Better still, the game is due to go on sale this November! ■







NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

X02 US

XBM TRAVELLED TO NEW YORK CITY TO DISCOVER WHAT MICROSOFT HAS UP ITS SLEEVE FOR GAMERS THIS CHRISTMAS...

X02 – Microsoft's very own showcase for all things Xbox. This year's event not only marked the announcement of *Halo 2* and *Project Gotham Racing 2* but also proved that Xbox Live will be superb, with the first games playable over Microsoft's Live server.

Ed Fries' keynote speech focused on violence in videogames. He said that videogames are, "A new art form that's more compelling than anything that has gone before," and that they are a, "rich and complex form of expression." He went on to talk about how throughout history art (and in particular cinema) had been criticised for exactly the same things that videogames are being criticised for now.

With a recent court hearing in the States on the subject of violence in videogames, this is obviously a concern for the family-friendly powerhouse that is Microsoft and Fries defended the use of age ratings for games. After all, if it works for films then why not games?

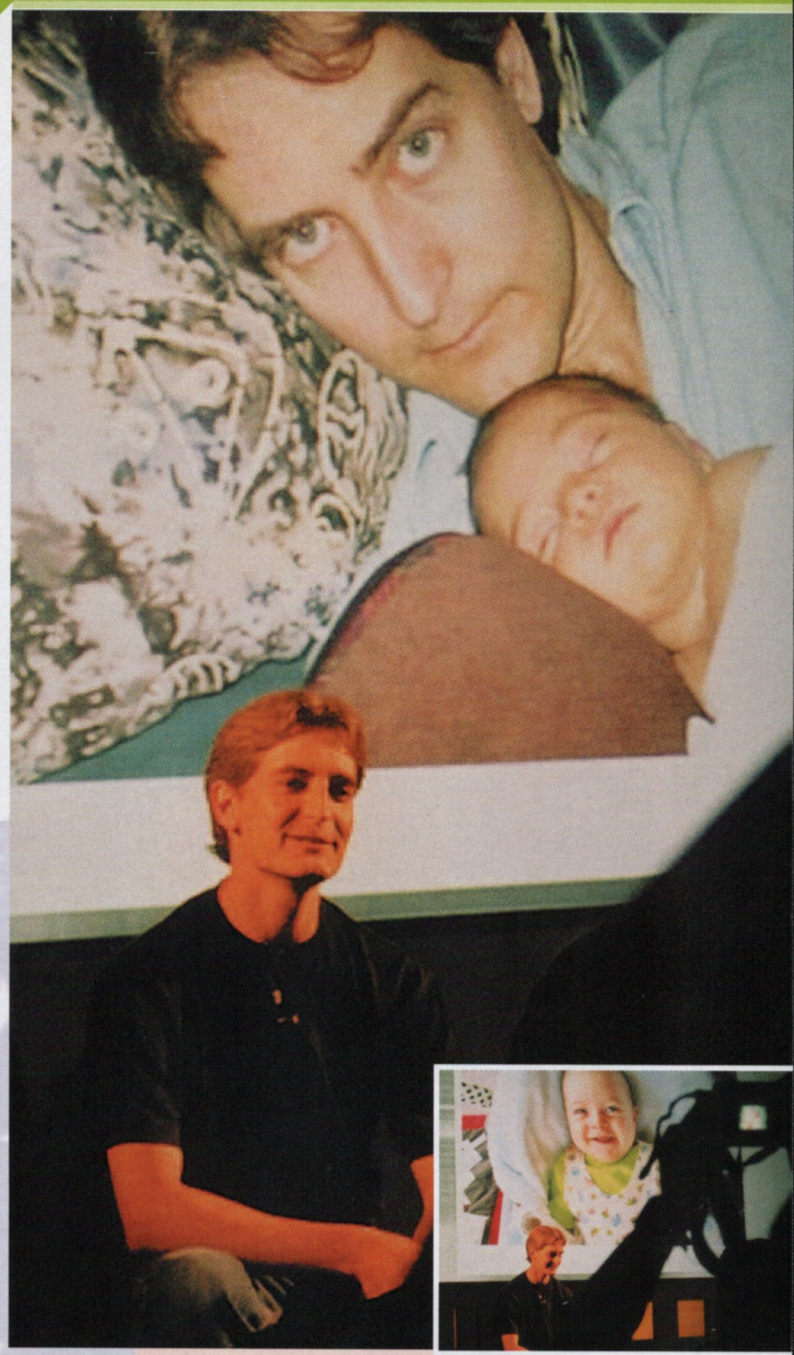
It was also revealed that *Halo* had broken the 2 million units sold mark, which puts it up there with the likes of *Mario 64* and *Gran Turismo* in terms of sales, and then there was the small matter of the announcement of *Halo 2* and *Project Gotham Racing 2* along with the first showing of footage of both games. You can find out more about both on pages 38 and 21 respectively.

The big hit of the show though was Xbox Live. For the first time we were able to sample how well Xbox Live works. And the news is: very well indeed, thank you.

Overall it was good to see an optimism and enthusiasm for the future of Xbox from all concerned. As Microsoft goes into this vital period for the format it's encouraging to see the massive commitment that one of the world's biggest companies is making and, of course, some high quality games. We look forward to X02 in Europe and Japan this September, when even more announcements will be made. Watch this space.



PARSONS KNOWS: Pete Parsons, head of first-party marketing, talks up Xbox Live.



BABY BOOMER: Ed Fries uses the event of his first-born to discuss violence in games. Or was it just an excuse to show the world's media his baby photos?

XBOX LIVE – HANDS ON

X02 US GAVE US A CHANCE FOR THE FIRST PLAYTEST OF MICROSOFT'S BIG ONLINE GAMING PROJECT – XBOX LIVE. HERE'S WHAT WE THOUGHT...

Are you a gamer? – Microsoft's buzz phrase for the show, the first thing that any of Microsoft's representative's asked. Sounds a bit cheesy admittedly, but it does get across what Xbox Live is going to be about – not movies, not MP3s, but games. And as they put it, 'we're trying to get the couch gaming experience online'.

By this they mean that online gaming is just no good without being able to talk to your opponent or team-mate. Online gaming works with narrow band but it's nowhere near as good as Broadband.

We sampled two games on Xbox Live: *NFL Fever 2003* and *Unreal Championship*. While *NFL Fever* is unlikely to be a hit with UK gamers, it illustrated how good online gaming would work for a sports game – again it demonstrated Microsoft's will to bring the couch experience to online gaming.

The real winner though, was *Unreal* . At first it was a bit weird being able to talk (shout abuse) at other players, but after a while it became second nature. The moment that grabbed us was playing a team game: "Look out behind you!" (both players turn on the opponent, he runs off), "Right, let's get that purple ******!". Brilliant.

Look out for more news on Xbox Live, UK pricing and availability in the next issue of XBM.

XO2 - THE GAMES

XBM BRINGS YOU LATEST ON THE BIGGEST XBOX GAMES FOR THIS CHRISTMAS AND NEXT YEAR...

PROJECT GOTHAM RACING 2

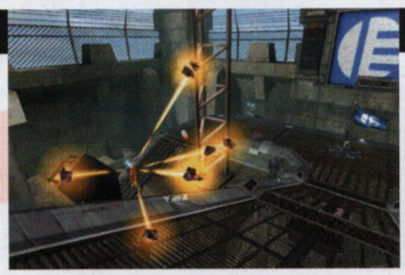
Shown in video form only, this demo of the new Edinburgh city course lasted only a few seconds. It also, bizarrely enough, served as a demo for the new Ferrari car as it was the first time that any pictures of it had been seen anywhere in the world. All you need to know about this is that it looks even better than the first game – sharper, better textures and running super smoothly. We can hardly wait.





UNREAL

This highly anticipated first-person shooter was up and running on the Xbox Live server for the first time. Microsoft had eight Xboxs linked up playing deathmatch, and wonderful it was. The inclusion of voice brings a whole new dimension when playing teams. This should get people signing up for Xbox Live in their droves.





TAO FENG

A fighting game from the makers of the original *Mortal Kombat*. As such it is reminiscent of that Eighties gore fest, but with Xbox the stakes have been raised a whole lot higher. Intelligent combo moves, interactive scenery (you can use walls and poles in your moves) and fighters that take real-time damage (and can lose the use of a limb) should see this overtake *DOA3* as the benchmark Xbox fighter.





BRUTE FORCE

We finally got to see the four-player split-screen mode in action. Superb. It's simple – one player is playing, someone else walks in, presses the Start button on a second controller, the screen splits and you're in – playing exactly from where the first player is in the level. The game shows much-improved AI and some fabulously rich environments. Definitely one to look out for this Christmas.





SPLINTER CELL

Microsoft was showing off a new build of this *Metal Gear Solid* beater. And we can truly say that this is going to be much better than Konami's stealth masterpiece. If you saw our preview last month you'll know what we're talking about – brilliant stealth gameplay that takes the genre to a new level of complexity and ingenuity. This should be the biggest-selling Xbox game this Christmas.





SHENMUE 2

The conversion of this Dreamcast hit RPG is coming along nicely. Two new features were revealed – the ability to take photos during the game and several film-like filters that can be applied to change the look of the game. With the press of a button a snapshot of the on-screen action can be taken and stored on the hard drive. These can then be viewed at a later date and photos of the main characters contain information about them. Clever.





XBM XTRA

NIGHTMARE CREATURES 3 UPDATE

Apparently *Nightmare Creatures 3* (revealed in XBM issue 4) is still on its way despite the recent closure of Kalisto Studios. We spoke to Ubi Soft (the publisher of the series) who informed us that production of the title has been taken up by a new, yet to be announced, development team. Ubi Soft now owns the *Nightmare Creatures* license, so we wouldn't be at all surprised if the game is now being created in-house. So far no release date has been disclosed.



MEDAL OF HONOR: FRONTLINE

EA told us time and time again that this wasn't coming to Xbox, despite the fact that it was on all its release schedules. And what do you know; this month the company officially announced the translation. The Xbox version will be virtually identical to the PS2 game as far as the one-player options go, but will also include a brand-new multiplayer split-screen mode for up to four people. The game received high reviews when it was released on the PS2 a couple of months ago, and should be even better still on Xbox.



TIGER WOODS

Although EA has yet to unveil the game officially, the first shots of Xbox *Tiger Woods* have mysteriously made themselves available. Looking set to deliver a realistic golf simulation for fans of the sport, this should include all the stats and characteristics of the popular sportsman. Whether it will be as good as *Outlaw Golf* though, remains to be seen.



NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

XBM XTRA

STEEL BATTALION DELAYED

Capcom has warned us that it's unlikely that the impressive battle game *Steel Battalion* will reach the UK this year. Apparently this is due to production difficulties with the mammoth controller. The news comes at the same time as the US retail price of the complete game and controller package is confirmed as $250 (£165) as opposed to the $200 (£130) that was expected. If the game does launch at such a high price in America, it's unlikely to cost any less than £200 in the UK – making this something for extreme hard-core gamers only.



SMALLER PADS FOR EUROPE

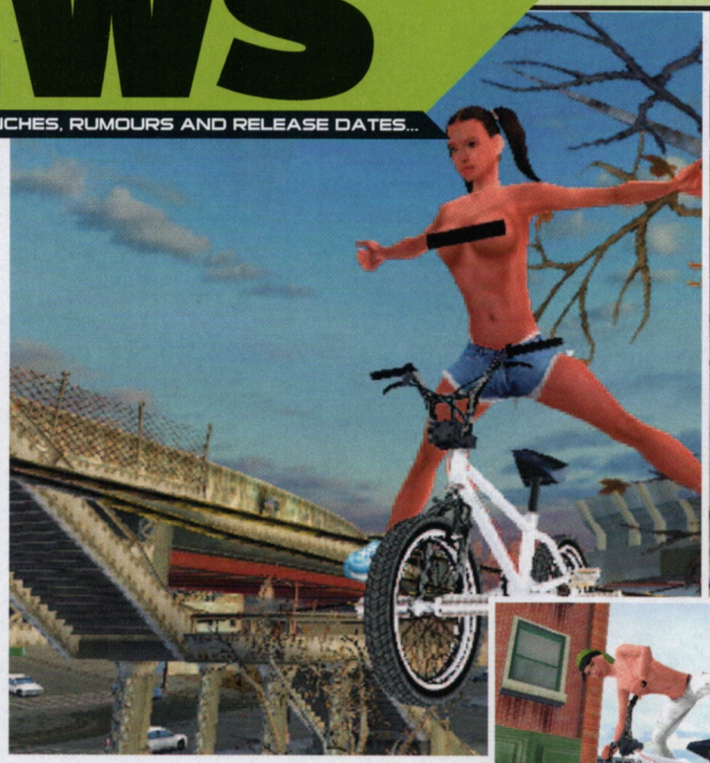
Anyone who finds the Xbox control pad too large will be pleased to hear that a selection of smaller, more comfortable pads are on the way this autumn. Although Microsoft has yet to confirm a UK launch for its own Controller-S, all the major third-party peripheral manufacturers have got equivalent models in development, with the Mad Catz MicroCON being the first to be unveiled. Expect to see MicroCON, as well as many other similar pads hitting the shelves in time for Christmas.



SEGA SURROUNDS US

SEGA has confirmed that every game it releases on the Xbox from now on will feature Dolby Digital 5.1 surround sound. Not only does this include SEGA's in-house titles such as *SEGA GT2002* and *Panzer Dragoon Orta*, but also SEGA brand products such as *Toejam & Earl 3*, which incidentally has now been given the sub-title *Mission To Earth!* This is great news for Xbox owners, as many of the company's upcoming titles are amongst the most anticipated on the system.







"This approach towards videogames is becoming more and more common"





BMX XXX

YOU THOUGHT THIS WAS A JOKE RIGHT?

Formerly known as *Dave Mirra BMX XXX*, this interesting title from Z-Axis has one standout feature – well two actually! Now that you've checked the cover to make sure this isn't the April issue, we'll continue... Firstly the change of the title is no doubt because Dave Mirra doesn't want his name tarnished with such smut – the *Dave Mirra* licence is now being used with a different game entirely. But while the man himself is no longer present, the popular *Dave Mirra* gameplay remains much unchanged from the previous games in the series. This time round more than 2000 tricks are said to be included, and the popular trick modifier option is once again included.

Of course, what really makes this stand out from the hordes of extreme sports titles available this year is the adult theme which could see the game being classified 18. Aside from the obvious nudity, this comes in the form of shady characters, plus many sexual references and swear words in the conversation. It's not entirely clear why Z-Axis should take this route as the age rating will probably cut out much of its target audience. What is clear though, is that this approach towards videogames is becoming more and more common in the current generation. *DOA Extreme Beach Volleyball* anyone?

CHAMPIONSHIP MANAGER 4

CHAMPIONSHIP MANAGER 4 ON THE WAY

THE NEXT INSTALMENT IN THE GREATEST FOOTBALL MANAGEMENT SERIES EVER COMING TO XBOX!



It's been revealed that Sports Interactive (the team behind the popular *Championship Manager* series) is planning to create an Xbox translation of the fourth game once the PC version is complete this autumn. Although no enhancements have been revealed so far, it's fair to say that all the regular team updates, player stats and other seasonal changes will be included, along with a fresh coat of paint.

It's also been revealed that TV sports presenter and ex-player/manager, Ray Houghton, has been hired as a consultant to advise the programmers on any changes they need to make. Houghton is perfect for the role, having played as a midfielder at Fulham, West Ham, Aston Villa, Oxford United, Liverpool and as an international with the Republic of Ireland. After retiring from professional football he's been an assistant manager at Crystal Palace and fronted popular sports programs on various TV channels.

The game is even rumoured to work with Xbox Live. More info should become available on Xbox *Championship Manager 4* very soon.



▲ **DREAM TEAMS:** Be prepared to devote a shed load more time to finding the winning formula that will take you all the way to glory.

NAMCO GAMES CONFIRMED FOR THE UK

AFTER A WORRYINGLY QUIET PERIOD, DEAD TO RIGHTS AND SOUL CALIBUR 2 FINALLY HAVE A PUBLISHER!

Namco has revealed that a deal between itself and market-leading publisher Electronic Arts has been agreed. The partnership, which goes into effect this autumn, will see the likes of *Dead To Rights* (which has already launched in the US) and *Soul Calibur 2* coming to the UK. This is great news for Xbox owners, as both titles are looking particularly impressive – especially *Soul Calibur 2* which continues the series on from the acclaimed Dreamcast prequel.

This time complete 3D arenas have been included, with new moves added to make the most of the new surrounding walls and fences. The character models have been improved too, with impressive lip-syncing during the cut-scenes and even better animation. Although the enhancements over the last game are only slight, there are enough new features to make Soul Calibur II the definitive weapon-based fighting game. For more on *Dead To Rights* turn to page 122.





SHENMUE THE MOVIE FOR XBOX

SEGA REVEALS ONE OF MANY EXTRAS INCLUDED WITH XBOX SHENMUE 2!



SEGA has revealed that a *Shenmue The Movie* DVD will be included with every copy of *Shenmue 2* on Xbox. The 90-minute movie was put together a couple of years ago by SEGA AM2 using specially edited cut-scenes from the original Dreamcast game. And though it lacked the visual flair of something like the *Final Fantasy* movie, it was highly acclaimed thanks to its artistic direction and clever use of the Dreamcast graphics engine. AM2 used English language and Japanese subtitles to tell the tale as it was in the game, releasing the film on DVD, video CD and VHS – but only in Japan.

Now for the first time Western gamers will get the opportunity to sample this wonderful creation. For newcomers to the series this will serve to enlighten them of the story prior to the start of the Xbox game, while fans of the series will no doubt be overjoyed with such a monumental free gift. *Shenmue 2* is pencilled in for a 6 December release in the UK.

> "Fans of the series will no doubt be overjoyed at such a gift"





TOTAL GAMES .net XBM

NOW AVAILABLE ON XBOX.TOTALGAMES.NET...

REVIEWS, CHARTS, SOLUTIONS, CHEATS!

We've been beavering away at our Web site since our launch issue last year, and have uploaded all kinds of goodies for you. Not only can you find every review, preview and feature that appears in XBM on the Web site once the magazine has gone off-sale, but you can also get extra screenshots, movies, wallpaper for your PC and full versions of interviews from the magazine! If you're online, point your browser at **xbox.totalgames.net** in order to complete your XBM experience!



XBOX.TOTALGAMES.NET

DAILY UPDATED NEWS
■ News stories are posted to **xbox.totalgames.net** each day to ensure that our readers are the best informed of any Xbox magazine out there!

ARTICLES
■ All of the articles from our previous issues are now live online, so you are able to check out exactly what we think of all the Xbox releases.

GALLERY
■ When we've got more new Xbox screenshots than we can fit into the magazine we post a gallery online, so you can check them out for yourself.

MAGAZINE AND FORUM
■ Subscribe online or chat with other Xbox fans on our own forum. Check out what people have been saying each issue on the Inbox pages.

DOWNLOADS
■ Here's where all the exciting downloads reside. Wallpaper, the occasional screensaver and – most importantly – movies of all the best Xbox games.

NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

BARGAIN HUNTER

XBM TAKES A TRIP ALONG THE HIGH STREET AND THE INFORMATION SUPERHIGHWAY TO SNIFF OUT XBOX BARGAINS. HERE'S WHAT WE'VE FOUND THIS MONTH...



DIXONS

WHERE: Online at www.dixons.co.uk
BARGAIN: Xbox pack
INCLUDES: Xbox console plus all necessary leads and one control pad, *Halo: Combat Evolved*, Xbox Official DVD Playback Kit, *Lord Of The Rings: Fellowship Of The Ring* DVD.
PRICE: £239.99
COMBINED RRP: £294.96

SAVING: **£55.96**



GAME

WHERE: In-store
BARGAIN: Xbox pack
INCLUDES: Xbox console plus all necessary leads and one control pad, *Halo: Combat Evolved*, Xbox Official DVD Playback Kit, *The Fast And The Furious* DVD.
PRICE: £234.99
RRP: £294.96

SAVING: **£59.97**



AMAZON

WHERE: Online at www.amazon.co.uk
BARGAIN: Cheap Xbox Official DVD Playback Kits
INCLUDES: Xbox Official DVD Playback Kit
PRICE : £17.99
RRP: £29.99

SAVING: **£12**

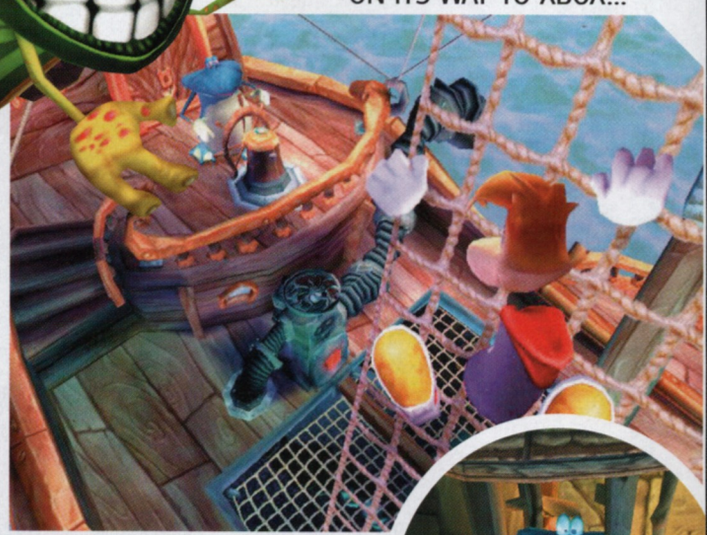
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3. This voucher is not recoverable and is not exchangeable for cash.
4. This voucher is redeemable against Xbox games only.
5. Only one voucher may be used per product.
6. This voucher cannot be redeemed against a pre-owned purchase.
7. This offer may be withdrawn at any time without prior notice.
8. This voucher is valid until 30 October 2002

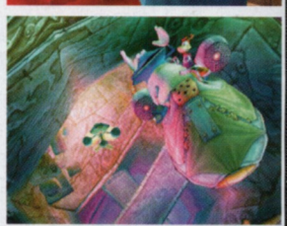


RAYMAN 3 HOODLUMS HAVOC

IT'S BEEN DELAYED BUT UBI SOFT'S SUPERLATIVE PLATFORMER IS STILL ON ITS WAY TO XBOX...







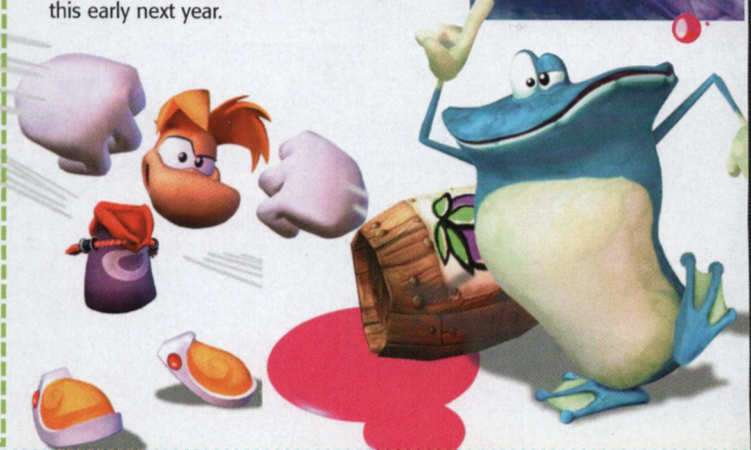


Like many top games, we weren't surprised when news came that *Rayman 3* had been delayed, unfortunately until spring 2003. But it's looking like it'll be worth the wait if these first screenshots are anything to go by.

If, by any small chance, you're new to the *Rayman* series, this is basically a cutesy platform game starring a limbless little man whose head, hands and feet hover around his body. The premise is like most other platform games – find your way to the end of each level, collecting power-ups and saving the good guys as you go. In fact, the *Rayman* series is incredibly generic with almost no standout features so to speak.

But what makes the games so good is the solidity of design and the overall polish of each title – the locations are beautifully realised with crisp textures and creative cartoon imagery. However, don't be fooled by all this brightly coloured cutesyness – the high difficulty setting throughout the series has proved challenging for even the most ardent of gamers.

Although it's still some way off, we think *Rayman 3* looks set to be a must-have for platform game fans. If you're looking for something inoffensive, challenging and bursting with charm, keep an eye out for this early next year.





ROBOTECH: BATTLECRY

ANOTHER CEL-SHADED ACTION GAME COMES TO XBOX...

Although we knew it had been in development for a while, we hadn't seen much on *Robotech* at all – until now. Fans of the ancient Japanese animé TV series (we're talking pre *Transformers* here) will be delighted at just how accurate the game is to its roots. Each robot has the ability to transform into three different shapes for different types of combat – one humanoid, one spaceship and another that's in-between the two.

As far as gameplay goes this is fairly simplistic, but not that that's a bad thing. Pretty much the only gameplay element is shooting the bad guys, although interesting (and great looking) levels help to make the experience much more wholesome than it sounds. The robots each have two weapons – a standard machine-gun and rockets – these are stylised to look just as much like a cartoon as the robots themselves. In fact, the whole package looks set to take 3D cartoon graphics to a new level.

Robotech is due out along with 30 other Xbox games in November!

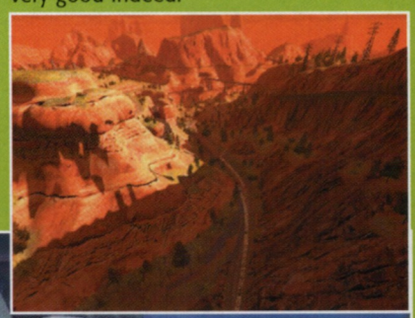


WORLD RACING

WE GET OUR FIRST TASTE OF THIS GREAT LOOKING XBOX EXCLUSIVE!

This month we were lucky enough to sample an early build of *World Racing*, formerly known as *Mercedes-Benz World Racing*. First of all, the graphics are absolutely stunning, with huge, open landscapes and minute details – right down to the bulbs inside the headlights! There's also an impressive collection of cars – virtually every Mercedes ever created in fact, as well as one or two concept cars that never actually made it into production. And there's real-time car damage.

As far as gameplay goes, there's still some work to be done, however. Right now it's extremely difficult to get out of last place because the handling is so unforgiving. The pace is also a little slower than we'd like. But created by a team of just six people, *World Racing* is technically very impressive. If a balance can be struck between simulation and excitement, this could turn out to be very good indeed.





The whole package looks set to take 3D cartoon graphics to a new level

WORLD NEWS IN 60 SECONDS

It starts! **By the time you read this Buffy The Vampire Slayer and Turok Evolution will have marked the beginning of the enormous Xbox Christmas games line-up.** It's something that can't come soon enough after what's possibly been the worst summer drought the UK games industry has seen. For the rest of the year you can expect heavy rain as far as new releases go.

In America where Xbox managed to outsell both GameCube and PS2 during July. A month of superb new releases is the main reason for this, with *Buffy* finally launching after a lengthy delay, and not one, but two highly rated American Football games coming onto the market. **This sudden surge in activity has been followed-up by Microsoft offering free Official DVD Playback Kits for a limited period** – a incentive that would no doubt help sales all around the world, should the company decide to put the deal into effect outside its home territory.

Things look set to go from strength to strength in the States over the next month, with SEGA GT 2002, Quantum Redshift, and TimeSplitters 2 coming out. Plus there's the excitement surrounding Xbox Live, which is confirmed for general release on 15 November to coincide with the console's first birthday.

WORLD CHARTS

UK TOP TEN

The fact that *Halo* is still at number one makes it obvious that releases have been slow again this month. One or two titles were released during August, but September is really the time when it all kicks off for Christmas. It will be interesting to see what's at number one next month.

1. Halo: Combat Evolved
2. Prisoner Of War
3. Project Gotham Racing
4. Enclave
5. Dead Or Alive 3
6. Hunter: The Reckoning
7. Max Payne
8. 007: Agent Under Fire
9. Spider-Man
10. Wreckless: The Yakuza Missions

USA TOP TEN

Well it's certainly been a busy month in America. Five of the games in the top ten are brand-new to the chart, and for once there's a lot of quality new products doing well. Sadly for SEGA, *NFL 2K3* failed to outsell *Madden* despite better reviews in virtually every magazine.

1. Madden NFL 2003
2. Halo: Combat Evolved
3. Dead To Rights
4. Buffy The Vampire Slayer
5. SEGA Sports NFL 2K3
6. The Elder Scrolls 3: Morrowind
7. Gun Metal
8. Crazy Taxi 3: High Roller
9. Dead Or Alive 3
10. Turok Evolution

JAP TOP TEN

It's still quiet in Japan, but it's not all bad. Mech flying game *Murakumo* managed to reach number nine in the multi-format chart – the same week *Super Mario Sunshine* launched. It will be interesting to see how well *Tekki* (*Steel Battalion*) does in next month's charts.

1. Murakumo
2. Crazy Taxi 3: High Roller
3. Halo: Combat Evolved
4. RalliSport Challenge
5. Dead Or Alive 3
6. Project Gotham Racing
7. Jet Set Radio Future
8. GunValkyrie
9. Bistro Cupid
10. Restaurant Manager: Exciting Recipe

NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



DRY STONE WALLS: Thanks to the console's impressive texture mapping abilities, the environments included are looking crisp and detailed. The team at Tecmo has already had plenty of practice with Xbox development tools, so you can expect this to be one of the best looking titles so far.

MYSTICAL NINJA: Ryu Hyabusa from *Dead Or Alive* once again stars in his own game. At last you'll get to use his sword, which was only for show in the *DOA* series.

THE BIG BOSS: Although much of the time playing is spent defeating rival ninjas, there are also some bigger, more impressive baddies to be fighting. Hopefully the game will be filled with creatures as impressive as this.

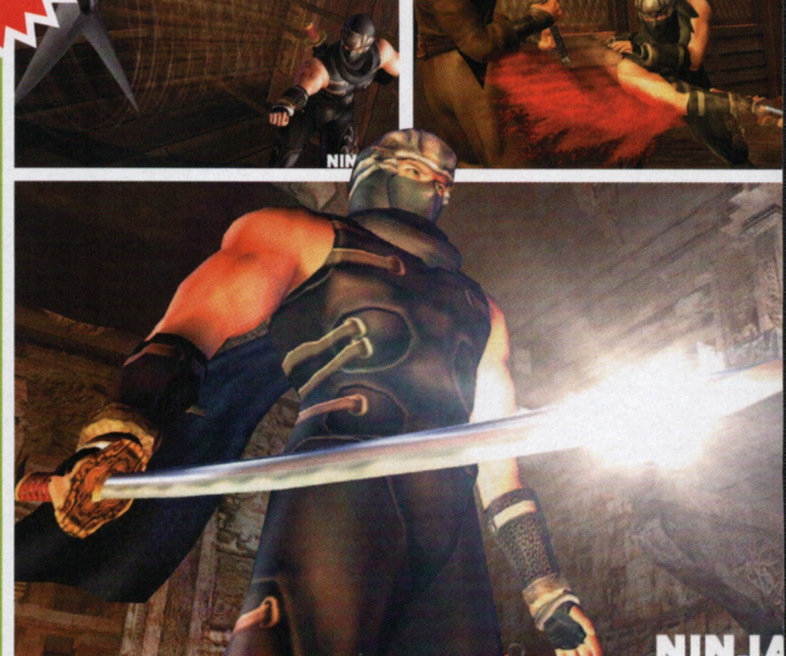
"Ninja Gaiden should turn out to be yet another Xbox killer app"

XBOX ONLY

NEW SCREENS







NINJA GAIDEN

THE COOLEST OF ALL THE MARTIAL ARTS EXPERTS...

Publisher: ..... Microsoft
Developer: ..... Tecmo
Players: 1
Out: ..... Spring 2003

It was always clear that Xbox *Ninja Gaiden* was going to be good looking but the game still manages to astound us each time a new batch of screenshots is released. The Xbox version of the game is, in fact, the fourth part in the series (not including *Ninja Gaiden Shadow* on the Game Boy) and shares many similarities with the 2D retro classics. Firstly, the main aim of the game is to defeat gangs of rival ninjas using fists, swords and, as these new screenshots show, ninja stars. Of course, this time around you won't be limited to two dimensions. In fact from what we can tell, Xbox *Ninja Gaiden* will include some of the most impressive 3D graphics ever on a home console.

We're also expecting smooth animation, authentic Ninja moves and plenty of violence. Tecmo has had three generations of *Dead Or Alive* to get things right in 3D – quality animation and solid gameplay has always been apparent, even with the first game on the SEGA Saturn. If the company can carry across that presentation and level of polish, *Ninja Gaiden* should turn out to be yet another Xbox killer app.

©TECMO,LT

XBOX ONLY

PROJECT GOTHAM RACING 2

THE FOLLOW-UP TO THE BEST XBOX RACER SO FAR. AND IT'S ONLINE!

FIRST LOOK

It'll be out in about a year and it's got two brand-new cities – Hong Kong and Edinburgh. But that's not the end of the enhancements included in *Project Gotham Racing 2*. Bizarre Creations has already confirmed that more than 50 cars will be available this time around, including Porsches and the brand-new Enzo Ferrari. Once again car damage will be included.

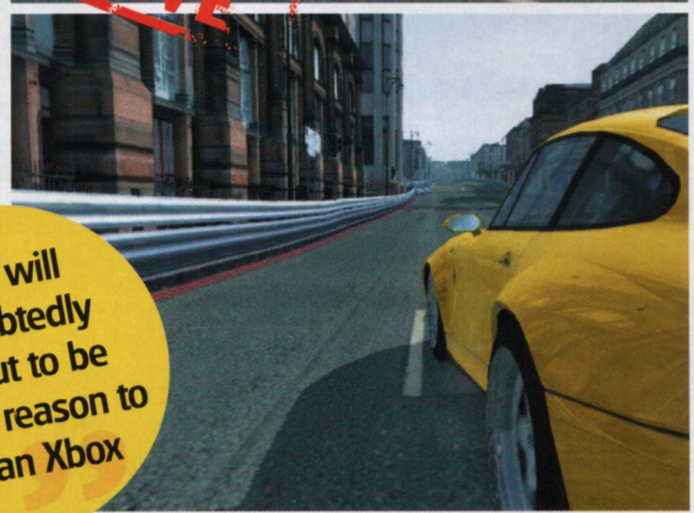
PGR2 will be compatible with Xbox Live, both for online play and for downloading new features. None have been specified at the time of writing, though we expect them to include new paint jobs, perhaps extra vehicles and new challenges. There will also be offline multiplayer modes, including split-screen and system link.

Publisher: .....Microsoft
Developer: .....Bizarre Creations
Players: .....1-8 TBC
Out: .....Winter 2003

These first screens show just one yellow Porsche powering around Edinburgh – it's already clear that the new graphics engine will allow for more texture and lighting than the original did. Gameplay promises to be updated too, with even better handling to make building up Kudos points more enjoyable than ever before. We can't wait to play *PGR2*! Judging by the heritage Bizarre Creations has built with its racing games over the last few years, this will undoubtedly turn out to be another reason to own an Xbox.



XBOX LIVE



"*PGR2* will undoubtedly turn out to be another reason to own an Xbox"



THE HIGH ROAD: Even more detail will be included this time round. Hong Kong and Edinburgh should give Bizarre Creations more than enough material to work with.

WALL TO WALL DETAIL: Even though the game is over a year off it's already looking stunning. Check out the fantastic texture maps that make these buildings look almost real.

JOY RIDE: Bizarre Creations has revealed that more than 50 cars will be included in *PGR2*. This time there'll be Porsches and Ferraris, plus there's real-time body damage!

STREETS AHEAD

Bizarre Creations has revealed that two new cities will be included in *PGR2* – Edinburgh (shown in the screenshots) and Hong Kong. But just how will the designers be able to cram all that Hong Kong detail into the game? Hopefully we'll know very soon!

NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

FAR CRY

YET ANOTHER GREAT LOOKING FIRST-PERSON SHOOTER COMING TO XBOX!

Publisher: ..... Ubi Soft
Developer: ..... Crytek
Players: ..... TBC
Out: ..... 2003 TBC

One of the things that impressed us when *Halo* was released was the complexity and realism of the exterior battlegrounds. Never before had a game come so close to realising the ambience and texture of the great outdoors. Well, if like us, you were impressed by this natural element of Bungie's killer title, then you may just be interested in *Far Cry*, the latest FPS from Ubi Soft.

Abducted and taken to a group of beautiful islands somewhere in Polynesia (yeah – we wouldn't mind either) the player needs to protect him/herself from onslaughts of highly skilled opponents who are on a mission to kill. Luckily, a number of sub-machine-guns are at hand, so it's not going to be as one-sided as it initially seems. But why would anyone want to take a hostage to Polynesia anyway? Well, right now your guess is as good as ours, but you can be sure we'll let you know as soon as we hear anything.

As you can see from these first screenshots, *Far Cry* is already looking absolutely stunning. The game was shown running on PC behind closed doors at this year's E3 show – impressing all who saw it, with its fast-paced action and technical excellence. There are no details on any Xbox-exclusive features so far, but we're already excited about this fantastic looking title.

> "As you can see, *Far Cry* is already looking absolutely stunning"







FIRST LOOK



TRUE CRIME: STREETS OF LA

FIRST LOOK

SO XBOX DIDN'T GET GRAND THEFT AUTO – BUT IT HAS GOT TRUE CRIME!

Publisher: ..... Activision
Developer: ..... Luxoflux
Players: ..... 1-4 TBC
Out: ..... March 2003

When Sony announced that it had secured *Grand Theft Auto* as an exclusive for PS2 for a further two years, we knew it wouldn't be long before another developer took on the task of creating a similar title for Xbox. Its superior processing power would surely allow for greater creative freedom after all. Well, Activision's *True Crime* looks set to fill the void perfectly, with its blend of high-speed car chases and ultra-violent hand-to-hand combat.

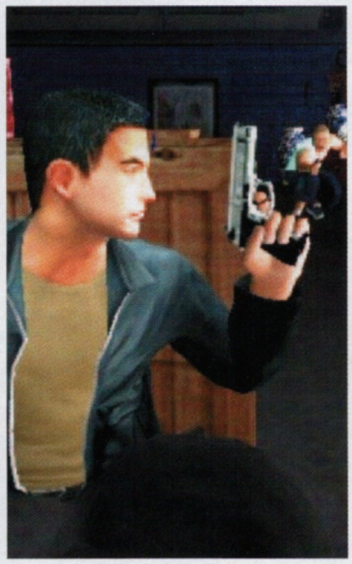
> "A blend of high-speed car chases and ultra violent combat"

Developed by Luxoflux, the creators of the successful *Vigilante 8* series, *True Crime* takes the cops and robbers genre to a new level – introducing *Matrix*-style Kung Fu into the mix. Over 400 square miles of LA are included, and it will be possible to stop of at many locations, including gun ranges, Kung Fu classes and vehicle repair shops.

20 missions are included in this title, and these are backed up with over 100 sub-missions that become available at different points, depending on how you're playing the game. The story line constantly changes to reflect this too, helping to create a much fuller and more involving experience than *Grand Theft Auto*. Watch out for updates on this over the next few months.







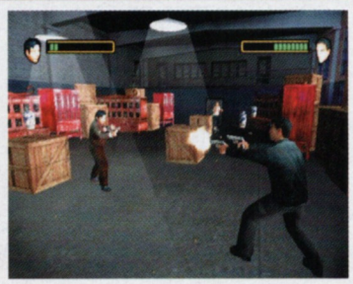










NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

NEW SCREENS

XBOX ONLY



GO FISH!: Take control of government agent Sam Fisher, in this stealth-driven third-person adventure. The gameplay is much like *Metal Gear Solid*, only more in-depth.

SHADOW MASTER: The level of interaction even stretches as far as the shadows, where enemies will struggle to see you. You can trace people by where their shadows move.

INTERACTIVE: If you thought the levels in *MGS2* were interactive, then just wait until you play *Splinter Cell*. Virtually every piece of scenery can be shot at and destroyed.

"It truly is the game that *Metal Gear Solid 2* should have been"









TOM CLANCY'S SPLINTER CELL

EVEN MORE SCREENSHOTS OF THIS MUST-HAVE XBOX EXCLUSIVE!

Publisher:	Ubi Soft
Developer:	In-house (Montreal)
Players	1
Out:	November

Last month we brought you the Up Front work in progress on this stunning title; since which time this new batch of gorgeous screenshots has been released. We simply can't stress enough how cool this is– it truly is the game that *MGS2* should have been.

In fact, *Metal Gear Solid* creator Hideo Kojima recently revealed how impressed he is with the title, pointing out that many of the of the nifty devices within the game, such as the bug camera that sticks to the walls, were actually in development for *MGS2*, but simply weren't possible on the PS2 hardware. He even went as far as to say that *Splinter Cell* should be released under the *Metal Gear* name. And you don't hear compliments like that very often!

We suspect that *Metal Gear Solid 3* will 'borrow' many of the features seen here in *Splinter Cell*. But remember, the ability to hide in the shadows, the thoroughly interactive scenery and the advanced artificial intelligence are all being done here first. And it's only on Xbox!

TAO FENG: FIST OF THE LOTUS

NEW SCREENS

AN XBOX EXCLUSIVE FROM THE MAN BEHIND MORTAL KOMBAT!

Publisher:	Microsoft
Developer:	Studio Gigante
Players:	1-2
Out:	2003 TBC

Tao Feng is the very first game from Studio Gigante, founded by *Mortal Kombat* creator, Tobias Boon. Continuing in the same style as Midway's bloodthirsty game, *Tao Feng* includes all the blood, gore and violence you could wish for. Better still, this fantastic looking fighting game has totally interactive 3D arenas with many destructible set pieces.

And the damage doesn't end there either. Each character can be bruised, cut and their clothes can be torn during battle – giving this a much more organic and realistic feel than most other fighting games. As far as combat goes, this takes all the attack patterns and moves from *Mortal Kombat*, and blends them with the style and excitement of *Crouching Tiger, Hidden Dragon*. You can even swing around poles and perform rebound moves off of the surrounding walls.

The only things missing from this *Mortal Kombat* clone are the finishing moves which made the series famous. But fear not! *Tao Feng*'s characters have their own unique special moves known as 'Chi' attacks. These devastating specials are capable of inflicting just as much damage as the fatalities in *MK* – so watch out!















SMASH THE SCENERY: Each background has a wide range of set pieces that can be smashed to pieces. The best part is that characters are actually injured as these are broken.

NEW CHALLENGER: A brand-new set of fighters has been created for this Xbox exclusive, each with the ability to spring off of the surrounding walls, and swing around posts.

BLOOD AND GORE: *Tao Feng* takes the horrors seen in the *Mortal Kombat* series to a whole new level. Blood spills and spurts, clothes rip, and faces get bruised. Nasty!

NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

NEW SCREENS

EXCLUSIVE



TOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS

METAL GEAR SOL

Publisher: .....Konami
Developer: .....In-house
Players 1
Out: .....March 2003

SNAKE ON XBOX! AND WE'VE GOT SOME EXCLUSIVE NEW SCREENS FOR YOU...

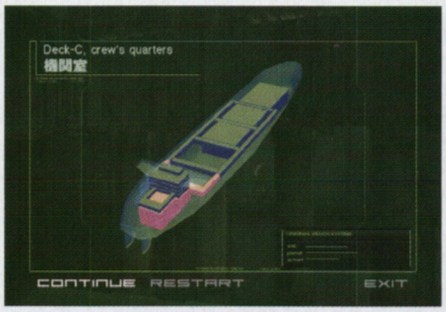
One of the best games on PS2 is heading your way but this isn't simply a conversion of *MGS2*. You *do* get the entire *MGS2: Sons Of Liberty* game in full. You also get a wealth of brilliant bonuses to boot. The main one will be the VR missions. If you've played *MGS: Integral* on PSone, you'll know what to expect. These are the training missions that all Foxhound operatives go through, teaching stealth, combat and so on – there are over 300 included. Sounds boring? Well, actually they're not; they play less like training and more like a puzzle game. As such you can play them over and over again













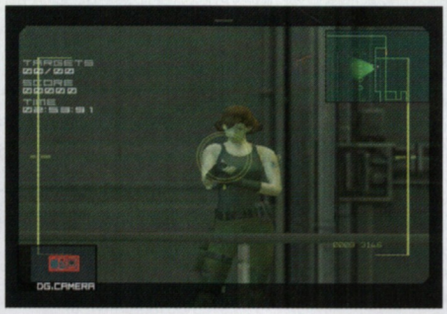
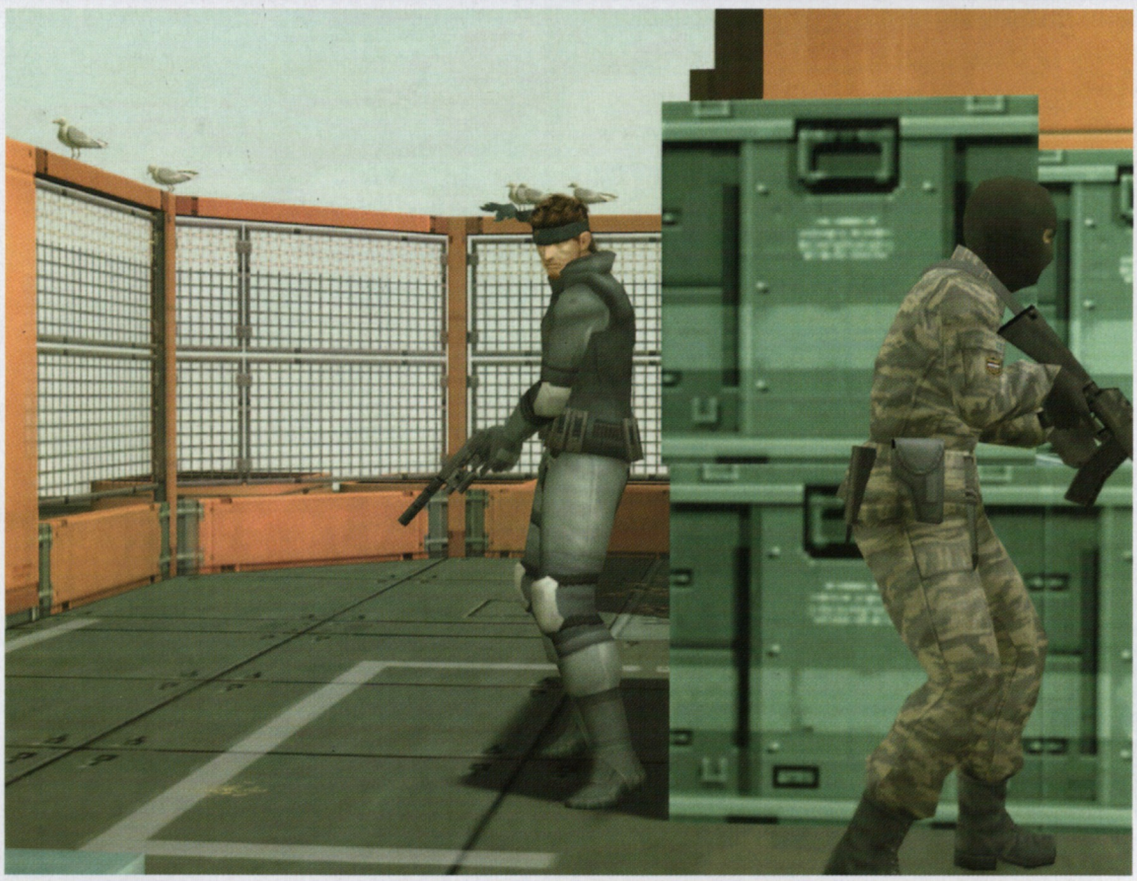
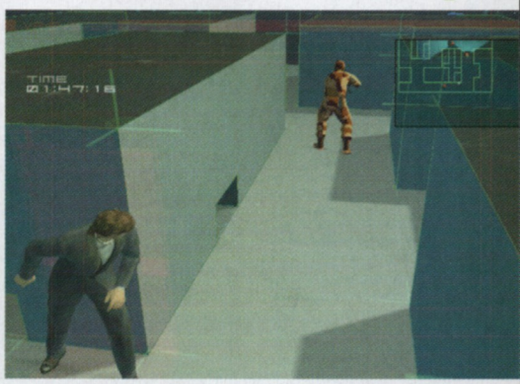


PHOTO SHOOT: Curiously, Meryl from the original *MGS* puts in an appearance. We're hoping that you'll be able to save your snapshots to the hard drive.





BLACK TIE: And all Snake wanted to do was powder his nose...



VIRTUAL REALITY: VR missions are rendered in this distinctive computer-generated look.

P PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS.....STOP PRESS

ID 2 SUBSTANCE

beating your time and getting a better rating. Why would you want a better rating? Simple, because (we suspect) this is how you're going to open up all the extra bonuses on the disc. These include playing sections of the main game with alternate characters. You'll be able to play the first mission in *MGS2* with Raiden or with Snake dressed in a tuxedo (think James Bond) and with Ninja. Ninja is the most interesting as he has two main differences from the others – he only uses his sword and has stealth camouflage to make him invisible.

However, the most bizarre of all the bonus games is the inclusion of a skateboarding section. Yep, this turns the locations from within the game into a skate park, with Snake as the skater. This bit really has to be seen to be believed. There's also rumoured to be a 'making of' film included in the package with interviews with Hideo Kojima (the game's creator) and all kinds of drawings and artwork: making it a real collectors' edition for fans. *Metal Gear Solid 2 Substance* will be out on Xbox next March.









NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

COMPLETE LISTINGS

RELEASE SCHEDULE

OVER THE NEXT COUPLE OF MONTHS VIDEOGAME SHOPS ALL OVER THE COUNTRY ARE GOING TO BE FILLED WITH EAGER XBOX GAMERS. EACH ONE SCRATCHING THEIR HEADS IN SHEER CONFUSION OVER JUST WHAT GAME TO BUY NEXT! THIS IS GAMING OVERLOAD...

SEPTEMBER 2002

Baldur's Gate: Dark Alliance	Interplay
Barbarians	Virgin
Blade 2	Activision
Buffy The Vampire Slayer	EA
Chase	BAM! Entertainment
Conflict Desert Storm	SCi
Crazy Taxi: High Roller	SEGA
Gravity Games: Street, Vert, Dirt	Midway
Kelly Slater's Pro Surfer	Activision
Largo Winch	Ubi Soft
Loons: The Fight For Fame	Infogrames
Lotus Challenge	Virgin
Madden 2003	EA
Mat Hoffman's Pro BMX 2	Activision
Mercedes-Benz World Racing	TDK
Pro Tennis WTA Tour	Konami
Quantum Redshift	Microsoft
Shadow Of Memories	Konami
Starsky And Hutch	Empire
Street Hoops	Activision
Tetris Worlds	THQ
The Thing	Vivendi
TimeSplitters 2	Eidos

TIMESPLITTERS 2

EIDOS



The original game became a surprising success on The PlayStation2, developing quite a decent fan base. And rightly so! It's safe to say that there's going to be an even bigger collection of smiley happy people this time around with the sequel.

Turok Evolution	Acclaim
WWE: Raw Is War	THQ
Yager	THQ

OCTOBER 2002

Armada 2: Exodus	Metroid
Black And White	EA
Colin McRae 3	Codemasters
Deathrow	Ubi Soft
Fellowship Of The Ring	Vivendi
Fila World Tour Tennis	THQ
Freaky Flyers	Midway
Furious Karting	Infogrames
Ghost Master	Empire
Hitman 2: Silent Assassin	Eidos
House Of The Dead 3	SEGA

HOUSE OF THE DEAD 3

SEGA



In the world of light gun shooters there can be only one. It doesn't matter how many times we finished *House Of The Dead 2* we kept coming back for more over and over again. Thank god you don't have to put money into the Xbox to play!

Master Rallye	Vivendi
MechAssault	Microsoft
Need For Speed: Hot Pursuit 2	EA
NHL 2003	EA

OCTOBER 2002

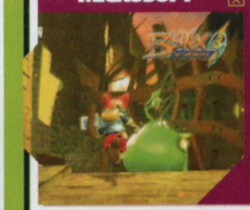
Rainbow Six: Raven Shield	Ubi Soft
Reign Of Fire	BAM! Entertainment
Robocop	Titus
SEGA Soccer Slam	SEGA
Soul Calibur 2	Namco
Taz Wanted	Infogrames
Tennis Masters Series	Vivendi
Terminator: Dawn Of Fate	Infogrames
Vexx	Acclaim
WTA Tennis Tour	Konami
XIII	Ubi Soft

NOVEMBER

Batman: Dark Tomorrow	Ubi Soft
Blinx: The Time Sweeper	Microsoft

BLINX: THE TIME SWEEPER

MICROSOFT



Platformer games can be very hit and miss. They're always either too cute or just too damn unoriginal. This game suffers from neither of the above. The ability to fiddle with time is an inspired idea and you can bet a sequel is already planned.

Bloodrayne	Vivendi
Brute Force	Microsoft
Dark Angel	Vivendi
Falcone: Into The Maelstrom	Virgin
Frogger Classic	Konami
Geoff Crammond's Grand Prix 4	Infogrames
Indiana Jones And The Emperor's Tomb	Activision
Kakuto Chojin	Microsoft
Mace Griffin: Bounty Hunter	EA
Malice	Vivendi
Marvel Vs Capcom 2	Capcom
Micro Machines	Infogrames
Minority Report	Activision
Mission Impossible 2	Infogrames
NFL Fever 2002	Microsoft
Operation Flashpoint: Cold War Crisis	Codemasters
Panzer Dragoon Orta	SEGA
Rally Fusion: Race Of Champions	Activision
Rocky	Rage
Rolling	Rage
SEGA GT2002	SEGA
Shaun Palmer's Pro Snowboarder 2	Activision
Splinter Cell	Ubi Soft

SPLINTER CELL

UBI SOFT



It's already being hailed as the next *Metal Gear Solid*. However, comparing it to such an inferior game is a grave mistake. This is exactly the kind of title that keeps you awake long into the night and all the way through the following morning.

Star Wars Knights Of The Old Republic	Activision
Star Wars Jedi Knight II: Outcast	Activision
Superman	Infogrames
SWAT: Global Strike Team	Sierra
ToeJam & Earl	SEGA

NOVEMBER

Tom Clancy's Ghost Recon	Ubi Soft
Tony Hawk's Pro Skater 4	Activision
Top Gun	Virgin
Total Immersion Racing	Empire
Toxic Grind	THQ
TransWorld Snowboarding	Atari
Unreal Championship	Infogrames
Whacked!	Microsoft
X-Men: Next Dimension	Activision

DECEMBER

ATV Quad Racing 2	Acclaim
Battlefield 1942	EA
Big Mutha Truckers	Empire
Deus Ex II: The Invisible War	Eidos
Dino Crisis 3	Capcom
Galleon	Interplay
Jurassic Park: Project Genesis	Vivendi
LMA Manager	Codemasters
Lord Of The Rings	EA
Maximum Chase	Microsoft
NHL Hitz 20-03	Midway

NHL HITZ 20-03

MIDWAY



Over the top arcade ice hockey madness for those that don't like the dull monotony of simulation games. If it's anything like the previous *NHL Hitz* title it should make for a fantastic two-player game. Especially once you've unlocked the silly stadia.

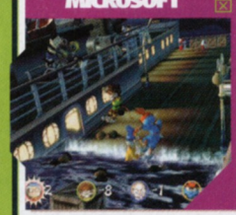
Return To Castle Wolfenstein	Activision
Steel Battalion	Capcom
Strident Shadowfront	Phantagram
Ultimate: Blade Of Darkness	Codemasters
Warhammer 40,000	THQ

EARLY 2003

Battle Engine Aquila	Infogrames
Crimson Skies: High Road To Revenge	Microsoft
Dronez	Metro 3D
Dungeons & Dragons: Heroes	Infogrames
Futurama	SCi
Gladius	Activision
Kung Fu Chaos	Microsoft

KUNG FU CHAOS

MICROSOFT



The very fact that this game has the *Kung Fu Fighting* song in it should be enough of a reason for a purchase on its own. You do get a very addictive and fun little game into the bargain though. It's an incredibly stupid idea but that's half the appeal.

Lamborghini	Rage
Metal Gear Solid 2 Substance	Konami
Midtown Madness 3	Microsoft
Monopoly Party	Infogrames
Racing Evoluzione	Infogrames
Rayman 3: Hoodlums World	Ubi Soft
Risk	Infogrames
Rollercoaster Tycoon 2	Infogrames
Star Wars Galaxies	Microsoft
TOCA Race Driver	Codemasters
Tork	Microsoft
True Crime: Streets Of LA	Activision
Twin Caliber	Rage
Zapper	Infogrames

TBA 2003

007: Nightfire	EA
Amped 2	Microsoft
Alter Echo	THQ
BC	Microsoft
Brainbox	Capcom
Broken Sword: The Sleeping Dragon	BAM! Entertainment
Charlie's Angels	Ubi Soft
Counter-Strike	Universal
Crank The Weasel	Midway
Dave Mirra 3	Acclaim
Dead Or Alive Extreme Beach Volleyball	Microsoft
Duality	Phantagram
Evil Dead: A Fistful Of Broomstick	THQ
Evolution Snocross	Konami
Far Cry	Ubi Soft
Fast And The Furious	Vivendi
Four Horsemen Of The Apocalypse	3DO
Freedom: Battle For Liberty Island	EA
Halo 2	Microsoft
Harry Potter And The Chamber Of Secrets	EA
Haven: Call Of The King	Midway
Ironstorm	Koch
Kingdom Under Fire 2	Phantagram
Loose Cannon	Ubi Soft
Mortal Kombat	Midway
Moto X	Konami
MX Superfly	THQ
NBA 2K2	SEGA
Nightmare Creatures 3	Ubi Soft
Ninja Gaiden	Microsoft
Phantasy Star Online 2	SEGA
Project Ego	Microsoft
Phantom Crash	Phantagram
Project Gotham Racing 2	Microsoft
Psychonauts	Microsoft
Robot Wars Extreme Destruction	BBC
Shining Lore	Phantagram
Shoot To Kill: Columbian Crackdown	Codemasters
Thunderstrike: Operation Delta	Eidos
Wolverine's Revenge	Activision
World Sports Car	Empire
WWE Crush Hour	THQ
XXX	Activision



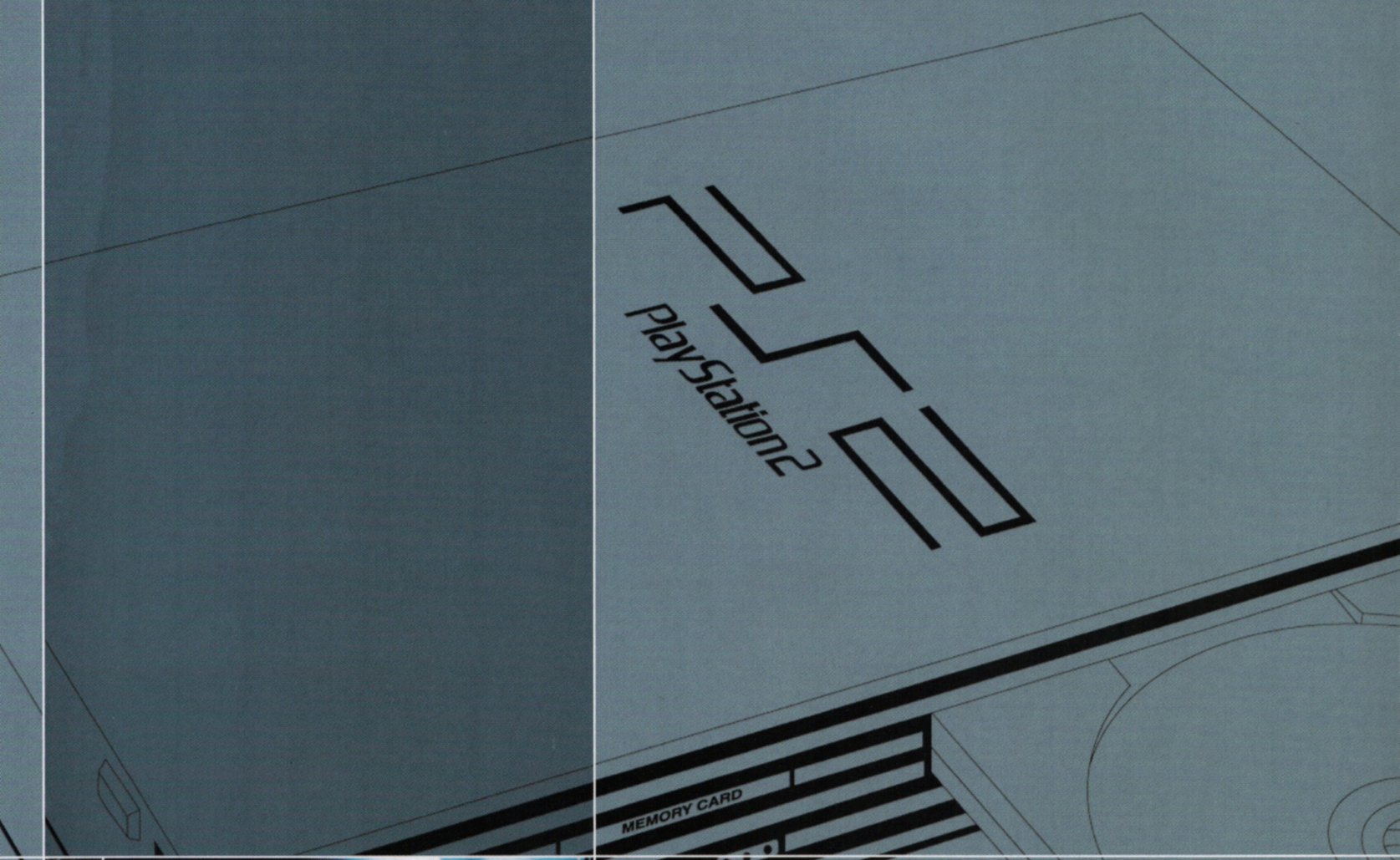
▼ **TWO SETS:** We'd guess that there are a fair few of you looking forward to *DOA Extreme Volleyball* as much as we are.

TOP 10 MOST WANTED

WE THOUGHT THAT THE GAMES CLOSEST TO OUR HEART WOULD NEVER BE SHAKEN UP IN SUCH A WAY. BUT THEN WE WEREN'T EXPECTING THE HALO 2 ANNOUNCEMENT TO COME THUNDERING AROUND THE CORNER THAT FAST!

NEW POSITION	LAST POSITION	GAME
1	NEW	**HALO 2** We know it's only just been announced and at the moment there are only a handful of images around, but come on! We won't be getting any sleep till this one arrives.
2	1	**PROJECT EGO** Ambition and innovation are the key words here. This baby of none other than Peter Molyneux promises to be one of the greatest RPG stories ever told.
3	NEW	**PROJECT GOTHAM RACING 2** The original game remains to this day the finest racing title on the Xbox. It makes sense then that if anything could better it, then it would have to be the sequel!
4	2	**SPLINTER CELL** So near and yet so far! Next month we're going to get our hands on some playable code and we can't wait to finally sit down and give it a good going over.
5	—	**UNREAL CHAMPIONSHIP** Our desire for this game has not changed at all. In fact, after playing it at XO2 complete with the headset we're practically gagging for some late night fragging.
6	3	**DEUS EX 2: THE INVISIBLE WAR** Nothing new has surfaced on this game for quite a while now and we're beginning to get a little impatient. You know it's going to be good but we need some confirmation.
7	4	**METAL GEAR SOLID 2 SUBSTANCE** With this not coming out until next year we're left feeling a little bit disheartened. All we want to do is go skating with Snake. It's just not fair!
8	7	**PANZER DRAGOON ORTA** Breathtaking landscapes, timeless music and some top quality arcade action from the boys that know how. If we said that this was going to be bad we'd be lying.
9	10	**COLIN MCRAE 3** After getting a new version of this our decision to include it in our most wanted list seems all the more justified. Simply put, no rally game could dream of bettering this.
10	9	**STAR WARS GALAXIES** Our last hope for a decent Grade A *Star Wars* game. At the moment we're pushing all niggling fears to one side. Surely this will be the one to turn the tide?

THE UK'S BEST UNOFFICIAL PLAYSTATION2 MAGAZINE





PLAY

PLAY ISSUE 94
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THERE'S NOWHERE TO HIDE









OUT ON PS2 AND XBOX - SEPTEMBER 2002

History is in your hands

From the heart of the Third Reich to the most remote islands in the South Pacific, Sergeant Jack "Butcher" O'Hara and his elite group of veteran soldiers must combine their expertise and venture deep into enemy territory in an attempt to change the course of World War II. Completely Interactive Environment: steal enemy uniforms and weapons, climb poles, swing from cables, swim and dive underwater, drive tanks and ships, climb into buildings and much more.

COMMANDOS™ 2 MEN OF COURAGE

EIDOS INTERACTIVE

PYRO STUDIOS

PlayStation.2

XBOX

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ADVERTISING XBOX



Written By Keith Edwards

WHEN NEWS CAME THAT THE XBOX 'CHAMPAGNE' TV AD HAD BEEN BANNED BY ITC RECENTLY, WE BEGAN DISCUSSING VIDEOGAME ADVERTISING AND HOW IT HAS CHANGED OVER THE LAST 15 YEARS. DURING THAT TIME MANY CAMPAIGNS HAVE BEEN USED, BUT HAS THE INDUSTRY LEARNED ANYTHING FROM THE BEST AND WORST OF THESE? JUST WHAT IS THE BEST WAY TO ADVERTISE A VIDEOGAME?



Every Xbox owner can appreciate just how fantastic the Xbox hardware and software is. So far titles such as *Halo* and *JSRF* have demonstrated that Microsoft's big box of delights is capable of outperforming the competition in terms of graphics, sound and gameplay. But does the average Joe on the street know that?

The point is that Microsoft needs to get the message across to make people aware of how great Xbox is. When Nintendo dominated the games market 15 years ago, there was no need for extravagant advertising campaigns. With no real competitors in the hardware sector, and videogames still looked upon as being geeky, word of mouth and the occasional toy store window poster was all the company needed to keep the ball rolling. But as the industry began to grow towards the end of the Eighties, SEGA began to increase its market share with the MegaDrive, and the dynamics started to change. This was the beginning of the mass-market industry we know today.

Nowadays it's not at all uncommon to see companies spending hundreds of thousands of pounds each year to promote their products – in fact, it's been widely documented that Microsoft has put aside two billion dollars to advertise Xbox over Christmas and into 2003. With such a huge budget available it's likely that the company will be able to afford total blanket coverage, with TV commercials, magazine adverts, event sponsorships, and in-store promotions all used to get Xbox noticed.

But surely the best method of promoting Xbox is by letting gamers play the games so they can see for themselves just how fantastic the console is. This was exactly what Microsoft did a couple of months ago when it sponsored the Commonwealth Games and set up around 30 playable demo pods for both the athletes and the public to play on. We spoke to Microsoft's Head of UK Xbox marketing, Richard Teversham, about this type of promotion. He commented: "We will be attending a large number of

IN-STORE PROMOTIONS

What better way to advertise your product than to take it to the consumer yourself...

Have you ever noticed the posters in the window of your local game store? Or how about the leaflets advertising upcoming games that litter the counter? Perhaps not, but if your local store features a playable console, you're more than likely going to notice it, right?! Microsoft is perfectly aware that a try before you buy policy works particularly well with Xbox because of the high quality of the games. Most major Xbox retailers have a demo pod, so watch out for all the latest Xbox games playable in-store during the run-up to Christmas. Let's just hope they don't put *Fuzion Frenzy* back on demo!



XBOX ON THE BOX

Microsoft used TV advertising right from the launch of Xbox...

When the Xbox launched back in March, a selection of TV commercials aired to advertise the machine. While in-game footage was used to advertise the games themselves, live-action and CG were used to advertise the console. Two adverts were created – *Champagne* and *Mosquito* – both of which featured imaginative themes. The ads used the theme of evolution (*Champagne* with a speeded-up human life, and *Mosquito* with the relationship between humans and mosquitos through the years) to get the message across that life is short, and that we really ought to spend more time playing games.

Both ads won advertising awards at the Cannes Lions Festival (*Champagne* got the Gold award and *Mosquito* Bronze), but *Champagne* was later banned by ITC after numerous complaints about its content.

'*Champagne*' began with a woman in labour in a hospital ward. After a few seconds she screams and gives birth with such force that the baby launches out of the hospital window.

The baby flies happily across the sky, growing into a child, then an adult, before becoming an old man. He grunts, then makes a rapid decent back towards the earth, complete with a comedy sound effect.

Finally, he crashes into his grave, sending pieces of marble scattering across the graveyard. After all the action a blank screen appears with the caption, 'Life is short. Play more.'







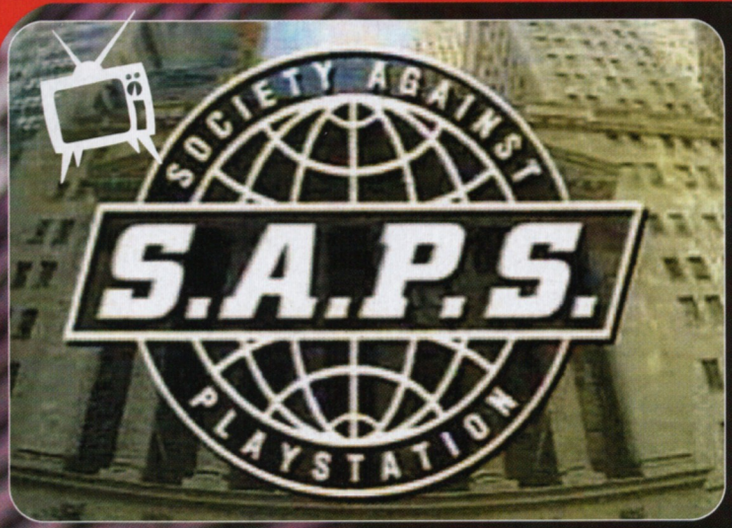




shows and letting gamers try Xbox for themselves – we have found that this is the most effective way to show that Xbox is by far the best console. There will be a host of other activity also– but we do not want to give the game away just yet."

But while this sort of promotion may persuade a high percentage of those attending the show that Xbox is the best console on the market, it's only a small number of gamers that actually go to these shows in the first place. For everyone else a much more mass-market advertising approach is needed – mainly in magazines and on television.

When Xbox launched back in March a selection of TV commercials were featured in the UK, using both in-game footage and other, more eccentric imagery to promote the console. Developed by Bartle Boogle Hegarty (the high-class London production company also responsible for the Levi's, Audi and Lynx ad campaigns in the UK) the adverts were both innovative and eye-catching. Easily the most visually striking was the *Champagne* ad that featured a new born baby delivered with such velocity that it was thrust out of the hospital window and into the air. As the baby continued its journey across the sky, it grew into a child, then an adult, before becoming an elderly man and making a rapid descent into a graveyard. The slogan to go alongside the campaign was simply, 'Life is short. Play more.' But while



GETTING IT RIGHT

When the original PlayStation launched back in 1995, a TV commercial aired to make potential gamers rush out and buy one. Sadly the campaign, 'SAPS' was completely out of touch with the new trends that Sony itself was developing. In the ad The Society Against PlayStation warned families of how PlayStation can corrupt the wholesome American family by

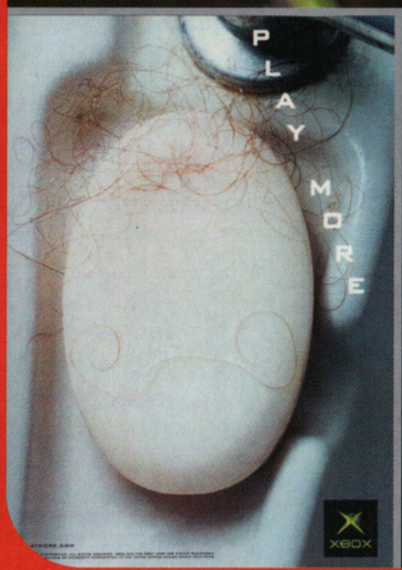




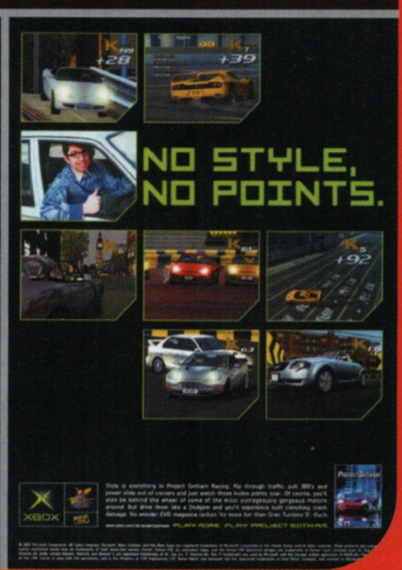
XBOX IN THE MAGS

Microsoft's initial Xbox advertising covered just about every medium possible, including games magazines...

Over the Xbox launch period Microsoft purchased advertising space in XBM. The ads, which featured in-game screenshots and thought-provoking text and imagery were also featured in a number of leading PlayStation magazines. Could Microsoft be attempting to steal Sony's customers from underneath its nose? You bet it could! This form of advertising isn't overly expensive compared to TV and cinema, and is guaranteed to be noticed by the target audience – gamers.







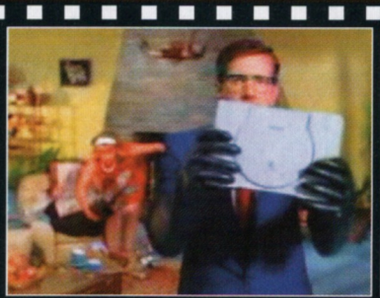
the ad seemed like a clever idea – even winning the Gold Award for advertising at the Cannes Lions Festival, not everyone found the theme amusing. ITC (the Independent Television Commission) received 136 complaints from viewers who found the ad distasteful, which eventually resulted in it being banned. Some of those who complained had recently lost family members – through old age and miscarriages, while others were pregnant. Microsoft's Head of European Advertising, Harvey Eagle, comments: "We think the ad was in the spirit of the Xbox brand – playful, visually stimulating, and fun. It underlined our philosophy – that life is short and precious, and everyone should find more opportunities to play in our daily lives." He was also keen to point out: "We didn't set out to deliberately offend anyone, – it's unfortunate a small minority of viewers took offence."

So *Champagne* briefly did its stuff to promote the console, while a different approach was used to push the games. Often game companies devise commercials that feature CG animation or live action, rather than actual in-game footage. The CG *Harry Potter* ad that was recently developed for EA for example, ran with the message, 'Not in-game graphics' in small print at the bottom of the screen. Microsoft, on the other hand, did use in-game graphics to promote its Xbox games, mainly because the visuals in *Halo*, *DOA3* and *Gotham* , were more than good enough to sell themselves. These two approaches (in-game graphics to advertise the games, and bizarre imagery for the console) were also used in print, along with the 'Play more' slogan. Microsoft paid to run ads in all the leading PS2 magazines in an effort to temp PS2 owners away. With its huge user base, this clever tactic no doubt raised awareness for Xbox across the industry, which is, of course, what advertising is all about. ■

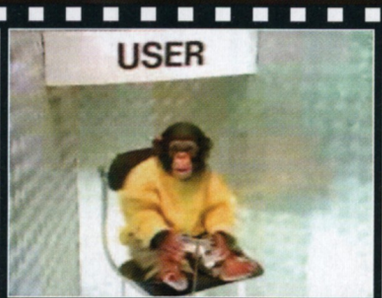
While Sony is regularly congratulated for its diverse and innovative PlayStation commercials, it wasn't always that way...

turning the children into useless game addicts. Of course the PlayStation brand was just as popular with adults as children, so the theme didn't really work. Also the cheesy acting was ridiculed by virtually everyone who saw it. But do they say that any publicity is good publicity, and they're right – the 'SAPS' campaign certainly got people talking about PlayStation.

Even so, Sony's subsequent TV ads became much slicker, with the console featured as an everyday accessory in everyone's life. This kind of evolution in advertising style is typical of a company breaking into new markets, and proved that Sony was fast acting and versatile. You can expect to see a similar evolution as Xbox finds its market over the next few years.









BACK IN MY DAY...

Videogame advertising has come a long way in 15 years. Check this out...

15 years ago Nintendo was happy enough to ramble on doing its own thing (it was making huge amounts of profit after all) but SEGA knew that it had to do something to get noticed if it was ever going to achieve more than the ten percent market share it already held. But how to go about it? Well aside from porting popular arcade games across to its home systems, the company used the media to get noticed – more so with its 16-bit console, the MegaDrive. SEGA had previously dabbled with TV advertising in the UK, with a campaign featuring a friendly-faced monitor that enticed potential gamers by stating, "Do me a favour – plug me into a SEGA." But after a few months of the MegaDrive going on sale, the company devised a new campaign directly aimed at Nintendo. With popular MegaDrive games flashing on the screen, a voice shouted: "With over 100 reasons to buy something Mega, and only six to buy something Super, the choice is yours!" However, the choice of the consumer became painfully obvious over the next few months as Super Nintendo sales the swiftly overtook those of the MegaDrive.

But one failed attempt didn't put an end to SEGA's TV advertising. A short while later the company tried again with the 'Cyber Razor Cut' campaign. In this advert a supposedly cool guy in a leather jacket had a modification made to his arm to make his responses better for gaming purposes. It wasn't particularly eye-catching or good for that matter, and worse still no-one even knew it was advertising MegaDrive.



LAND ON YOUR OWN MOON!

Sony resorts to one of the oldest tricks in the book...

For years companies have used shock tactics to sell products, none of which are more obvious than the freak show. Taking a human being with some sort of deformity or unusual feature and getting them to perform is sure to get the public's attention, whether they like it or not. For some reason it's fascinating – just look at Michael Jackson. Sony used this tactic with its 'Mental Wealth' PSone advertising campaign, which featured an alien-like girl who compared landing on the moon to succeeding in a videogame. Of course, she wasn't quite as odd as she appeared – her face had been adjusted on a computer to make her look more unusual. But the effect was great. The Scottish actress featured in the ad soon became a minor celebrity, released a pop song, then disappeared almost as suddenly as she'd arrived. Perhaps she went back to Mars?



SPONSORS

Sony has done it with various music shows, Microsoft has recently done it with the Commonwealth Games, and SEGA famously did it with Arsenal. What we're talking about is, of course, sponsorship deals.

Associating yourself with something popular is always a good way to get noticed, and that's essentially what happens when one company sponsors another. Some of the most common types of sponsorships are those in association with football teams though, as SEGA proved, this kind sponsorship deal doesn't always pay off.

When SEGA was launching Dreamcast back in 1999 it famously sponsored Arsenal Football Club for three years – a deal that cost the company 14 million pounds. What was particularly ironic was that the sponsorship lasted longer than the console itself. Nice one SEGA!





THE FEMININE TOUCH

With a target audience of young males, this was inevitably going to happen...

One thing that's common in all major territories (Europe, the USA and Japan) is the usage of women in videogame advertising. With many gamers being young males between the ages of 15 and 30, it makes sense to advertise with something likely to grab their attention...

Microsoft recently featured a nude woman to advertise its summer give-away in Japan. The Xbox watch she's wearing is, of course, the free gift, and is a marketing campaign in itself.

Lara Croft was an incredibly clever marketing ploy by the team who designed her. With her obvious assets, she did a great deal of advertising for *Tomb Raider* even before any paid advertisements from Eidos began. The character has become such a success that she now advertises other products such as Lucozade, as well as her own game.



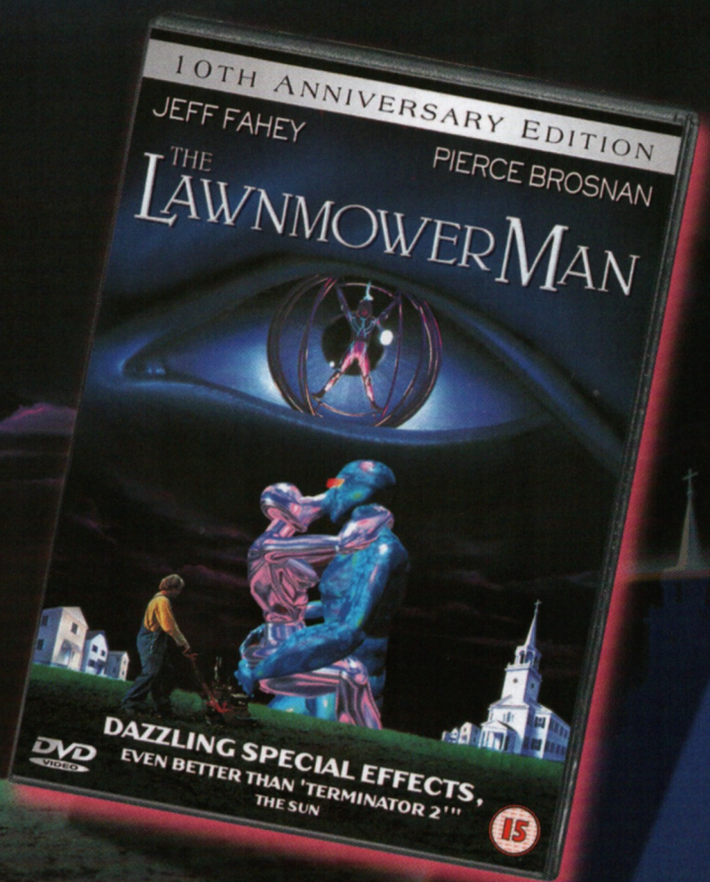
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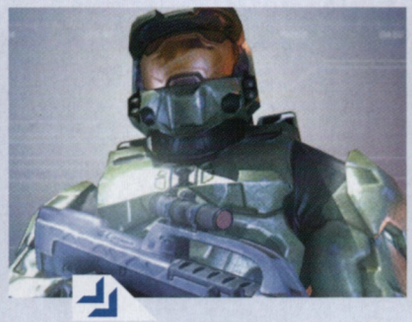
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PREVIEWS






XBM EXCLUSIVE!

HALO 2

THIS GAME NEEDS NO INTRODUCTION...

INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Bungie Studios
- **GENRE** First-person shooter
- **RELEASE DATE** Christmas 2003

Let's have little recap. If you remember the background story from first game, the human race had been fighting a losing battle against the Covenant – a race of aliens intent on destroying all of humanity. As a last-ditch attempt to save us from destruction the remainder of the human forces escaped deep into space in an effort to keep the location of Earth a secret. Here they

DEVELOPER HISTORY



- **MARATHON**

HARD SELL

"THE GRAPHICAL FEATURES WE'RE USING ARE SO ADVANCED THAT WE DON'T EVEN HAVE BUZZWORDS FOR THEM YET"

CHRIS BUTCHER, BUNGIE STUDIOS

XBOX ONLY

XBOX LIVE

"THE SCREENS YOU SEE HERE ARE TAKEN DIRECTLY FROM THE TRAILER WHICH WAS RENDERED USING THE HALO 2 GRAPHICS ENGINE"


RACING EVOLUZIONE pg40


TOEJAM & EARL pg42


SEGA SOCCER SLAM pg43

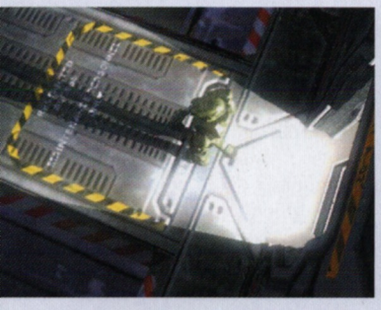

TRANSWORLD SNOWBOARDING pg44



MICRO MACHINES pg46


TOM CLANCY'S GHOST RECON pg48


TOTAL IMMERSION pg50









stumbled upon the Halo and the rest, as they say, is history. As we left it the Covenant had been defeated but all the human forces had been killed in that battle bar one: a cyborg and the most advanced piece of weaponry in the human arsenal, the Master Chief.

In *Halo 2* things have gone from bad to worse. Not only have the Covenant discovered the location of Earth but with the loss of all human resistance, are systematically destroying all life on the planet. As the Master Chief makes his return to Earth he is greeted by the sight of Covenant bombers carpet bombing the surface with nuclear weapons. Not the homecoming he was hoping for…

Because of the original *Halo*'s protracted development (it began life as a PC and Mac game) the graphics engine wasn't developed specifically for Xbox. This time it is. Jason Jones, head of Bungie Studios, describes the new *Halo* graphics engine, "…it's *Halo* on fire, going 130 miles per hour through a hospital zone, being chased by helicopters and ninjas, and the ninjas are on fire too." Quite right. XBM was fortunate enough to be at the unveiling of the game in New York and what we saw was short but very, very sweet. The game looked a lot sharper, had better textures and lighting that would put B&Q to shame. The screens you see here are taken directly from that trailer which was rendered using the *Halo 2* graphics engine. So yes, this is what the game will look like and it does look amazing.

But what of the actual gameplay? You can see from these screens that Master Chief is using a new weapon – a rifle with what looks like a sniper scope mounted on the top. So there will be at least one new weapon. Probably a lot more though – we're putting our money on a flame-thrower at the very least. There will also be an as yet unspecified number of new vehicles to control and you'll be battling against the Covenant *and* an unnamed other enemy. The return of the Flood? Guilty Spark? That would be too obvious, surely…

The really exciting news though, surrounds the compatibility with Xbox Live, Microsoft's online gaming service, and talk of an all-new co-op mode. In the last *Halo* co-op was little more than an afterthought (and look how that turned out!) but this time it has been specifically designed to be an integral part of the game.

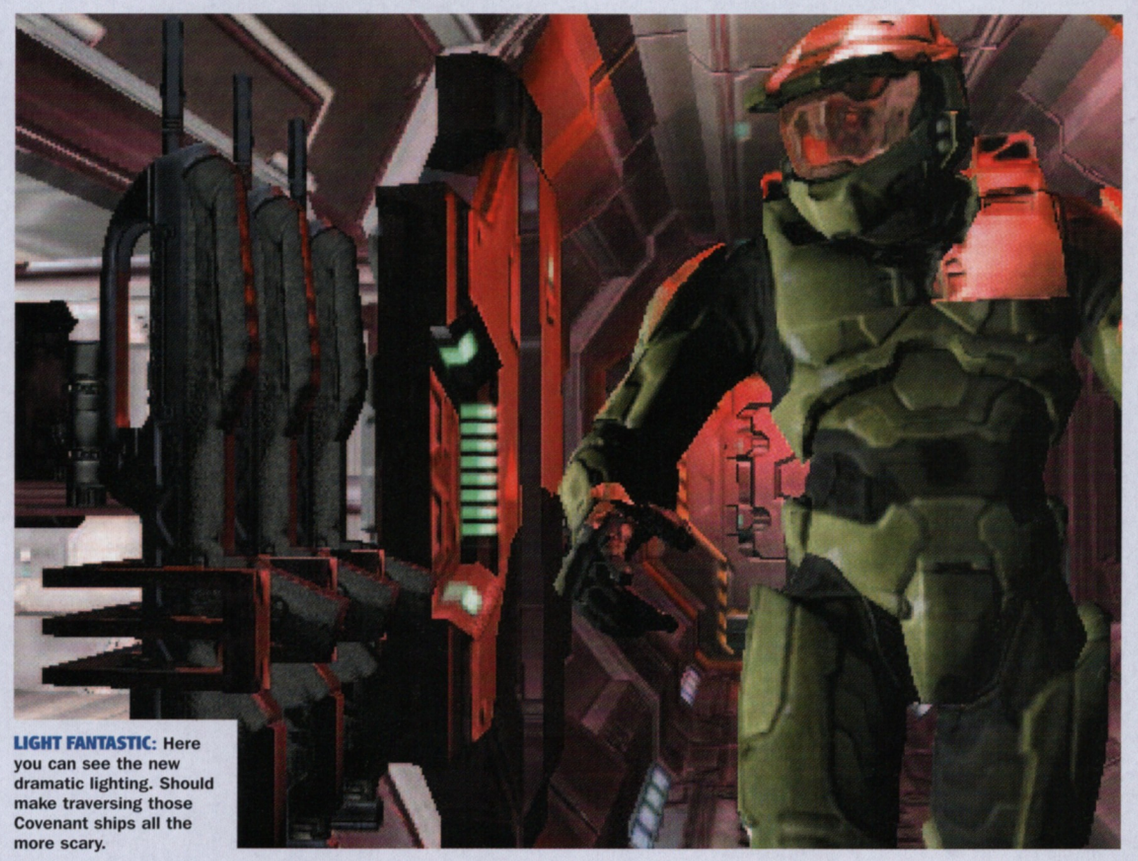
Bungie wouldn't be drawn on specifics but you know that it's going to be good. As far as the online gaming goes we'll leave that up to Jaime Griesemer, *Halo 2*'s lead designer: "I don't want to ruin the surprise, but imagine the essential *Halo* experience – pitched battles between the humans and the Covenant, massive vehicle and infantry engagements. Now imagine that every combatant is an actual person playing Xbox Live!" *Halo 2* will feature squad-orientated team play, all the real-time voice chat of Xbox Live and community support.

So there you have it. The sequel to one of the best games ever is on its way and exclusively on Xbox. And that, young sirs, is all you need to know.

IT'S LIKE

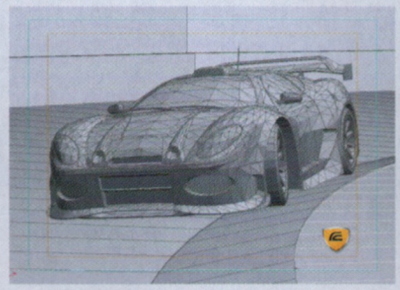
☒ Not simply more, bigger and faster: *Halo 2* is a true sequel with a totally new graphics engine to boot.





LIGHT FANTASTIC: Here you can see the new dramatic lighting. Should make traversing those Covenant ships all the more scary.



FIRST PLAY!

RACING EVOLUZIONE

DESIGN YOUR CAR. BUILD IT. RACE IT. SELL IT TO THE MASSES...

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Milestone
- **GENRE** Racing
- **RELEASE DATE** February 2003

DEVELOPER HISTORY



- **SCREAMER**



- **SCREAMER 2**



- **SUPERBIKE 2001**

HARD SELL

"DRIVING EXPENSIVE SPORTS CARS IS COOL. OWNING A LEGENDARY BRAND OF SPORTS CARS IS MUCH BETTER."

INFOGRAMES PRESS RELEASE

Over the past year or so car games have been slowly becoming more and more unoriginal. After all, there's only so much you can do with a vehicle on a track beyond offering different kinds of racing. This is a muddy rut that developer Milestone is trying to get out of with *Racing Evoluzione*.

The name says it all really as the game is trying to take the next step on the racing game ladder. But how we hear you ask? Well, this game includes a much more structured playing style with strong story elements. This would

XBOX ONLY

VANILLA SKY: Either the streets have been cleared or the new *Big Brother* is starting.

"RACING EVOLUZIONE INCLUDES A MUCH MORE STRUCTURED PLAYING STYLE WITH STRONG STORY ELEMENTS"







normally raise alarms with us, as adding any kind of story to a racing game usually means an afterthought by the developer to bulk out a weak title. Not here though.

In this game you play the owner of a small car company, which you have to name and design the logo for. This is just the first of many small steps on the way to building up to a huge recognised brand that has to compete against real car manufacturers. As you progress you amass an R&D team, technicians and so on that help you out in your cause as well as a list of clients and sponsors.

IT'S LIKE

☒ At the moment the only other racing game trying to implement any kind of story structure is the much anticipated *TOCA*.



The expansion of your business runs side by side with the racing, which is still the most important part – this isn't a *Tycoon* game. There are, however, some extremely cool challenges that come your way. You may, for example, be requested to give a demo of your latest model to the police. If they like it then they might put in a big order to replace their patrol cars. This is certainly an interesting idea for a game. Hopefully both this and *TOCA* (which also has a strong story element) will manage to turn the tide of the generic racer. Look out for more on *Evoluzione* soon.



"I BELIEVE VIDEOGAMES ARE A NEW WAY OF EXPRESSION. A NEW FORM OF ART"
Mario Ricco

XBM INFO

☒ With a lot of the games we've been playing recently, we've been seeing more and more fancy effects dropped in with incredible ease. Check out the particle effects on the smoke above!

HOME BREW: The non-licensed car models in this game certainly look the business. You'd never guess this wasn't a real car.





MIRROR, MIRROR: The reflections on the cars look quite stunning.

DEVELOPER INTERVIEW

☒ MARIO RICCO, LEVEL DESIGNER



XBM: How does an architect get into the games industry?
MARIO: I have been interested in computer design since 1992 and in 1995 I got into the videogames industry. I just replied to a job ad for a 3D graphic artist. At that time videogames were not as realistic as nowadays and it was easy to work for a development team without any previous experience.

XBM: What themes did you want to bring to the tracks?
MARIO: *Re* gave me the excellent opportunity to go back to concept design while exploring the new boundaries of virtual design. All the tracks in *RE* tell a story, and all of them have a special rhythm – blending the player within the overall atmosphere. I think that in computer graphic design, photo realism isn't the main objective but a way of expression. Stanley Kubrick used to say to his actors: "The scene you played is realistic but not interesting." I hope I designed interesting tracks.

XBM: Do you think racing games should try to match existing cities or to be a bit more creative?
MARIO: I think designing tracks is a great occasion to experiment with new forms of architecture. Recreating reality is not the final score, unless we really want to give the feeling of something that exists. Throughout history architects have used visual arts in order to design something that, at a later stage, was eventually created. The experimental visuals of Italian Renaissance happened to be the inspiration for the forthcoming architecture. I believe that videogames will be the new land of discovery for future design.

XBM: Are all the buildings in the game realistic or original?
MARIO: Most of the buildings in *Re* are taken from realistic pictures. On top of the Internet, we have referred to magazines, books and also pictures taken during holidays. This research has been very accurate. On the Internet, for instance, you can find Web sites that show you the urban style of NY from 1850 to date. There is a list with all the police cars and public transport. It's incredible, isn't it? Many architectural 'events' are very original and they have been designed specially for *Re*.

XBM: Is it as satisfying to see your creations in the digital world as it is in reality?
MARIO: I have to tell you that I feel more of a set designer than an architect. I have designed virtual architecture for a virtual space. If I had designed real architecture for real spaces I would have had more respect for the environment. In *Re* the visual aspect prevails on any actual structural requirement – we wanted something impressive even if in reality it might tumble down at the first blow of wind! I am proud that so many young people from all over the world will see my designs. If only one of them will look at a bridge or at a tower and will say, "I like the shape of that building," I will feel like I have achieved my goal. I believe that videogames are a new way of expression. A new form of art. I also believe that videogames are a powerful way to join people, like rock and roll did in the Seventies and cinema in the Forties and Fifties. We communicate with millions of people from all over the world when playing videogames. We feel like we need to provide them with something that is even more than just fun.






FIRST LOOK!

TOEJAM & EARL 3: MISSION TO EARTH

AFTER NEARLY A DECADE, IT'S TIME TO GET FUNKY AGAIN!

The original *ToeJam & Earl* on the MegaDrive now has something of a cult status, and continues to sell on eBay for around four times the price of most other games from the same era. But what was it that made the game so popular with hard-core gamers? The answer is quirkiness.

The gameplay itself (though not fantastic) was fairly original. Viewed from a third-person perspective, the idea was to search bizarre flying islands in order to find pieces of the spaceship that were scattered when ToeJam & Earl crash landed. The levels were filled with all sorts of strange alien beings, each with their own comedy voices and sound effects.

But easily the most memorable part of the game was the funky music that *ToeJam & Earl* were so fond of – a feature that has returned in this brand-new Xbox game. This time round the 12 sacred 'Vinyls of Funk' have gone missing, presumed stolen by the evil Anti-Funk himself, and it's up to ToeJam, Earl, and newcomer Latisha to retrieve them. Using this story as a basis, the designers have been able to develop this great looking Xbox exclusive to be as close to the original MegaDrive game as possible.



THE DESIGNERS HAVE BEEN ABLE TO DEVELOP THIS GREAT LOOKING XBOX EXCLUSIVE TO BE AS CLOSE TO THE ORIGINAL MEGA DRIVE GAME AS POSSIBLE

INFORMATION

- **PUBLISHER** TBC
- **DEVELOPER** TJ & E Productions
- **GENRE** Platform
- **RELEASE DATE** December

DEVELOPER HISTORY



TOEJAM & EARL



TOEJAM & EARL 2



ORLY'S DRAW-A-STORY

HARD SELL

"TOEJAM & EARL 3 IS HIGHLY CHARGED, FUNKY INSANITY WITH AN ADULT TWIST"

TJ&E PRODUCTIONS



"THE 12 SACRED VINYLS OF FUNK HAVE GONE MISSING, PRESUMED STOLEN BY THE EVIL ANTI-FUNK"



GIMME SOME SKIN!

This two-player platforming title is all about working together...

The best thing about *ToeJam & Earl 3* is that two players can enjoy the game simultaneously. When you're close together both characters are featured on the same screen, but wander off in different directions and the picture splits in two, giving each player their own screen. You can even share your energy by giving each other a high five!






FIRST PLAY!

SEGA SOCCER SLAM

SEGA SLAMS IT HOME AND TOTALLY REINVENTS THE BEAUTIFUL GAME!

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** SEGA
- **GENRE** Sport
- **RELEASE DATE** November

Changing the rules of football may seem blasphemous to some but having already sampled the delights of *SEGA Soccer Slam* on a rival system we're willing to forgive and forget. To be honest *SSS* is hardly recognisable as football at all – yes there are goals and yes there's a ball, but that's where the similarity ends. The game plays in a three-a-side fashion and all rules are cast aside. Basic moves are limited to pass, shoot, tackle and deke but it's also possible to flick and volley and perform Bullet Time specials. These come courtesy of a maxed Special Move meter, which can be filled by pulling off deke/pass combos. Once filled, a 'sweet area' will appear on the pitch. Get there within the time limit to pull off a *Matrix*-style, overhead super volley. The more OTT moves you pull off the more points you will score, and these can be used as currency to upgrade your characters in the team shop.

Having already appeared on the GameCube you would expect *SSS* to be improved for the Xbox and thankfully this is to be the case with three new teams, two further mini-games and upgraded textures. We'll have a full review for you very soon.

DEVELOPER HISTORY



- JSRF



- GUNVALKYRIE



- NBA 2K2

HARD SELL

"SEGA SOCCER SLAM TAKES THE WORLD'S MOST POPULAR SPORT TO HILARIOUS NEW HEIGHTS"

SEGA OF AMERICA

"CHANGING THE RULES OF FOOTBALL MAY SEEM BLASPHEMOUS TO SOME BUT WE'RE WILLING TO FORGIVE AND FORGET"



SLOW-MO ACTION

Forget The Matrix – this is where it's at!

After kicking a few people's heads in and successfully bypassing a flying tackle or three, your special meter will start to glow. At this point you can bring up the sweet area and getting to it in time will allow you to leap 20 feet into the air in order to perform a Super Volley. This movement occurs in slow motion during which time you can pin-point where the ball will go. 70 percent of the time it will fly into the back of the net. If it hits the keeper you can be sure that his armour won't survive it.









FIRST PLAY!

TRANSWORLD SNOW

ADDING TRUE DEFINITION TO 'EXTREME' TRANSWORLD SHOWS WHAT A SNOWBOARDING GAME SHOULD BE!

Considering the official *TransWorld* license, the array of real pros on offer, the trademarked clothes and boards, it's amazing that this isn't a sim. In fact, this couldn't be further from the truth as *TransWorld Snowboarding* feels very much like an arcade game.

It's incredibly easy to get into and by the time you've ridden your first slope you'll be hooked on the simple controls, fantastic visuals and smooth gameplay. It makes for a massive contrast to the more hard-core *Amped* which requires some serious gaming hours to achieve a level where you can pull off big tricks. In this release you'll find yourself spinning wildly through the air right off of the very first ramp!

This isn't taken too far, however, as all of the tricks that can be performed in the game are very believable. You do get the occasional huge drop where you get to make the Red Arrows look like amateur aerial artists, but every snowboarding game needs a couple of these. Once you are flying high, the control system used for tricks is very

INFORMATION

- **PUBLISHER** Atari
- **DEVELOPER** Housemarque
- **GENRE** Sports
- **RELEASE DATE** 15 November

DEVELOPER HISTORY

[AMIGA] 1993



STARDUST

[PC] 1997



THE REAP

[PC] 1999



SUPREME SNOWBOARDING

HARD SELL

"STUNNING TECHNOLOGY AND A HIGH LEVEL OF REALISM THROUGH THE REAL PROS, TRICKS, RIDING SPOTS AND GEAR"

FRANCK HEISSAT, MARKETING DIRECTOR AT INFOGRAMES

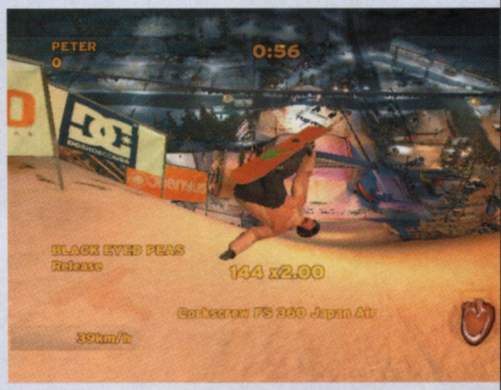
"ONCE YOU'VE RIDDEN YOUR FIRST SLOPE YOU'LL BE HOOKED ON THE SIMPLE CONTROLS, FANTASTIC VISUALS AND SMOOTH GAMEPLAY"







GOING DOWN?: A couple of the stages in this game are one-hit wonders, where you get a long run up with a massive ramp to fly off at the end.



BOARDING

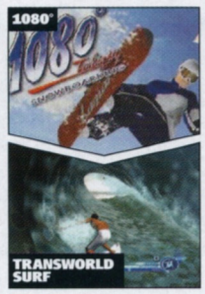
well thought out. The Left Analogue stick controls flips and rotations whilst the Right stick controls grabs. Just push the direction you want to grab that part of the board – a simple but great idea that works really well.

You need to make full use of these controls to crack the challenges that are thrown at you on each level. These aren't anything too original but the game itself is so enjoyable to play that you never feel like you're ploughing through challenge after challenge for the sake of it. We were quite content with messing around on the slopes and appreciating the gorgeous scenery littered with visual effects that only the Xbox could provide.

We know that *Amped 2* is on the way and that will undoubtedly look breathtaking but *TransWorld Snowboarding* offers something that *Amped* never could: an element of fantasy. You wouldn't for example see so many buildings and cool lighting effects, as *Amped* is more about natural beauty. You also wouldn't get your snowboard catching on fire! It's always difficult to justify buying more than one of each type of extreme sports game, but from what we've seen of this so far snowboarding fans won't be disappointed.

IT'S LIKE

☒ With the first *TransWorld* title some real promise was shown for the label. This time the promise has come true to *1080°* standard.





DROP DEAD GORGEOUS: As if there was any doubt whatsoever that this game didn't look jaw droppingly amazing!



THE HEAT IS ON

Don't you just love the smell of a burning snowboarder in the morning?

At several points throughout a run you're going to see a burning fire. This is something you would normally avoid but oh no, not in this game. Once your unlucky boarder has been set on fire your points should start to go through the roof with each trick you pull. It doesn't last long though – must be all that cold snow around.





ROAD RAGE

Black diamond routes are a piece of cake compared to this!

One of the tracks in *TransWorld Snowboarding* winds through a snow covered road running up the side of the mountain. Unsurprisingly loads of motorists have chose this specific time to try and make their way to the summit. To make matters worse this is a fast section in an already nippy game. It's a good thing one of the vehicles on the road is an ambulance!






FIRST PLAY!

MICRO MACHINES

A MULTIPLAYER CLASSIC MAKES A WELCOME RETURN...

Ah, happy memories. If you're like us you probably played with *Micro Machines* toys as a kid and then played the manic eight-player racing game as a teenager. Now we're all grown up and it looks like the *Micro Machines* license has evolved with us. And yes, quite predictably, it includes a move into the third dimension.

This was our biggest fear for the game when it was announced but now we've played it we're not too worried. The classic original *Micro Machines* mode remains in this game and although the camera is slightly more angled than before, it still works well. Which means hours of fun in four-player (no eight-player mode, sadly) and plenty of shouting when you're ahead of everyone else but can't see the track. This is, of course, half the fun of the game as only those that commit the tracks to memory are rewarded.

The courses themselves are very similar to the kinds of themes that were found in the previous games. Only this time the developer has

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Infogrames Sheffield
- **GENRE** Racing
- **RELEASE DATE** 8 November



"HOURS OF FUN IN FOUR-PLAYER AND PLENTY OF SHOUTING"

PUBLISHER HISTORY

- CRAZY TAXI 3

- SPLASHDOWN

- TEST DRIVE OVERDRIVE

HARD SELL

"MICRO MACHINES IS ONE OF THE STRONGEST AND MOST SUCCESSFUL FRANCHISES IN THE HISTORY OF VIDEOGAMES"

INFOGRAMES PRESS RELEASE

opted for a more fantasy theme rather than tracks that just revolve around a dull classroom or a kitchen. Not that you're going to have much time to appreciate the surroundings – this is a very quick game and gets quite mad when you are playing the classic Points mode.

The biggest change to the game over previous *Micro Machines* instalments comes with the GP mode. This basically places the camera behind your car instead of above – enabling you to play the game in true racing style. In this mode winning the race is the priority over points, so if the other racers do disappear off the screen the action doesn't stop.

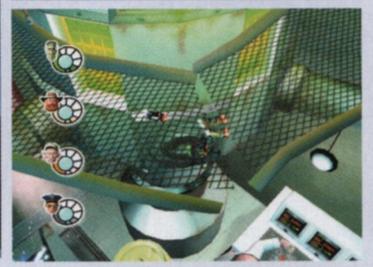
Some of the *Micro Machines* purists may scoff at this game mode but it does offer fun for the single player. Something the previous games could not do. The previous games sold very well and, in fact, became better known than the actual toys they were licensed by, so it'll be interesting to see how this game sells. The question is does *Micro Machines* still hold a place in your heart?

SUPER PIE EATER: A lot more emphasis has been placed this time round on the characters racing and not just on the machines they drive. That gut has got to slow him down!









IT'S LIKE

Top-down racers are pretty much a thing of the past now and *GTA* has been the only game recently to resurrect the genre.







ALL CHANGE

You'd never have thought it, but cars don't usually work in the water and boats cannot make it across dry land!

On quite a few of the tracks in this game you'll find these hovering icons that electrocute your car when you pass under them. These signify a change of terrain and automatically change your vehicle between an off road buggy, boat and a normal car. These only become redundant when you unlock the final vehicle for each character – an all terrain hovercraft!



DUST AND BONES: Stray too close to this party skeleton and his drumming fingers can knock you off the track.



BOMB TRACK

Friendly fun? Pah! We want to kill each other right now!

Added for no apparent reason other than an extra for your money is the Bomb Tag mode. Race around an arena trying to pass off a ticking down bomb to an unfortunate driver until the inevitable happens. Fairly unoriginal but it does give you something extra to play around with.






EXCLUSIVE PICS!

TOM CLANCY'S GHOST RECON

THE FIRST TIME YOUR ENEMY SHOULD KNOW YOU'RE THERE IS WHEN THE BULLET SLIDES INTO THEIR SKULL...

KING OF THE HILL: Although there is some minor fogging in places, you can see a fair distance in this game.

XBOX LIVE

INFORMATION

- **PUBLISHER** Ubi Soft
- **DEVELOPER** Red Storm Ent
- **GENRE** First-person shooter
- **RELEASE DATE** November

DEVELOPER HISTORY



- **RAINBOW SIX**



- **ROGUE SPEAR**



- **GHOST RECON**

HARD SELL

"LEAD AN ELITE TEAM OF U.S. ARMY SPECIAL FORCES THROUGH THE DEADLY REALISM OF TOMORROW'S BATTLEFIELDS"

UBI SOFT PRESS RELEASE

Typical isn't it? You wait for one *Tom Clancy* game to come along and several turn up all at once. It certainly appears as though the man has his own plan of attack on the Xbox, and that attack is three pronged. Coming out next year is *Rainbow Six: Raven Shield*, later this year you've got the guaranteed success that is *Splinter Cell* and this game. A PC port known as *Ghost Recon*.

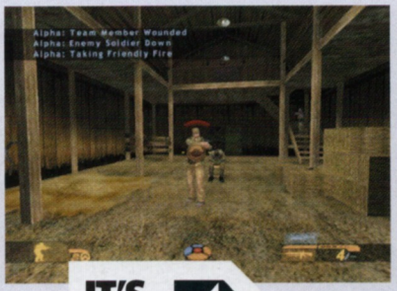
A decent game on the PC it already looks to be translating well to the Xbox. This is always a worry with control-intense games like *Ghost Recon*. Being

"WHERE THE CLASSIC CLANCY RAINBOW SIX SERIES IS INTERIOR BASED THIS GAME FOCUSES MORE ON SKIRMISH STYLE COMBAT"

XBM INFO

Other *Tom Clancy* games on the way for the Xbox include *Rainbow Six: Raven Shield* and the highly anticipated *Splinter Cell*. Both look well worth buying so start saving your money!







"MASSIVE LEVELS AND SWEEPING COMBAT MAKE THIS PERFECT FOR MULTIPLAYER"

able to command your team easily is one of the primary functions of the game and (despite the lack of keyboard) this appears to have been achieved with little trouble. In fact, the controls work surprisingly well! Directing the team and moving individual men around couldn't be easier and the AI on the characters is sufficiently high enough so that they know when to cover, when to move and when to stay put.

This means you can get into the game incredibly quickly and start to appreciate some of the huge outdoor levels. Where the classic *Rainbow Six* is interior based, this game focuses more on sprawling skirmish style combat. The idea, of course, is to remain undetected for as long as possible (hence the game's title) but when a battle does kick off there is an immense feeling of scale. Laying down fire across large areas whilst trying to develop tactical advantages is great fun – especially since the damage system seems to be a little bit more forgiving than the *Rainbow* series.

The massive levels and sweeping combat means that this makes for the perfect multiplayer game. And, as luck would have it, the game includes co-op split-screen play as well as…cue dramatic roll of drums…online play! This will be one of the first games out there to make use of the fantastic Xbox Live set up. Just imagine playing a team battle with that headset strapped on. It's almost enough to make you want to cryogenically freeze your body until *Ghost Recon* comes out so that you can have a few more hours of play.

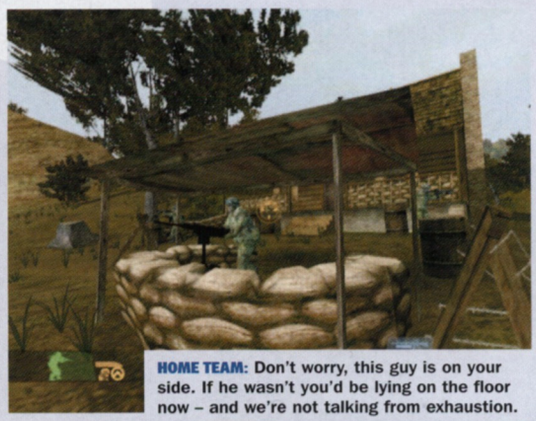
IT'S LIKE

☒ The only other game that offers similar gameplay is *Operation Flashpoint*. Which is also coming to the Xbox!





CAJUN COATING: Even when they're at a friendly family barbecue the ghosts can't relax their weapons.



HOME TEAM: Don't worry, this guy is on your side. If he wasn't you'd be lying on the floor now – and we're not talking from exhaustion.

PLAY DEAD!

All the toys and ammo in the world won't mean a thing if you don't have a decent plan …

One popular feature in the *Rainbow Six* games was the planning. However, this could be quite laborious: fun but annoying when several hours planning are destroyed in minutes. To eliminate this frustration the planning phase in *GR* has been integrated into the gameplay. At any point you can tap the Left trigger to redirect your men, give orders on how cautious they should be and so on.







SMOKIN'

You may be playing ghosts but there's no hiding something like this!

On a couple of the missions in this game you're required to put some enemy tanks out of business. Now your average gun isn't going to do much damage so you need to use a rocket launcher. Pull the trigger though and the entire screen fills with smoke as the rocket shoots out from your shoulder. And we're guessing the mammoth trail of smoke might give a clue as to your position!






FIRST PLAY!

TOTAL IMMERSION

HAVE YOU GOT WHAT IT TAKES TO WIN THE WORLD CHAMPIONSHIP?

Another day, another racing game. Chances are your Xbox has been reverberating to the thrills of *Gotham* and *Burnout* – now Empire is throwing its hat into the ring with the release of *Total Immersion Racing*.

Total Immersion Racing enables you to embark on a racing career, starting as a GT driver way down in the rankings and working your way up to becoming the champion of the world. Taking control of an eight-litre racer throughout your quest, you will have managers and engineers who will be on hand to give you sound advice in order to help you stay ahead of the pack.

One of the more original aspects of *TIR* is that the enemies are not just generic foes getting in the way of victory. Each of the console-controlled drivers has his own distinct personality and even more importantly, a long memory. Yes, thanks to the AI system implemented in this release, if you anger a fellow driver early on in the championship he may not seem to react at the time, but later in the game

INFORMATION

- **PUBLISHER** Empire
- **DEVELOPER** Razorworks
- **GENRE** Racing
- **RELEASE DATE** October

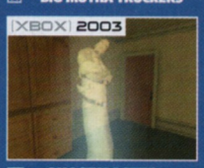
PUBLISHER HISTORY



ANTZ RACING



BIG MUTHA TRUCKERS



GHOSTMASTER

HARD SELL

"A BRAND-NEW GAME EXPERIENCE THAT COMBINES QUALITY DRIVING TECHNOLOGY AND IMMERSIVE GAMEPLAY"

EMPIRE PRESS RELEASE

"YOU COULD SEE YOUR CHAMPIONSHIP HOPES GO UP IN SMOKE AS OLD SCORES ARE SETTLED"





RACING

he will exact his revenge and chances are that you could see your championship hopes go up in smoke as old scores are settled. Clever. This system gives the game a decent learning curve, new racers will have no problem in getting to grips with the tracks but professionals will be able to work out their own unique strategies to ensure they hit the chequered flag first. The other drivers will be as hungry for the championship as you are, so this will be no easy ride!

With a selection of 18 licensed cars ranging from the Lister to the Noble M12 and authentic race tracks such as Hockenheim and Monza, *Total Immersion Racing* should appeal to the racing aficionado and amateur alike. You can rest assured that we'll be keeping a close eye on this one as it approaches the starting grid. **KENDALL**

IT'S LIKE

☒ A load of licensed cars and a system whereby the other drivers act and react according to your on-track antics.



CARS HISS BY MY WINDOW: To compliment the solid gameplay the visuals themselves are shaping up rather nicely also.

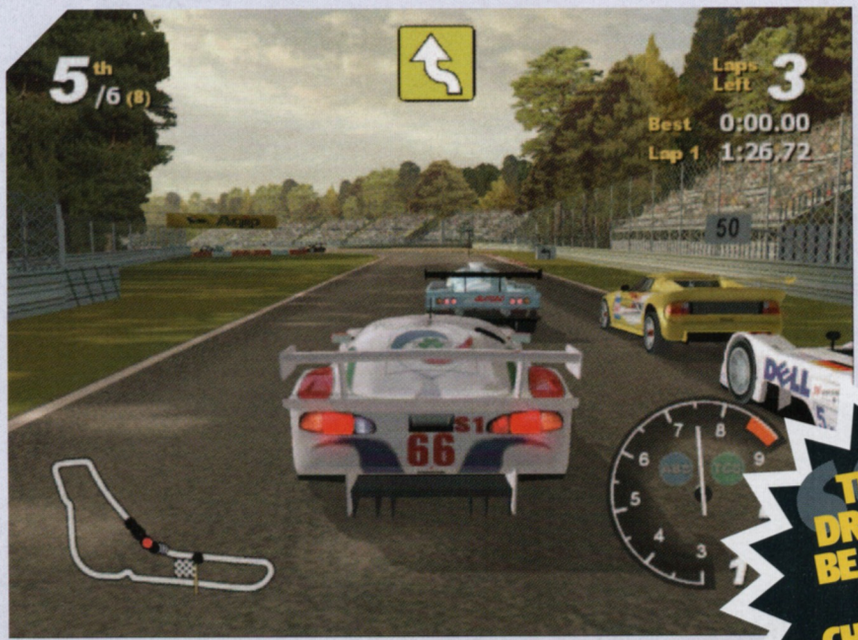




PEDAL TO THE METAL

Is your seatbelt fastened? It had better be...

Another racing game? Luckily *Total Immersion Racing* seems to have taken the best bits of recent console classics and put them together to produce an exciting and fast racer that could put Empire at the front of the grid. A decent selection of cars and a real sense of speed should make this a winner.



THE OTHER DRIVERS WILL BE AS HUNGRY FOR THE CHAMPIONSHIP AS YOU ARE

FRIEND OR FOE?: The way that you conduct yourself on the track will have a significant bearing future races.



A DIFFERENT VIEW

The choice of the professional...

For the real feeling of racing, opt for the in-car view, where the cockpit is laid out exactly as the official cars would be. Keep an eye on the rear view mirror to see when your rivals are creeping up on you...



Due to a printing error in the last issue of XBM, *Total Immersion Racing* did not appear in full. Apologies to all those concerned.

REVIEWS

YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS



Talk about a system overload! There were literally so many games to pass judgement over this month that we couldn't get them all in this issue. As it is, the review section feels like the Xbox has got itself into some kind of serious battery farming situation. Still it's always good to have lots of games even if there are a few foul eggs hidden amongst the double yolkers. The disturbing thing is that this is just a warm up for the huge collection of games due out during the next couple of months! Which is great news. The more variety we get on the machine the better. Now add this ever growing collection of games to the recent price drop and an Xbox Christmas is practically guaranteed. Let it snow. Let it snow. Let it snow. Games that is.

Mike

MIKE RICHARDSON
GAMES EDITOR

THE GREAT XBM SCORES...

- **10** Stunningly original, games don't get any better than this!
- **9** Brilliant game lacking only in ultimate ambition.
- **8** Excellent piece of work needing the odd refinement.
- **7** Good, fans of the genre should overlook the rough edges.
- **6** Above-average game but no real depth or detail.
- **5** Average at best, anything here is surely flawed.
- **4** Crap game with scrappy graphics and no originality.
- **3** Painful to play, heaped with bugs and no gameplay.
- **2** Diabolical game that only offers pleasing cover art.
- **1** It boots up! A game to avoid at absolutely all costs.

HITMAN 2: SILENT ASSASSIN

He'll take you to the freakin' cleaners!

pg54



THE THING

pg60



TUROK EVOLUTION

pg66

THAT THING WE DO...

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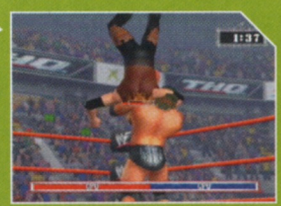
EVERY LEVEL IN HITMAN 2 FEELS LIKE IT COULD BE THE CLOSING SCENE FROM A COOL HOLLYWOOD ACTION FLICK



BARBARIAN
pg64



NHL HITZ 20-03
pg70



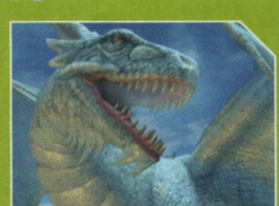
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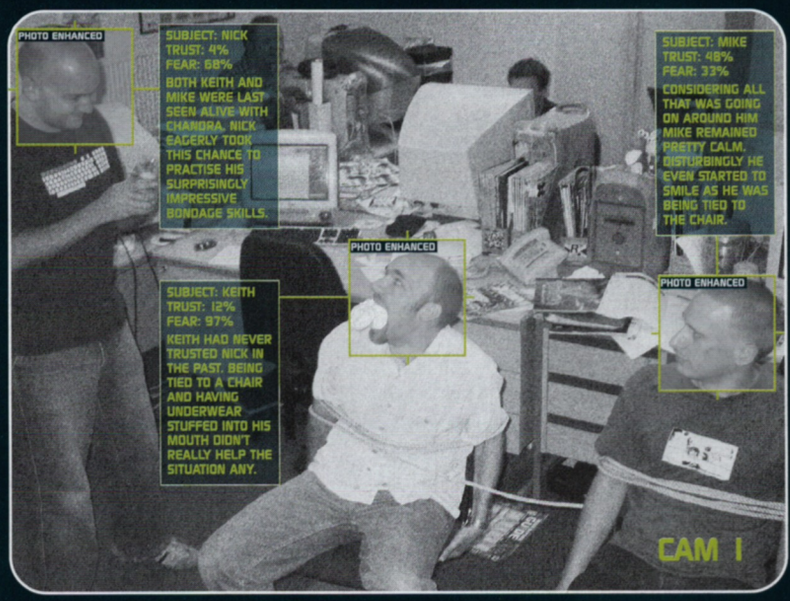


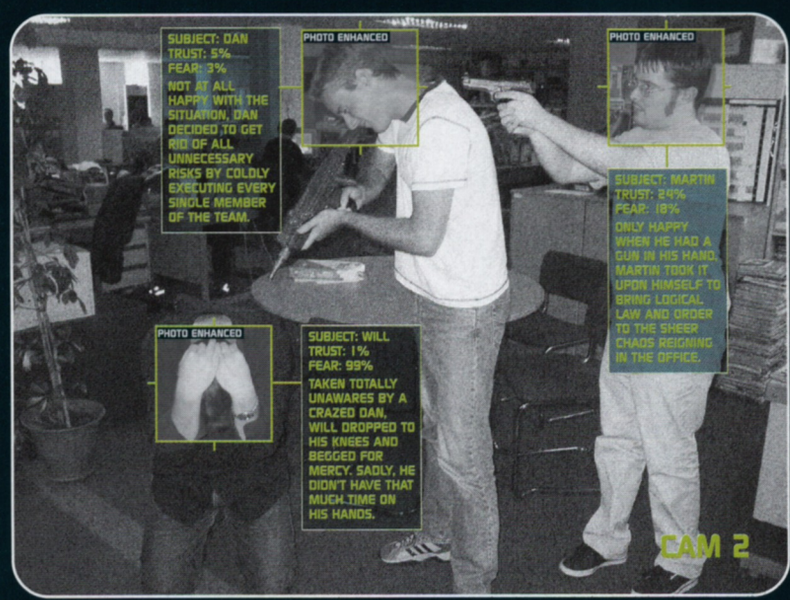
NHL 2003
pg76

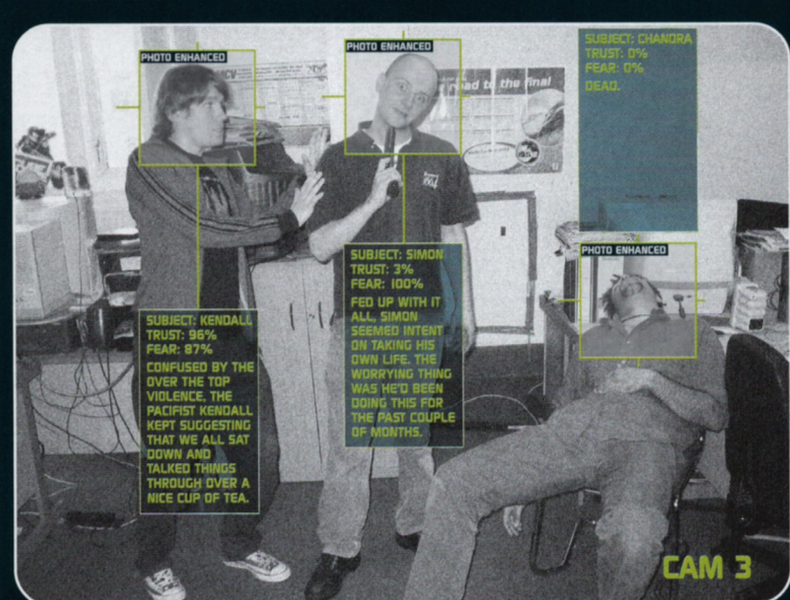


BALDUR'S GATE
pg86

One morning we came into the office to find a dog roaming. The lovely people we are, we took it in and cared for it. That was our first mistake...









HITM
SILENT A

WHEN YOU WORK FOR THE AGENCY

XBM BIG GAME



AN 2: SSASSIN

RETIREMENT IS NOT AN OPTION...

INFORMATION

- **PUBLISHER** Eidos
- **DEVELOPER** IO Interactive
- **GENRE** Shoot-'em-up
- **PRICE** £44.99
- **PLAYERS** 1
- **WEBLINK** www.hitman2.com
- **RELEASE DATE** 4 October



DEVELOPER HISTORY

The original article was just as much fun to play as this sequel. Very original, stylish and full of cool ways to kill your targets. Instantly loved by aspiring cleaners all over the world.



HITMAN: CODENAME 47

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

Call us weird but if you're going to get into the business of being a hitman you'd probably want to have a slightly less suspicious name than Agent 47. How about Bob, or perhaps even Kevin? But no, 47 is the name of our hero in *Hitman 2: Silent Assassin*. You can't blame the man himself really, as it was his given name right from the moment his DNA was fiddled with at birth. Not really any surprise then that he grew up to become a trained killer.

This game follows directly on from the original *Hitman* title and, just like the previous assassination simulator, it is a truly addictive piece of videogaming. Right from the moment it begins and the music (courtesy of the Budapest Symphony Orchestra) kicks into life, you know you're in for something very filmic. Something big. In fact, almost every level in this game feels like it could be a closing scene from a cool Hollywood action flick.

Unfortunately, like most blockbuster movies the plot is a little bit on the weak side. This is forgivable however, as it is only a lowly servant waiting hand and foot on the gameplay. After all, you can't expect the developer to just throw a load of hits at you without explaining the moral reasons behind it all. It just wouldn't be right. This does mean you have to suffer a few plot-driven stages but considering the huge number of levels we can live with the sacrifice.

There are 20 missions in total, set in locations that include Russia, Japan, Italy

HITMAN 2: SILENT ASSASSIN



XBM INFO

☒ Despite the information pointing to Lee Harvey Oswald the famous JFK assassination remains to this day unsolved. Of course, this didn't stop Hollywood making a film and pointing a few fingers. Government...cough...cover up...cough.



and so on. This number of challenges would be good enough for most games but 20 missions in *Hitman 2* means a heck of a lot of hours with the pad in your hand. The game can get very hard and until you get into the mindset of the way it is supposed to be played you're going to have real troubles. The odds are high that the second you start playing you're going to switch into first-person and run into the first level (Anathema) all guns blazing. This would be tantamount to stepping onto a motorway during rush hour, holding a neon sign declaring your undying love for the council tax system.

The action may be brutal and fast when it happens but the use of stealth is the only way to get through a mission. This means walking around instead of running where possible (so as to not attract attention), hiding bodies when you need to, avoiding contact with all apart from your target, stealing clothes and trying to make as little sound as possible. A certain random factor is there and the AI in the game isn't perfect, but you can usually predict when a plan is about to go wrong. And if you can't, as soon as a level starts taking a turn for the worse the game definitely lets you know about it!

Each mission in *Hitman 2* features a couple of objectives that need to be cracked but these update and change depending on your actions. Killing a guard, stealing his clothes and failing to hide the body, for example, usually means a message popping up on the screen saying that the enemy are looking for somebody dressed in those clothes! Now, unless you want to be caught out your plan has to change. Luckily there are lots of ingenious ways to complete each mission (some detailed in the briefings) but you do need to take your time working out each level.

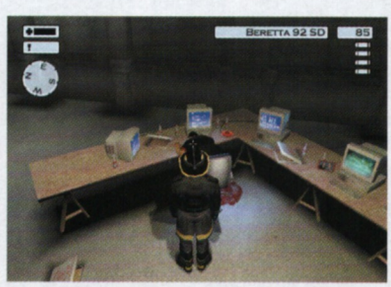
Remembering guard patterns and such can make the difference between a smooth-running plan and a botched attempt at a hit. This does mean slow gameplay but it's nowhere near as dull



NOT YOUR SHOE SIZE: Oh, you can just imagine the titters that rippled around the office of the developer when this set of initials was thought up.



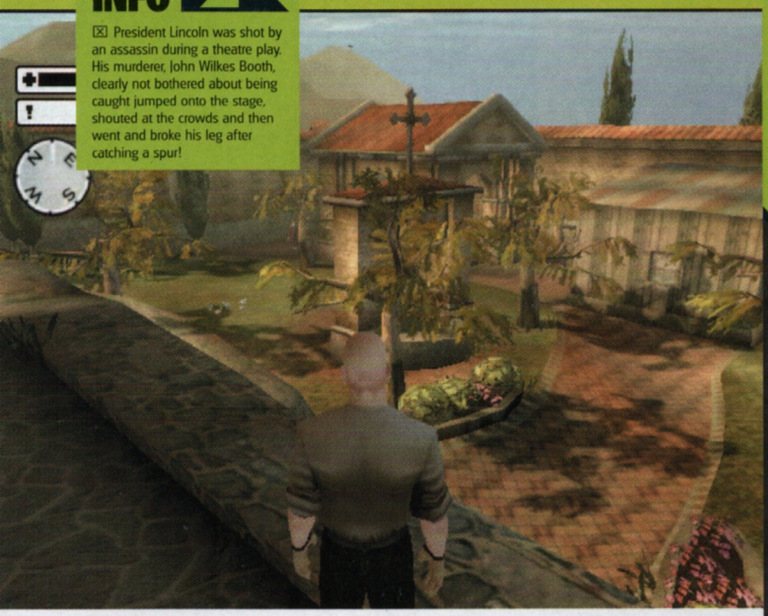
CROSS DRESSING: One of the local law enforcement officers kindly lends his clothes. He will get them back – for his funeral!



THE GRIM REAPER: It's always better when they don't expect it. You don't get that pang of guilt when you see the fear on their face.

XBM INFO

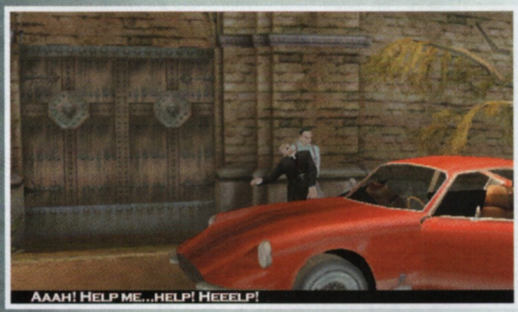
☒ President Lincoln was shot by an assassin during a theatre play. His murderer, John Wilkes Booth, clearly not bothered about being caught jumped onto the stage, shouted at the crowds and then went and broke his leg after catching a spur!



NO PLACE LIKE HOME

☒ Agent 47 discovers that there's no such thing as retirement in this game...

The story in *Hitman 2* follows pretty much straight on from the previous game, but don't worry because you don't have to play it to get what's going on. At the end of the first adventure our genetically created (hence the barcode) killer, Agent 47, decided to hang up his guns and 'disappear' into Sicily, where he found a friend in the local padre. Sadly, somebody discovers his whereabouts, kidnaps the padre and forces 47 to get back to work. There's truly no rest for the wicked.



AAAH! HELP ME...HELP! HEEELP!



NEW RELIGION: This church in Sicily is your base of operations and home throughout the game.







as you might expect. Just remember that a mistake usually means death. Bullets don't slide off you in this game – they nuzzle into your flesh and ruin any chance of level completion. Yes, it does get extremely frustrating at times, but when you do perform a cleaning job unnoticed the feeling of satisfaction you get is immense.

Things are made easier by the fact you can save part way through a level but developer IO Interactive has been careful not to let this ruin the gameplay. The saves in *Hitman 2* sort of act like continues as you only have a limited number to use during the course of the game. More saves can be won but holding them in your hand for the tougher levels is highly recommended. Of course, predicting which levels are going to be tough and which are not is a game all in itself.

Generally speaking, the levels which are more difficult in *Hitman 2* are those which require fast action. The controls are a lot easier than you might think, considering the number of actions you can perform and items you can interact with, but they can be sluggish when instant action is needed. In particular, selecting a gun if you do not have one ready and using the fibre wire turns into a nightmare if the enemy gets the upper hand. Basically you need to plan way in advance, making trial and error an

REMEMBER, BE THE BULLET

It's so annoying when the target refuses to stay put in one position!

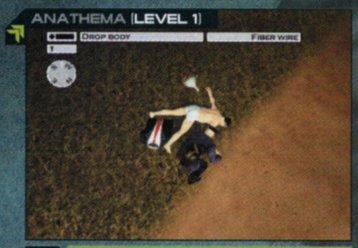


There's one level in this game where you have to perform a hit on a wealthy Arab and his entourage of cars passing through the desert. The sniper scope has a tendency to sway around quite a bit and the massive range to the target doesn't make the shot any easier! You can, of course, take out the engine block in the lead car to stop the procession but then you'll attract a lot of attention: giving you only a few seconds to make the subsequent mark. Definitely one level you should save mid-way through!

[LEVEL 1] ANATHEMA

SPECIAL DELIVERY

There's nothing quite like being thrown in at the deep end. Your first hit out of retirement is a well protected Mafia boss who lives in a huge mansion. There are several ways to do this job but this is our preferred method...



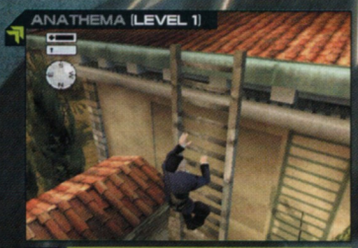
1 ☒ First stop the postman from delivering the flowers by silently garrotting him before stripping him naked, swapping clothes and stashing the body well out of sight.



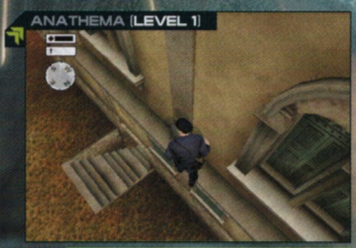
2 ☒ Now go over to the other side of the mansion where you'll find the grocer taking in some food. Hide your pistol in one of the crates and let him carry it in for you!



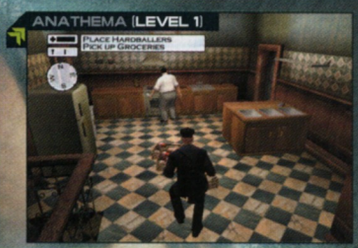
3 ☒ Head around to the front gate with the flowers that the postie was going to deliver. The guards will search you but when they find no weapons they'll let you through.



4 ☒ Once inside the grounds you can ditch the flowers and sneak off to round the back of the main building where you can gain access to a side roof by way of a ladder.



5 ☒ Once on the roof you can use a nearby ledge to make your way around the building directly over the heads of the guards! Drop down to those steps to get inside.



6 ☒ This leads into the kitchen where you should find your guns waiting for you in the groceries delivered earlier. Make sure the cook doesn't see you and grab your gear.



7 ☒ Now you need to be extremely cautious making your way upstairs to where the Mafia boss resides. Making use of the map is a must as it shows the goon locations.



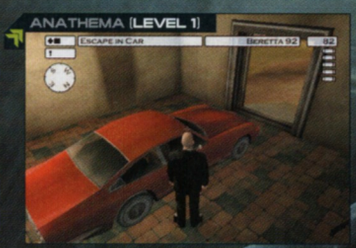
8 ☒ Once you get to the hit room you're going to have to take care of a sentry outside the Don's door. This means firing a gun and attracting attention – so get ready to act.



9 ☒ After dispatching the guard, run inside and quickly take care of the boss. Now speed is of the essence – you need to make your way out again in the chaos that ensues.



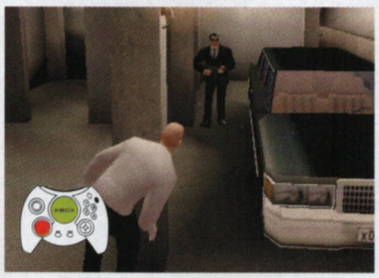
10 ☒ The odds are that you're going to come across a few confused goons, so put them out of their misery. Keep checking the map to avoid any unnecessary conflict.



11 ☒ If you get lucky you might have killed a man in the house who holds the keys to this car. The perfect crime! If you didn't you're going to have to go out on foot.

TRAINED KILLER

There are quite a few moves in this game, but surprisingly it's incredibly easy to remember them all. Here are a few you'll be using a lot...



1 It may mean taking your finger off the stick but holding down left or right on the D-pad allows you to peak around corners. Comes in handy for planning moves.



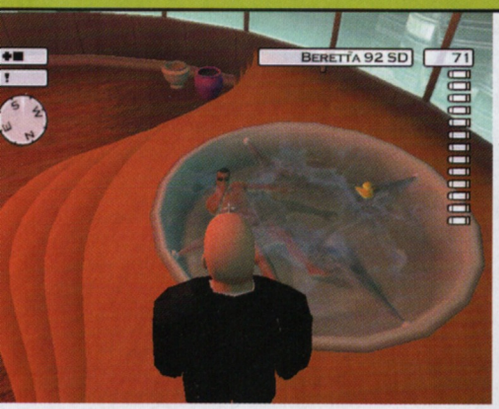
2 Rather than having a separate button for scope this game activates the scope on the first press of the trigger. You can then zoom in and out with the D-pad.



3 At several points in the game you need to crouch down in order to sneak around or simply to avoid being seen. One tap of the trigger activates sneak mode.



4 Hiding bodies is essential. A single action button brings up a pop-up menu allowing you to steal clothes, weapons, activate objects or drag bodies.



WET WIPE: They never look so macho when they're naked in the tub with a rubber ducky.



TWO BLIND MICE: The man in front is being held hostage by the one in the middle.



THE X FACTOR

Get a nice powerful weapon like the dual Hardballers and you can take an enemy clean off their feet!

XBM INFO

The sniper rifle in this game, and pretty much any other game we can think of, is way more accurate than it should be. A proper hitman has to adjust for factors such as wind speed and distance to target. This would make the game too hard.

extremely common theme. A hearty recipe for unnecessary annoyance.

You can minimise the number of times you're going to throw the pad to the floor, cursing its very existence, by making sure you take the right tools for each job. There are 30 or so weapons in the game. All are enjoyable to use but generally speaking if it's not silenced you don't want to be spending too much time with it. Which brings us back around to the stealth elements of the game. It is incredibly satisfying to make your way through a level with just the fibre wire and a suppressed handgun. This is undoubtedly the main appeal of the game. The name 'Silent Assassin' does exist for a reason!

The problem is that if you're not the patient player that appreciates this kind of gameplay the whole point of Hitman 2 is lost. In fact, you're probably going to get quite shirty with the game very quickly indeed. However, if you give the game a chance you're sure to be hooked by the time the first level is over. A guaranteed hit! **MIKE**

THIS PARTY'S OVER

If there's one person you don't want to invite to a soiree it's a disgruntled hitman!

In one of the later levels in *Hitman 2* you're required to infiltrate a fancy party to clean a VIP and recover the contents of a safe. It's all very *Mission Impossible*! This game pretty much revolves around stealth anyway, but this level in particular needs a lot of care and attention to get through simply because of the huge number of on-site security.



Sneak in, grab yourself a waiter's uniform and you can wander around the party pretty much as freely as you want. But should you…



… let your identity slip, all hell breaks loose as bodyguards swarm onto your position. If it gets this bad it's probably restart time!

VERDICT

XBOX

HITMAN 2: SILENT ASSASSIN

SECOND OPINION

Hitman 2 is a game that will take patience and perseverance if you're to get any joy out of it. Without either you'll become quickly frustrated by the nigh-on-realistic computer AI. On top of this, even the lowest difficulty setting will test the best of you out there – being a hitman is no easy business. But this is a good thing – *Hitman 2* is a game that will take an age to complete because it's such a challenge and because it's so different from anything else out there. Worth a look if you want something both challenging and cool to boot.

NICK

ALTERNATIVELY

MAX PAYNE
Take2

An equally good third-person designed shooter with none of the stealth.



XBM RATINGS

LOOKS
The colours, textures, shadow and lighting in the levels and the character models that inhabit them all look the part.

SOUNDS
Fantastic music really sets the mood for the game whilst the meaty gunshots and comical accents flesh out the gameplay.

GAMEPLAY
Simply put, this game is very addictive. There's something quite satisfying about playing the part of a professional hitman.

LONGTERM
Plenty of levels and lots of ways to complete them. Shame there's no two-player option though, where another could control a bodyguard.

Why we'd buy it	Why we'd leave it
+ Superb musical score	− Can get frustrating
+ Addictive gameplay	− Slightly fiddly controls
+ Well designed levels	− Not for the impatient
+ Lots of gaming hours	

Overall

If this game were a hit it would be a clean shot to the head.

8 OUT OF TEN



"IT'S A STORY THAT WE'VE BEEN TOLD BEFORE IN WHAT SEEMS LIKE A HUNDRED TV THRILLERS AND VIDEOGAMES"

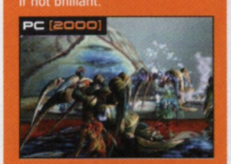
INFORMATION

- **PUBLISHER** Vivendi
- **DEVELOPER** Computer Artworks
- **GENRE** Shoot-'em-up
- **PRICE** £44.99
- **PLAYERS** 1
- **WEBLINK** www.artworks.co.uk/thing.htm
- **RELEASE DATE** Out Now

THE THING

DEVELOPER HISTORY

A squad-based sci-fi shooter where the all of the characters evolved depending on what kind of DNA you acquired. Interesting if not brilliant.



EVOLVA

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- SCREENSAVER
- WALLPAPER
- MOVIES



TRUST NO ONE!

The Thing: a brilliant Eighties horror film with a simple premise based on fear, paranoia and some Oscar-winning special effects. A group of American scientists discover an alien organism that has been frozen in the Antarctic ice for thousands of years. This organism infects and then assimilates any life form it comes into contact with, turning it (could be a man or more famously dogs) into The Thing – to all intents and purposes the same as the original life form but with only one thing on its mind: it wants to infect more creatures – usually with gut-wrenching consequences. With the organism running riot, the scientists don't know who to trust, who is and isn't The Thing, and turn on one another in a paranoid frenzy. They eventually blow up the base in an attempt to destroy The Thing and

THE AFTERMATH

All's quiet when you land at the US research base. You know that it's not going to last for long...



1 First you have to restore power – get the engineer to fix the circuit breakers.



2 With the power back on you can find out exactly what's been going on here.

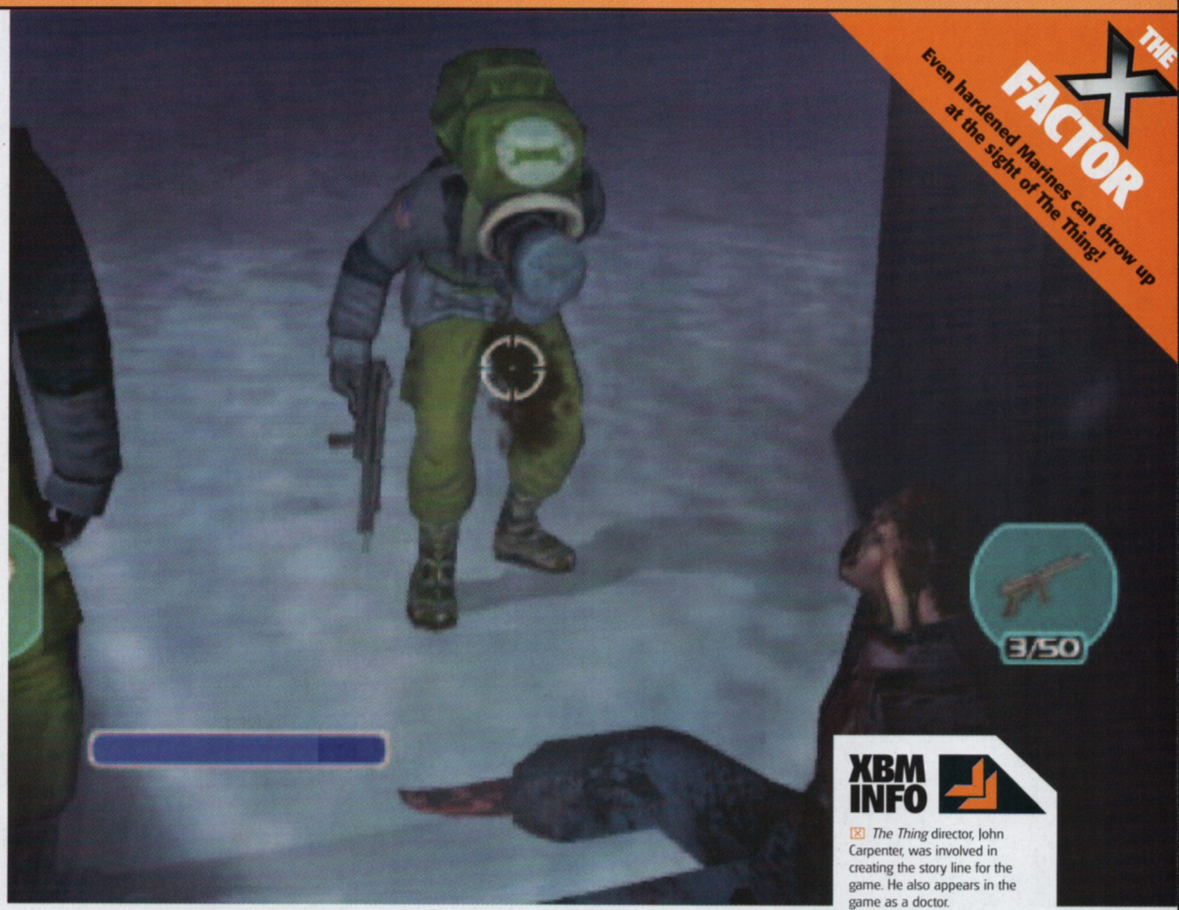


3 A little exploration reveals a UFO. A radio message tells you to leave the base.



4 Finally you plant the last C4 charge and make your way to the Norwegian base. And no sign of any Things. Yet.





THE X FACTOR

Even hardened Marines can throw up at the sight of The Thing!

XBM INFO

☒ *The Thing* director, John Carpenter, was involved in creating the story line for the game. He also appears in the game as a doctor.

save the world. What we're talking about here is a brilliant opportunity to do a survival horror game...

The Thing, the game, takes place not long after the events of the movie: You play the leader of a rescue team sent in to find out what has happened and take necessary 'steps'. Things start off brightly enough. You and your team of three lands in the Antarctic, the remnants of the US research station burned out and crumbling around you. This is fun – exploring the movie set, finding references to the film like Childs' frozen body (if you remember he and MacReady are the only two characters left at the end of the film) and Blair's UFO constructed from parts of the helicopter – all good for fans of the film. Puzzles are simple as you're introduced to the basic operation of the team dynamics and an atmosphere of impending doom builds as you read computer logs and witness what The Thing is capable of. But then something inexplicable happens: the monsters appear, the team dynamics are forgotten and the shooting begins.

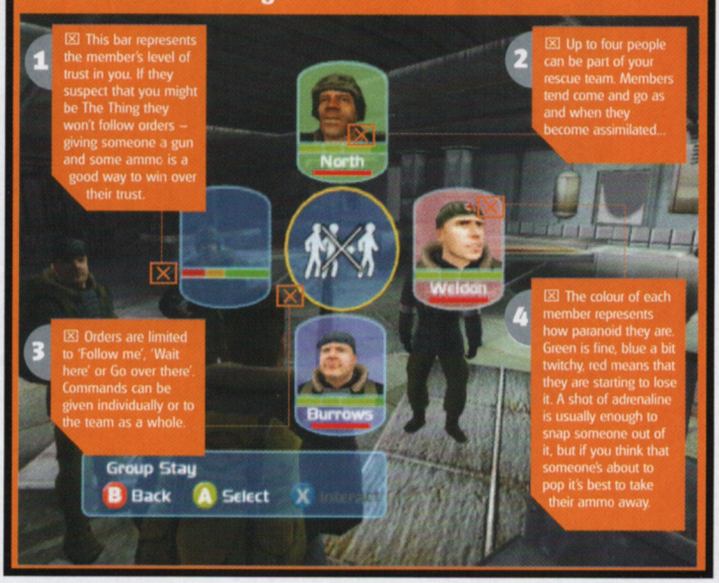
The Thing is essentially this – *Resident Evil* with a few new ideas thrown in. The main one is the use of a squad. At various stages of the game you get control of different men – soldiers, medics and engineers. They can be ordered about, used to open doors and will heal you when you take a hit. More importantly, though, the events going on around them will freak them out. If they get too freaked out then they will vomit, piss themselves, eventually go psycho and randomly shoot anything – and that includes you. Fail to calm them down and eventually they'll die of a heart attack or shoot themselves in the head. But that's not all. They can also become infected by The Thing.

Now this should lead to some paranoid gameplaying. Who do you trust? Who could be The Thing? Do you



MEET THE TEAM

Controlling your team is vital if you're not going to be turned into The Thing...





FILM SPOTTING

The Thing features many of the locations from the film. See if you can spot the references to John Carpenter's classic Eighties horror film...



ICE POPS

A room somewhere in the Norwegian camp where you find the block ice, from which the original Thing was unfortunately defrosted.



DO NOT FREEZE

The frozen body of Childs (from the end of the movie). But where, exactly, is MacReady? Do we really want to find out?



CAPTAIN'S LOG

MacReady's cassette recorder where he kept a diary of the events in the film. You can listen, but sadly it isn't Kurt Russell's voice.



CUT-THROAT

In the Norwegian camp once again. Remember the poor guy who was sufficiently terrified that he slit his own throat?

TESTING, TESTING...



If The Thing perfectly imitates the life form that it infects just how do you know who's it and who's not?

The best thing to do, if you're suspicious, is to administer a blood test – if nothing happens then you're okay. If the syringe explodes... it's hammer time!

FIRST AIDE: Health and ammo has to be administered to your team-mates if you're to keep them alive.



YELLOW STREAK: If they get too scared your team members will, ahem, relieve themselves in their trousers. Remember: don't eat yellow snow.



XBM INFO

Computer Artworks' previous projects include *Organic Art* – a program that created 3D visuals based on the laws of evolution.





give a guy you suspect to be a bloodsucking alien a loaded weapon? The problem is, this aspect doesn't really amount to much, or at least to the level it should have worked. You can use a blood test to see who is and isn't infected and this isn't even effective. It's almost like the game is scripted to as and when someone turns into The Thing. At one point we tested someone (with a negative result) and 30 seconds later he transformed into a bloodsucking alien. Once you figure this out then the game doesn't seem to have half the fear it did have.

This is probably down to the fact that you're never really separated from your squad. This means that there's never a chance for them to become infected. If you had members disappearing for periods or if you had to leave them guarding a certain area then this could lead to some real paranoia-inducing gameplay. But it doesn't. As a consequence, *The Thing* lacks the atmosphere, the 'I don't want to go around the next corner' fear that the *Resident Evil* games have. There are too many monsters – it's too obvious when you're going to get attacked and for some reason, the quick moving, shapeless Things just aren't as frightening as lumbering zombies. And this is our main complaint. A horror game should be about scaring the player witless. It should be about running out of ammo when you've got a room full of beasties trying to rip your throat out, about building tension and taking you on a roller coaster ride of emotions. *The Thing* just doesn't do this – it's more shoot-'em-up than scare-'em-up.

Not that *The Thing* is a bad game. On the contrary, it's actually very good. If only the ideas in here had been exploited to their full potential. Without this what we have is little more than a *Resident Evil* clone – even down to the meddling government (for this read the sinister Umbrella Corporation) trying to exploit The Thing as a weapon. It's a story that we've been told before in what seems like a hundred TV thrillers and videogames.

We like the setting, the monsters, the idea that your team members can turn into The Thing. We also like the fact that puzzles have to be solved with help from the computer controlled characters plus the fact that they react to the environment around them, and the game looks the business. The trouble is that *The Thing* just doesn't scare us and that, you'd think, is a vital part of any horror game. **NICK**

VERDICT

XBOX

THE THING

SECOND OPINION

If you don't read too much into it all, *The Thing* is a fantastic piece of survival horror that compliments the film perfectly. It's brimming with cool ideas and the whole trust/fear interface works really well. The problem is that the developer clearly hasn't had the time (or the intelligence) to follow these ideas through. When a blood test on a human comes back negative just seconds before they turn, you can't help but feel cheated. This is a really good game but you need a strong stomach to overlook the flaws.

MIKE

XBM RATINGS

LOOKS
Some lovely textures and locations but still it suffers from slow-down and some dodgy camera work.

SOUNDS
What, no music from the movie? Sadly, a major letdown in the atmosphere stakes.

GAMEPLAY
Resident Evil with knobs on, right down to the cheesy conspiracy plot. We were hoping for something a little more original.

LONGTERM
Once you've completed it, it's back in its box forever.

Why we'd buy it	Why we'd leave it
⊕ Innovative gameplay.	⊖ Combat can be difficult.
⊕ Some really good, original ideas.	⊖ Not enough made of the squad idea.
⊕ Some creepy moments.	⊖ Too linear.

ALTERNATIVELY

SILENT HILL 2
Konami
Sicker than *Resident Evil*, darker than the blackest night.



Overall

Some new twists on the survival horror genre, but never really exploited to their full potential.

7 OUT OF TEN



INFORMATION

- **PUBLISHER** Titus
- **DEVELOPER** Saffire
- **GENRE** Beat-'em-up
- **PRICE** £44.99
- **PLAYERS** 1-4 Players
- **WEBLINK** www.titusinteractive.co.uk
- **RELEASE DATE** September

SHARPEN UP THAT BATTLE-AXE, BECAUSE IT'S TIME TO GET HACKING...

BARBARIAN

DEVELOPER HISTORY

After a lengthy wait this first-person shooter is almost nearing completion. Controlling the half-man, half-machine law enforcement agent you'll be charged with the task of blowing the hell out of the criminals of Old Detroit. Watch for a review soon, until then 'stay out of trouble'.



ROBOCOP

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INTERVIEW
MOVIES

For some reason a number of you seem to be under the impression that this is a modern sequel to the 8-bit classic *Barbarian* from Palace Software. Well, whilst the two games may share the same name that's where any similarities end. Perhaps, the best way to describe *Barbarian* for the Xbox is as a hybrid of Capcom's *Power Stone* and Namco's *Soul Calibur*, with a dash of mild RPG action thrown in for good measure. Broadly speaking, the game is split into two main sections; the first being the solo player Quest mode and the second the multiplayer option. The former sees you selecting from one of ten varied warriors – each of whom has their own agenda, for example tracking down the people who killed their father (and other such guff).

Having picked a fighter you're given a bit of their background, and then it's into



XBM INFO

We won't say this again, *Barbarian* on Xbox has nothing to do with the ancient 8-bit beat-'em-up of the same name, which is a bit of a shame as far as we're concerned.

THE MORE THE MERRIER

Stick eight barbarians in the same room and take a guess at what happens...

Four human players can fight it out at once if they should wish. What's more, four bots can be brought in to make a total of eight fighters on screen at once. Unfortunately, the camera angle can often make it tricky to see what's going on in these situations. Still, it's all good fun.



IN MOST INSTANCES VICTORY CAN BE ACHIEVED BY SIMPLY HAMMERING AWAY AT THE BUTTONS AND HOPING FOR THE BEST



THE X FACTOR

Once again it is our sad duty to inform you that this is little more than a lazy PS2 port. Sorry folks, this just isn't good enough.



SWING BEAT: In each location are items such as poles, icicles and pillars. These can be used as weapons by either swinging or hurling them at the enemy. Nice.





ON THE LEVEL: Most of the stages you battle on are multi-levelled, for example by knocking an opponent through a section of wall the fight will continue into the next area.

the action. As stated, the game shares a startling number of similarities with the aforementioned *Power Stone*. Fights take place in some quite nicely designed interactive environments ranging from ancient tombs to dense jungles. Most of these feature sections that can be climbed upon (poles) or hung from (overhead bars). These can be exploited to gain an advantage over or escape from an opponent. The other big similarity with Capcom's game is the way that in addition to your standard attacks, you can also grab hold of items lying around the arena and use them as makeshift weapons. For example, large pillars can be grabbed and swung around, whilst rocks can be picked up and subsequently hurled in the direction of your foe(s).

In solo mode most of the fights are one-on-one affairs, which simply involve knocking the enemy out. To add variety to proceedings you occasionally have to fight several opponents at once or defend an item from enemy attacks for a certain time. It's all much of a muchness though. Multiplayer mode, works along a similar principal, although here up to four players (and four computer fighters) can square off. With eight fighters on screen the dreadful camera angles can often lead to battles degenerating into fiascos.

The game's awkward combat system also lets down what could have been quite an enjoyable game. Attacks feel sluggish to perform and when engaged in one of the game's pre-programmed combos you'll leave yourself wide open to counter strikes (thus rendering them largely redundant). Worse still, in most instances victory can be achieved by simply hammering away at the buttons and hoping for the best – hardly the stuff of great gaming.

A few token magic attacks do little to improve the quality of gameplay but even when you've built your character up there's still a distinct lack of depth to the fights. Adding insult to injury is the fact that *Barbarian* has improved little on the PS2 version and features nothing to distinguish it from its Sony counterpart. It's a shame really, because with a bit more effort this could have been quite enjoyable. Granted, the game is fun in a mindless sort of way, but the fact that you can buy a Dreamcast with a copy of Power Stone 2 for less than this hardly singles out *Barbarian* as being good value for money.

Make no mistake, we've seen worse games come in over the last few months, but we've also seen a lot better. Ultimately, this is best avoided. **SIMON**

VERDICT

XBOX

BARBARIAN

SECOND OPINION

While this game isn't going to set your console alight there is a bit of fun to be had with it. Whether that is enough to merit purchasing it is another matter. In multiplayer it can be a laugh and the single player quest is alright but neither match up to the class of something like *Dead Or Alive* in terms of the fight dynamics. The magic attacks add to the combat but don't stand out as being particularly revolutionary or amazing. We'd have to say that you are best off trying this before buying, and if you do consider buying, wait for a budget price tag.

DAN

ALTERNATIVELY

DEAD OR ALIVE 3
Tecmo
The best beat-'em-up available for the Xbox: essential stuff.



XBM RATINGS

LOOKS
Whilst not an awful looking game, *Barbarian* betrays its PS2 roots with dodgy camera angles and quite poor animation.

SOUNDS
The hacking and slashing sound effects are fine and the music is suitably rousing. The story voiceovers are laughably cheesy though.

GAMEPLAY
Fun in a 'no-brainer' sort of fashion but compared to other Xbox beat-'em-ups, *Barbarian* lacks any true depth.

LONG TERM
The multiplayer options should last you a while and the different routes in the quest mode should keep you occupied for a time.

Why we'd buy it	Why we'd leave it
⊕ Four-player fight action	⊖ A lazy PS2 port
⊕ Interactive environments	⊖ Dodgy camera angles
⊕ Various different scenarios	⊖ Button-bashing gameplay
⊕ Varied magic attacks	⊖ Dull story line

Overall

A decent stab (sorry) at making a weapon-based beat-'em-up, but average graphics and repetitive gameplay will soon have you hacked off (sorry again).

5 OUT OF TEN

XBM INFO

☒ "Stealth and action based gameplay directed by context-sensitive, mission-based sequences" – Translation: it has cut-scenes that disrupt play.



INFORMATION

- ☒ **PUBLISHER** Acclaim
- ☒ **DEVELOPER** In-house
- ☒ **GENRE** First-person shooter
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.acclaim.com
- ☒ **RELEASE DATE** 6 September

TUROK EVOLUTION





BUT WE SAID WE WANTED A REV-O-LUTION!

PUBLISHER HISTORY

☒ It may not be with us, but the buzz on *Vexx* is high amongst those of us who can't wait for the Xbox's next average platformer. Apparently it'll feature day AND night-time lighting effects and will be controllable via a game pad...



VEXX

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WALLPAPER
INTERVIEW
MOVIES

At first we thought it was *Halo*'s fault. Let's be fair about this, even if God and all his little angels had swooped down from heaven with the sole intention of making the next *Turok*, the game would still have its detractors. But it would have been a damned sight more impressive than this… this thing we now see before us.

You know you're in deep doo-doo when the press release reads, 'Featuring an entirely new game engine that was specifically designed for the next-generation gaming systems.' Hello, this is an Xbox, you're damned tootin' you'd better have an *entirely* new game engine. What, we want some slightly spruced up N64 code? Don't think so. Well isn't it lucky that we brought that up since what we first noticed about this new *Turok* wasn't what's shiny and new about it, but rather what it lacks.

And that, because of the work done by the boys at Bungie Studios, is the artificial intelligence of enemies. We've all experienced how Covenant Elites duck and dive to avoid your fire, run away when their shields are down and hide until their energy levels return. It's all good. In *Turok Evolution*, however, this is most definitely not the case. At long range most are oblivious of any injury you might inflict – sure they'll go through a stumble animation but then continue what they were doing before you fired into their skull. Other than this, when they do spot you, they'll charge headlong toward you regardless of the damage you inflict.

So we've killed our first enemy and they're lying there surrounded by the requisite splashes of claret, when a truly remarkable thing happens. Something that we'd hoped to have seen the last of. The body fades to nothingness *as* it sinks into the ground. This doesn't happen when your back is turned either. Nope, it's like the son of a bitch is proud of what it's doing since he (or it, or hell, maybe even she) wastes absolutely no time whatsoever beaming off the level map like it just can't wait to leave. Have a

FIRST LEVEL

In the jungle, the mighty jungle...



1 Big Tough Turok have big tough weapon. Turok need to kill but no dino thing here. Grrr.



2 Doyouthinkhesawus? Ha, Turok great big funny guy. Turok kill dino, Turok move on...



3 Grrr. Turok no like plenty ugly background. Turok shake bone stick at big dino. Dino no care.



4 Turok leap from stone to stone. Turok fire bow with arrows that go 'poof'.



5 Turok in big bright cave. Turok near end of training level. Turok now pretty tough guy.







THE X FACTOR

Though not impressive in the context of any other game, Turok's rocket launcher does provide some very meaty explosions. See, you knew the game had to have one good point.



WINGED WARRIOR: Trust us, this really isn't as fun as it looks.





TO THE RELOAD: Most weapons have a secondary function. FPS by numbers?

look around the surrounding area and you can see why this might be the case. It's horrible. For all Acclaim's talk of creating believable environments that are packed with creatures, foliage and atmosphere they might have well have been giving a reading from a book entitled 'The difference between elaboration and lies.' The foliage is ugly and mucky and the other creatures act like they've walked off the set of *Robot Wars*, so unnatural is their movement or concern that you've just shot them in the ass.

Look a pretty rainbow! No, it isn't since a real rainbow's position is dependent on the observer looking toward water vapour while having the sun directly behind them. It's an optical illusion, not something you can walk BENEATH and look up at – IT DOESN'T EXIST. In *Turok Evolution* rainbows might as well be made of particularly cheap hardboard.





SO BORED I PUKED

Imaginative weaponry or just a prolonging of *your* agony.

Turok Evolution gives you, the ripped-off player, the chance to use some totally over the top and pointless weapons. This guy (one of your allies, naturally) has been shot with a poisoned arrow, which is making him puke himself to death. Fair enough, it's slightly amusing at first, if you're eight-years old, but after that you'll be happy just to kill them as quickly as possible. Put comedy weapons in multiplayer and you've got something. On a single-player level it just seems like another thing Acclaim spent too much time on when the rest of the game was in need of a kick up the bottom.





XBM INFO

"Ground-breaking Squad Dynamics System (SDS) creates incredibly realistic enemy and allied squad AI." – Translation: You can see a dinosaur-man-thing running around in a circle. Then you shoot him.

1 JESUS!

A bore is working its way down this dude's extremeties and he's in for a very painful and slow death. Slow death features a lot in the game. Even as you play it feel like you are dying... slowly.

2 OH MY GOD!

Acclaim claims that *Turok* features some of the sharpest AI in all of christendom. That'll be why you can watch dino-things running around in circles as they attempt to attack you, then.

3 BLIMEY!

As every child will know, extreme gore equals a quality game. *Turok Evolution* has gore. You can blow off arms legs and heads. If you're a child who really loves gore AND dinosaurs, this is for you.

WHAT KIND OF ENEMY OPENS UP ITS DEFENCES WHEN YOU'VE KILLED A CERTAIN AMOUNT OF ITS GRUNTS?

AND LIKE THAT, HE'S GONE!

Damn you Acclaim, damn you all to hell!



We know that new technology doesn't necessarily mean new styles of games. We do, however, expect some form of progression. We don't want fogging, we don't want erratic frame rates but we certainly do want dead enemy units to remain dead and visible for as long as possible, if not the length of the entire game. Some older FPS games make bodies disappear, others push them slowly into the ground. It's like the designers know what we hate, and then proceed to double up on it. Swines.

Look at the pictures of the talent behind this mag and you'll know looks are not everything, so what of the rest of the game? Well, there are two types of level: ones where you're on foot and armed with an imaginative set of weapons, and ones where you fly a pteradon that's kitted with machine guns and homing rockets. On foot you get the chance to encounter an enemy whose AI can see into the future and tell them that you are about to come around the corner – wave goodbye to any ideas about stealthy play. In the air you get to swoop around with all the agility of a plane made off wet sugar paper and none of the fun there within. Hit water and instead of slicing through the surface like an armoured kingfisher, you explode. Walls seem to have a gravitational force of their own, get too close you are pulled in. Then you explode.

There is so much here to dislike it is generally making us dizzy. Levels are opened up not by finding anything believable, like a key, but by killing a certain enemy. And what kind of enemy opens up its defences when you've killed a certain amount of its grunts? Obviously one that is heading for extinction. Maybe that's an in-joke, what with the game featuring dinosaurs. We doubt it. If any humour or imagination was used in the development of this game it all went deciding on the £40+ price ticket. Those poor misguided fools. **WILL**

VERDICT

XBOX

TUROK EVOLUTION

XBM RATINGS

LOOKS
Intangible plants and disappearing bad guys. Not the worst looking game but lacks any soul whatsoever.

SOUNDS
Nothing special. Atmospheric jungle sounds, big beefy explosions and naff arrow effects.

GAMEPLAY
It can be played, but we really, really don't want to. Frustrating, dull and unremarkable throughout.

LONGTERM
Well, it has a multiplayer mode (Two players only. Nice.) that has a fair few decent options.

SECOND OPINION

A few years ago this would have been acceptable – not any more. *Halo* (and others we might add) has raised the standard of first-person shooters to new levels and in this market it's survival of the fittest. Kind of fitting for a game that features a species that will eventually meet with extinction, isn't it? *Turok Evolution* does have its fun moments – weapons being a distinct highlight. However, the cons outweigh the pros by some margin. So we can't recommend it at all. Sorry *Turok*, your days are numbered.

NICK

Why we'd buy it	Why we'd leave it
⊕ Gruesome weaponry	⊖ Trees fall with a single shot
⊕ Some really quite big explosions	⊖ Lacking ideas of the N64
⊕ You walk and, hey, you can fly	⊖ The flying sections
⊕ You don't have to play it	⊖ Lacks any play incentive

ALTERNATIVELY

HALO
Microsoft

Halo: written by smart grown-ups. *Turok*: written by an average eight-year-old with a dinosaur fixation.



Overall

5 OUT OF TEN

Eight-year-olds with dinosaur fixations may find something here, mature gamers will definitely not. Does make you wonder why they bothered, really.

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TELEGAMES

GAME BOY ADVANCE



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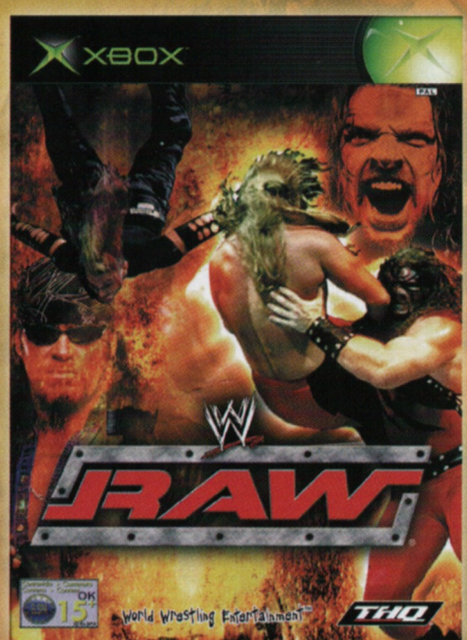
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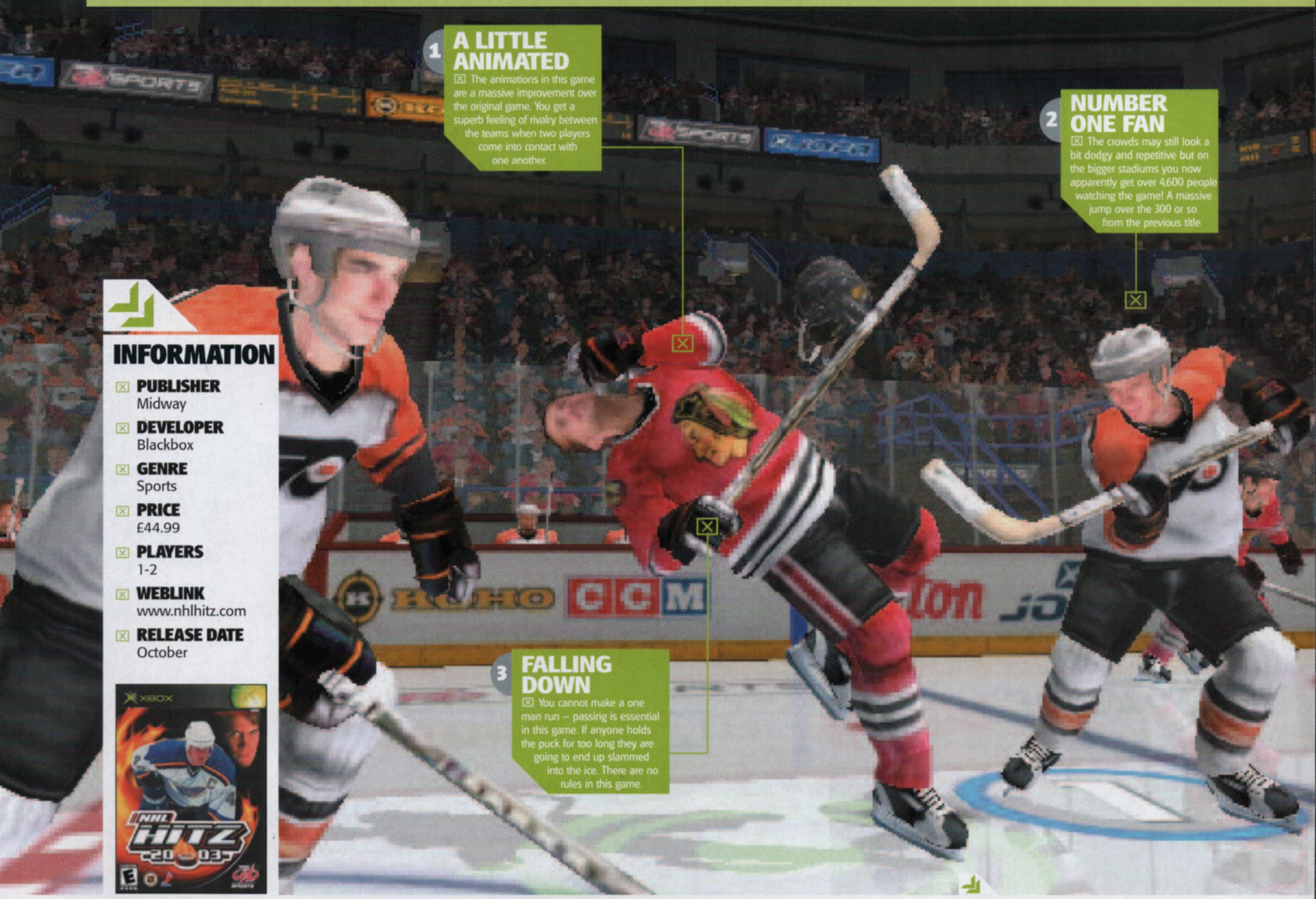
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1 A LITTLE ANIMATED
The animations in this game are a massive improvement over the original game. You get a superb feeling of rivalry between the teams when two players come into contact with one another.

2 NUMBER ONE FAN
The crowds may still look a bit dodgy and repetitive but on the bigger stadiums you now apparently get over 4,600 people watching the game! A massive jump over the 300 or so from the previous title.

3 FALLING DOWN
You cannot make a one man run – passing is essential in this game. If anyone holds the puck for too long they are going to end up slammed into the ice. There are no rules in this game.

INFORMATION

- **PUBLISHER** Midway
- **DEVELOPER** Blackbox
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-2
- **WEBLINK** www.nhlhitz.com
- **RELEASE DATE** October

NHL HITZ 20-03

THE ARCADE ICE HOCKEY GAME THAT DECIDED TO GROW UP...

DEVELOPER HISTORY

A fine arcade hockey experience with an addictive two-player mode, unrivalled by any other game on every format available. That is until now!



NHL HITZ 20-02







LIGHTNING STRIKES THRICE: If you start to do really well, a meter at the top of the screen fills up to show that you can set your team on fire whenever you want.

CLOWNING AROUND: Half the enjoyment of this game comes from playing with silly teams in one of the many bizarre stadiums.

The original *NHL Hitz* was already a good game. Which is exactly why we were worried about an update. After all, what else can you add to an arcade hockey game? It's not as if it really needs the updated team rosters or pointless stats like a simulation game does. Well, apparently there is a lot you can do and developer Blackbox is more than eager to give something back to the fans of the previous game.

The biggest new addition to the game is the Franchise mode. This basically enables you to manage your own ice hockey team and take it around the world until you eventually reach NHL league status. Create your own players, team name, logo and costumes; all the time winning more kit for your team to wear, building up stats and collecting new players as you go. This is extremely addictive and makes the one-player side of the game a dream to play.

Then you've got all the improvements to the gameplay. The computer AI has

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BULLET TIME: As per usual, the puck features the Midway logo – shameless self-promotion!



FIREFIGHT: Annoy someone enough and they are going to start a fight.

THIS IS STILL A VERY VIOLENT GAME AND PLAYING IT WOULD BE ENOUGH TO PUT ANYONE OFF TAKING UP HOCKEY



THE X FACTOR

Hit an opposing player hard enough next to the boards and you can send him flying straight through the safety glass!

ALL THE WAY!

Without a doubt, the most impressive addition to the game is the new Franchise mode...

When you're not playing *Hitz* in two-player you're going to be honing your skills on the career style One-Player mode. This isn't just about playing hockey game after hockey game until you reach the peak of your career. Far from it in fact, as a lot of thought has gone into the team creation and upgrading side of things. You even get loads of small challenges to undertake during each game. Complete them to get free goodies and stat points to spend on your team.



XBM INFO

☒ In the 1999 hockey season a Buffalo's player received a groinal injury so severe he had to miss 40 games before he could return to the ice!

been massively improved – making the game more realistic and ultimately harder to score. This may sound like it takes some of the fun away but it doesn't. In fact, it makes for far more intense, and almost physically exhausting, sessions. This also forces you to use another new addition to the game – on-the-fly formation changing by using the D-pad.

It may come as a surprise but this three-on-three arcade game is turning into a slightly more serious simulation. Only slightly though. You can still trip players up with your hockey stick, set yourself on fire (by your own choice now, not automatic), push the opposition through the glass and generally cause havoc on the ice. This is still a very violent game and playing it would be enough to put anyone off taking up hockey for life.

The over the top violence and fast gameplay does, of course, mean this makes for the perfect two-player game. You can build up some really good grudge matches in *Hitz* and with two pads plugged in the game truly begins to come into its own. Naturally, you'll still want to play through the one-player side of things just to unlock all of the obligatory silly stadiums and teams. You can also use the Franchise mode to build up your own team to challenge a friend. Add all of this up and you've got hours of gameplay.

If you do already own *NHL Hitz 20-02* we can understand any reservations you might have about getting this sequel. With most sports games like this we would be in perfect agreement. However, there are enough changes and additions to *NHL Hitz 20-03* to justify a purchase and if you are a fan of the game you won't be disappointed. You certainly won't find another sports game this can be said about for a while. Surely even the ice will have melted on *Hitz* by the time '20-04' rolls around? **MIKE**

VERDICT

XBOX

NHL HITZ 20-03

SECOND OPINION

☒ Another day, yet another American sports title... Ho-hum indeed. Happily *NHL Hitz* is one those sports games that doesn't require that you religiously follow it week after week to get any enjoyment out of it. As far as we can tell this is a cut down version of ice hockey and is all the better for it – fast-paced gameplay, it's quick and easy to get into and as a result is immensely playable. Now why can't they do a real version for the UK market? *Barclaycard Premiership Hitz* anyone?

NICK

ALTERNATIVELY

NHL 2003
EA
☒ Proof that real life just isn't worth the hassle.



XBM RATINGS

LOOKS
The character models are superb, the appearance crisp and the animations smooth.

SOUNDS
The commentary is surprisingly good and the sound effects never fail to please.

GAMEPLAY
Very addictive. Once you start playing the Franchise mode you won't be able to stop!

LONGTERM
There's loads to do, plenty to unlock and an incredibly enjoyable two-player game.

Why we'd buy it	Why we'd leave it
⊕ New Franchise mode	⊖ Crowds still look ropey
⊕ Very entertaining to play	⊖ Not to everyone's tastes
⊕ An obscene amount to do	
⊕ Very violent	

Overall

Finally a sports game update that is actually worth getting. You won't be seeing many of these!

8 OUT OF TEN



INFORMATION

- **PUBLISHER** THQ
- **DEVELOPER** Anchor Inc
- **GENRE** Beat-'em-up
- **PRICE** £44.99
- **PLAYERS** 1-4
- **WEBLINK** www.thq.co.uk/wwe
- **RELEASE DATE** 27 September

WWE RAW

WE CAN SMELL WHAT THQ IS COOKIN'... MMM, BOVRIL.

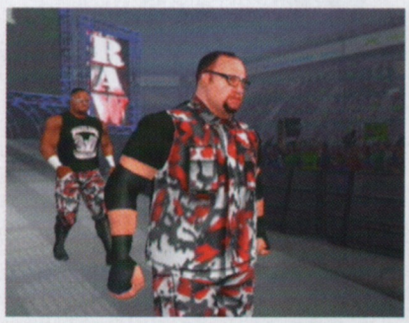
DEVELOPER HISTORY

Taking one of the most violent sports around and porting it over into the realm of games sounds tough, but Anchor did a fantastic job of it with the original *UFC* game. You can see how *WWE Raw* has 'borrowed' elements from it...



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Considering that the US version of *WWE Raw* for the Xbox came out way back in February, we're surprised that the UK release has been so long coming – after all, it's not like Anchor had to make some massive changes before the game could hit the shelves here. Still, fans will be pleased to hear that *Raw* has finally arrived... but seeing as there haven't been any improvements to the game since the import release seven months ago, has the wait really been worth it?

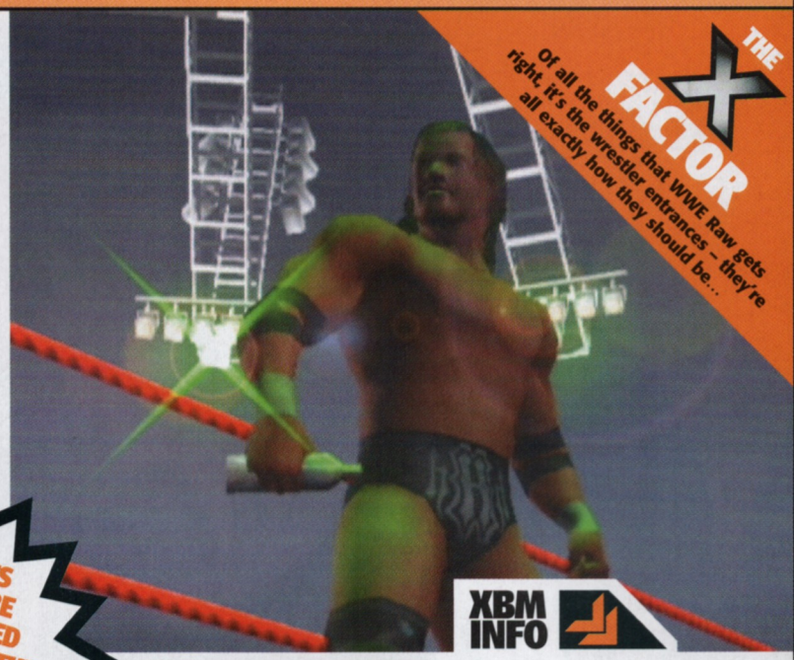
Well, yes and no. Certainly, the good news is that for the most part, *Raw* is enjoyable to play – especially if you can get some mates round for a bit of a grappling session (and maybe some gaming as well...). With developer Anchor Inc being in charge – responsible for the realistic fighting game *UFC* on the Dreamcast – *Raw* takes a much more grapple-based approach than the arcade stylings of the PS2's *Smackdown!* series, which can only be a good thing. What's more, there are tons of really neat touches that have been added to make the whole game reflect the TV presentation of the real event; things like the Instant Replay

DON'T FANCY YOURS MUCH!

You sure can create some ugly beasts here...

As is commonplace with most sports games these days, *WWE Raw* features a rather comprehensive Create-A-Wrestler mode for you to play around with. Naturally, you can change pretty much anything you choose from facial features, body shape and gender, as well as pick out the moves that you want your creation to use – you can even mess about with various entrance movies, music and lighting that help introduce your wrestler to the crowd. Once you start unlocking those secret items though, you'll have even more possibilities than before...





THE X FACTOR

Of all the things that WWE Raw gets right, it's the wrestler entrances – they're all exactly how they should be...

"RAW TAKES A MUCH MORE GRAPPLE-BASED APPROACH THAN THE ARCADE STYLINGS OF THE PS2'S SMACKDOWN! SERIES, WHICH CAN ONLY BE A GOOD THING..."

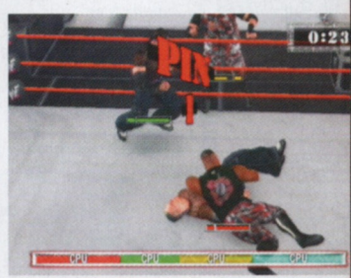




THAT'S GOTTA HURT: Pull off a really spectacular move like a finisher or a bone-crunching smash and you'll get to watch it all on an action replay.

XBM INFO

Just in case you've been living under a rock (or even The Rock) for the last six months, it's now the WWE and not the WWF – damn those stupid pandas...



on moves that look especially painful, being able to attack your opponent when he's entering the ring and the spot-on wrestler entrances °– they really give the feeling that you're taking part in a proper WWE event... well, sort of anyway.

However, despite all the good ideas and touches that *Raw* offers, the game as a whole is lacking in some rather major areas. For example, the main reason why a lot of fans watch wrestling is because it's like a soap opera... only with people slapping each other between each scene. Take this away and you lose a lot of the atmosphere that the real WWE product offers – something that *Raw* does immediately by not offering any kind of Career mode whatsoever. Fair enough, you've got the obligatory 'fight through numerous opponents' mode where various championship belts can be won but without the trash-talking and other backstage interaction and confrontation, it soon becomes rather mundane and repetitive. Also lacking is the number of match modes to try out; while stalwart styles like Triple Threat, Tag, Hardcore and Battle Royal are here, there's no sign of the more violent Hell In The Cell, Table or Ladder matches anywhere. Add to this the fact that the roster of wrestlers is sorely out of date (a lot has changed in the WWE since February) and you get a game that's a bit flat all round. Disappointing? You betcha.

The thing about *WWE Raw* though is that we're left in a bit of a quandary about what sort of final stance to take – on one hand *Raw* is by far and away the best wrestling game on the Xbox, which makes it a must-have purchase for any fans out there. On the other hand though, becoming the best out there obviously didn't take much because the game has some serious shortcomings that detract from the enjoyment of the whole experience. There isn't much here to convince your average gamer to get into *Raw*, but fans will no doubt lap up what the game does offer... while whining about the lack of depth and how out of date it all is at the same time. Honestly, there's no pleasing some people... **MARTIN**

VERDICT

XBOX

WWE RAW

SECOND OPINION

After waiting what seemed like an eternity for the PAL release, it comes as something of a disappointment that it is the same as the US version brought out many moons ago. Sure, it is fun – especially with a couple of mates, and the presentation is great, but overall it lacks an edge. This may well be one for ardent WWE fans – more casual gamers may want to wait a while for the next instalment. With any luck that won't be so ridiculously out of date as this one is and the gameplay will also be significantly improved.

DAN

ALTERNATIVELY

LEGENDS OF WRESTLING
Acclaim

Next to this, *WWE Raw* looks like the best game ever...



XBM RATINGS

LOOKS
Mmm, very nice. The whole thing looks just like a proper WWE televised show... exactly what we want.

SOUNDS
The wrestler entrances are perfect – other than that though, it's all pretty generic. Plus there's no in-game speech.

GAMEPLAY
On your own, the computer cheats like hell; against your mates though, the game really comes into its own.

LONG TERM
With no career mode to speak of and only a handful of decent match styles, you'll put it down pretty quickly.

Why we'd buy it	Why we'd leave it
⊕ It's the WWE license	⊖ No career mode
⊕ Solid grappling system	⊖ Lacking in match styles
⊕ Ace against your mates	⊖ Very out-of-date
⊕ Creation mode is great	⊖ A bit too hard

Overall

Great fun, but severely lacking in many departments – still, it's certainly the only choice for anyone looking for an enjoyable wrestling game.

7 OUT OF TEN



1 BLACK CAT
☒ James Sunderland, our hero, is having a hard time of things. Not only has his wife recently died but she's also sending him mysterious letters enticing him back to Silent Hill.

2 MOTH TO FIRE
☒ With the power out, the only way to see anything in this hellhole is with this torch – the trouble is that the monsters are attracted to light. Oh lummy!

3 MONSTER MASH
☒ One of the things that makes *Silent Hill 2* so scary are the weapons – or rather distinct lack of them. Monsters seem a little more frightening when you haven't got any ammo!

INFORMATION

- ☒ **PUBLISHER** Konami
- ☒ **DEVELOPER** KCET
- ☒ **GENRE** Survival Horror
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1
- ☒ **WEBLINK** www.konami.com
- ☒ **RELEASE DATE** Out Now

SILENT HILL 2: INNER FEARS

SICK DREAMS ARE MADE OF THESE AND WHO ARE WE TO DISAGREE?

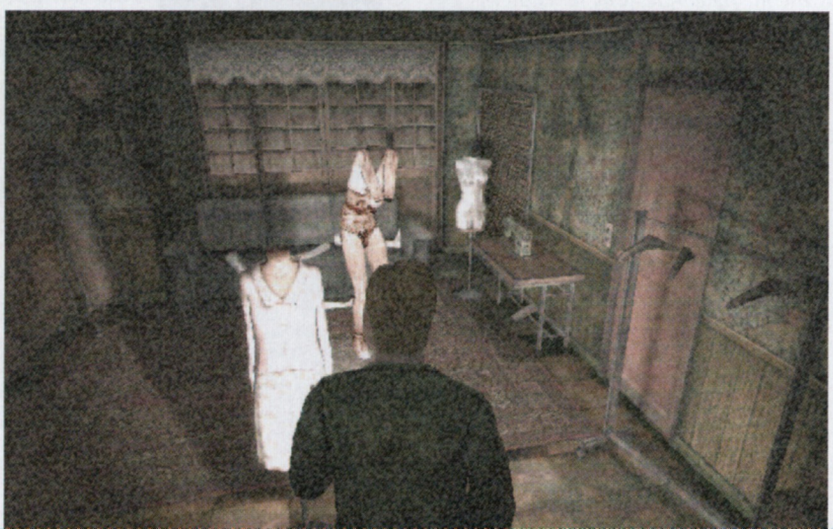
DEVELOPER HISTORY

☒ It's not yet with us but *MGS2 Substance* has caused quite a furore amongst PS2 owners who want their darling Snake all for themselves. Too bad. It's coming to Xbox, we'll have it soon and you can play as Mr Solid on a skateboard. Nuff said.



MGS2 SUBSTANCE

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MOVIES



Let's just separate our audience. Those of you who have played *Silent Hill 2* on the PS2 please move to the left while those who are fresh to the game please shuffle to the right. All done? Good. Right then, you lefties out there – it's the same game with an extra mission, some slightly (holds thumb and forefinger a millimetre apart) improved graphics and the ability to switch off the grain effect. And before you start melting at the very idea of THE extra mission please look at your credit card and bare in mind that this bonus will take you anything from 15 to 60 minutes to complete, depending on how used you are to the game's style of play. Right, this next section is just for you fresh-faced people on the right. Welcome to *Silent Hill*. Please extinguish all sense of disbelief and reset your chairs to the 'reading' position.

We'll now begin right from the beginning. Things are getting strange for James Sunderland. Not only is his wife now as dead as 8-bit architecture, she's still sending him letters begging him to meet her in a town that seems to be named after the sort of bottle of wine favoured by students who just love that next-day 'I'm urinating acid!' feeling. He

THE X FACTOR

Should we really put up with ports of games from lesser systems? A great game it may be, but where's the spruce?



THE LADY VANISHES

Chopper chick in zombietown...

This being the Xbox version and all that, Konami has decided to include an extra mission. You have to help the game's heroine escape from Silent Hill. It's little more than an all-action monster kill fest – there are no real puzzles here.





THOUGH NOT QUITE A LAZY PORT, A PORT IT IS, AND FOR 'PORT' YOU SHOULD REALLY READ 'FIST WITH EXTENDED MIDDLE FINGER'



WHITE VAN MAN: Take the car and drive man... for love of god, drive!



TUNNEL OF LOVE: A mysterious, dark tunnel – better investigate then.



XBM INFO

☒ The game also features a new mission where you get to play as 'Maria'.

arrives, as you would, to discover that the micro metropolis (micropolis?) of Silent Hill is deserted and suffering from a level of fog that's known in meteorological terms as a 'pea souper.' Hardened game players may just regard it as an easy way to ease off on a CPU that doesn't really want to use much power for draw distance. And fans of the novels of James Herbert will just see it as an effective way of inducing a sense of dread. This is a game of the over subscribed survival horror genre, after all.

Everything about the game is designed to make you feel off edge. Music is used sparingly with atmospheric tracks and some occasionally intense industrial clatter. Puzzles are as gothic as can be, while nodding heavily at those found in Capcom's *Resident Evil* series and the creatures you encounter are truly disgusting. Yes, creatures – the town now sports some new guests in the form of rotting nurses, twisted shop mannequins and other warped organic shapes that squelch, puke and occasionally even attempt to fornicate their way towards you. Yes, we said fornicate – play the game and you'll get what we're digging at. And yes, the creatures are quite scary since, thanks to the fog and low lighting, you can barley see 'em until last minute and the squelching starts. But this is not an arcade game and combat is kept to a minimum. It's all about telling an atmospheric, haunting and deeply intriguing story. This it does brilliantly. Tension and angst have seldom been conveyed through the medium of a videogame as well as they are here, and it's in this arena that *Silent Hill* comes highly recommended.

To reiterate what you people on the left are thinking – this is pretty much *Silent Hill 2* as seen on the PS2. Back when that version was doing the rounds some reviewers decried the constant wandering and the doors that could never be opened even when you're armed with A BLOODY CROWBAR. And the fact that it was too similar to the original game on the PSone... The list went on. These problems have not been addressed and visually things are so close that the differences between versions are moot at best. *Resident Evil* on the GameCube looks stunning with its total graphical reworking and there is no reason why Konami couldn't have done the same style of re-jig here. Though this is not quite a lazy port, a port it is and for 'port' you should really read 'fist with extended middle finger.' A great game that really needs a spruce up from the Xbox make-up tin. **WILL**

VERDICT

SILENT HILL 2

SECOND OPINION

☒ It is a little old and is still just the PS2 version, but we can't help but be terrified by this dark, twisted and extremely disturbing tale. It is without doubt one of the sickest videogames ever committed to disc. If *Resident Evil* is Stephen King's version of *The Shining* then *Silent Hill 2* is Stanley Kubrick's vision of that book. And compared to this month's *The Thing*, *Silent Hill 2* does what a horror game should do. If you're looking for a game that will genuinely frighten you then this is the one.

NICK

ALTERNATIVELY

THE THING
Vivendi
☒ Survival horror without the horror.



XBM RATINGS

LOOKS
Just like the PS2 and definitely showing its age. Why couldn't Konami make use of the Xbox's superior architecture?

SOUNDS
No other game sounds as haunting as this. Metallic rasps, radio static and the noise that nightmares are made off.

GAMEPLAY
It may have five different endings but this is still a very linear game with some nasty camera angles.

LONG TERM
As said, it has five different endings and a bonus mission. Should you want to play the game six different times, that is.

Why we'd buy it	Why we'd leave it
⊕ Genuinely frightening	⊖ Essentially the same as the PS2 version
⊕ Great atmosphere	⊖ Looks a bit dated
⊕ Extra Xbox mission	

Overall

A disturbing and eerie experience from beginning to end that could just do with a spring clean.

8 OUT OF TEN









XBM INFO

The first time a hockey puck was used in a game was in 1860. It won't come as any surprise that it made its debut in Canada – the home of ice hockey.

1 PUCKER UP

The physics on the puck in *NHL* have been well implemented. It feels just right sliding across the ice and when everything does go a bit chaotic it visibly spins through the air.

INFORMATION

- **PUBLISHER** EA
- **DEVELOPER** EA Sports
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-4
- **WEBLINK** www.easports.com
- **RELEASE DATE** October



DEVELOPER HISTORY

This previous game was a lot more enjoyable to play. Although the franchise had been around for some time on other formats it was fresh and crisp on the Xbox. Now with *2003* the ice is starting to look a bit worn and chipped.



NHL 2002

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

NHL 2003

JUST THINK OF IT AS FOOTBALL ON ICE!

A brand-new *NHL* game from EA. Which means: Superior visuals? Check. Improved gameplay? Check. Updated stats? Check. New year added to game name? Check. Still just an above average hockey game that is quite tiresome to play? Check, check and checkmate.

The original *NHL* game from EA was quite enjoyable to play. The games were fast, the presentation slick and the fun factor high. Something has clearly gone wrong on this outing. Nothing feels quite as smooth this time round. Even the controls appear to have been messed around a bit. This is a great shame because there are a lot of nice new touches to the game.

The one-on-one camera in particular stands out as being cool and is the kind of slick presentation piece we've come to expect from EA. Basically, the camera drops down to an almost first-person view when you get a one-on-one with the goalie, the action slows down and a heartbeat ticks over the top. This is annoying as hell in two-player but it's a nice touch for the one-player game.

The rest of the presentation in the game is good. The sound effects, graphics and animations are all well implemented but still *NHL 2003* feels like a step back from the previous title. Hockey fans will no doubt like it but we can guarantee that even the hard-core fans would prefer the more enjoyable and more fun *NHL Hitz*. We really hate to compare but let's face it – if you go into a cake shop you're going to go for the cake that is covered in chocolate, cream and cherries. Sadly *NHL 2003* is more of a flapjack with some yoghurt on top. **MIKE**

VERDICT

XBOX

NHL 2003

SECOND OPINION

It's serious, it's ice hockey, it's come into the office in the same month as *NHL Hitz*. Therefore we can only suggest that that is the game that you should be buying. If you should be buying an ice hockey game at all... There's nothing wrong with *NHL 2003* – in fact it's a very polished title. The trouble is we care as much about ice hockey as we do about American football which is about one fig less than a jot. In other words: NOT AT ALL. If we could relate to the players, the plays, the tactics, the sport at all then we would no doubt like this. But we don't.

NICK

ALTERNATIVELY

NHL HITZ 20-03
Midway

A lot more fun and offers plenty of reasons for continued play.



XBM RATINGS

LOOKS
Not massively improved over the previous *NHL* title but still a n-ice looking game.

SOUNDS
The commentary, sound effects and obligatory music are all in place.

GAMEPLAY
This can be enjoyable in two-player but sadly, it's not really as addictive as it should be.

LONG TERM
There does seem to be plenty to do but we can't imagine too many return visits.

Why we'd buy it	Why we'd leave it
+ Looks quite nice	− Not that entertaining to play
+ Good presentation	− Annoying controls
+ Decent sounds	− Little replay value
	− No major improvement

Overall

A stable enough hockey game but nothing on offer here to those who already own *NHL 2002*.

7 OUT OF TEN

total conversion

for your mobile phone

T-Mobile
Vodafone
Orange
O2

via SMS only £1.00 per order

logo or ring tone: SMS # 84050

1. Send an SMS, eg. **GO XTONE 680001** or **GO XLOGO 78 0029** to the short number **84050**. You are free to use small or caps.
2. You will receive the ordered logo within seconds to your handset. Upon receiving the logo/tone you can preview it and then save it by selecting: Options/Save on your handset.
You can also send a tone/logo to your friend by adding their number at the end: **GO XTONE 680123 07081234567**.

picture messages: SMS # 84050

1. Send an SMS eg. **GO XPIC 980001** to the short number **84050**. You are free to use small or caps.
If you want to send the picture message to a friend, just add their number after the name and also if you like, a message at the very end (max 120 characters).
Eg. **GO XPIC 980001 07081234567 Wanna c me 2nite at your place @ 8...**

animated screen savers: SMS # 84050

WAP users only

1. Send an SMS, eg. **GO XSAVER 880001** to the short number **84050**.
2. You will receive an SMS "Bookmark received", choose "View"
3. Save the bookmark: "Options" and "Save"
4. Open your WAP connection by choosing "Options" and "Go to"
--- After connecting to the service ---
5. Save the saver by: "Options", "View picture", "Options" and "Save picture"
6. You can activate the saver from your "Profiles" Personalise selection.

polyphonic ring tone: SMS # 84050

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1. Send an SMS, eg. **GO XPOLYTONE 080001** to the short number **84050**. You are free to use small or caps.
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The network operator will charge you for each sent message, so be sure to be careful with the spelling of your orders.
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top-40 official funyme chart



Hottest — stand out from the rest!

#	TONE / ARTIST	CODE
1	METAL GEAR - Nintendo	68 2056
2	DOOM - pc	68 0872
3	MAX PAYNE - pc	68 0905
4	STAR WARS - theme	68 0249
5	SUPERMARIO - Nintendo	68 0507
6	TERMINATOR - theme	68 0522
7	NATIONAL ANTHEM - USSR	68 0123
8	JACKASS - theme	68 1308
9	DIABLO - pc	68 2106
10	LORD OF THE RINGS - theme	68 2120
11	LEISURE SUIT LARRY - pc	68 0903
12	WITHOUT ME - Eminem	68 2103
13	PARANOID - Black Sabbath	68 0693
14	THE OSBOURNES - theme	68 0702
15	HALO - XBox	68 2107
16	BLACK SUITS COMIN - Will Smith	68 2108
17	A LITTLE LESS... - Elvis/JXL	68 2114
18	MORTAL KOMBAT - pc	68 2117
19	RAP SUPERSTAR - Cypress Hill	68 0092
20	INTERNATIONAL KARATE - C64	68 0376
21	THE LOGICAL SONG (RAMP) -Scooter	68 2119
22	ROCKY (Gonna Fly Now) - theme	68 0311
23	BUBBLE BOBBLE - C64	68 0371
24	20th CENTURY FOX - Fanfare!	68 2113
25	ACES HIGH - Iron Maiden	68 0389
26	ALONE - Lasgo	68 2121
27	THE GOOD, BAD & EVIL - theme	68 0296
28	COMMAND & CONQUER - pc	68 1143
29	VOODOO PEOPLE - Prodigy	68 0630
30	FREAK ON A LEASH - Korn	68 2122
31	X-FILES - theme	68 0102
32	PURITANIA - Dimmu Borgir	68 2118
33	ACE OF SPADES - Motorhead	68 0210
34	IN THE END - Linkin Park	68 1111
35	KNIGHT RIDER - theme	68 0171
36	FINAL COUNTDOWN - Europe	68 0036
37	ICH WILL - Rammstein	68 1038
38	MIAMI VICE - theme	68 2111
39	SIMPSONS - theme	68 0159
40	EYE OF THE TIGER - Survivor	68 2116

games top 10 — lock 'n' load!

1	RETURN...WOLFENSTEIN - pc	68 1257
2	RAMBO - C64	68 0698
3	TURRICAN - Amiga	68 1258
4	COMMANDO - C64	68 0372
5	ROGUE SPEAR - pc	68 1146
6	DEUS EX - pc	68 2105
7	JET SET RADIO - Xbox	68 2103
8	LAST NINJA 2 - C64	68 0904
9	TEKKEN 2 - Playstation	68 0889
10	SOUL CALIBUR - Dreamcast	68 1118

heavy/metal

1	NUMBER OF THE BEAST - Iron Maiden	68 0716
2	THUNDERSTRUCK - AC/DC	68 0095
3	HOLY DIVER - Dio	68 0322
4	ONE - Metallica	68 0906
5	MY WAY - Limp Bizkit	68 0727
6	YOUTH OF THE NATION - P.O.D	68 1298
7	DU HAST - RAMMSTEIN	68 1158
8	POINTS OF AUTHORITY - Linkin Park	68 1136
9	DREAMER - Ozzy Osbourne	68 2115
10	HERE TO STAY - Korn	68 1319

dance/hip hop — party zone!

1	CALIFORNIA LOVE - Tupac	68 0188
2	SABOTAGE - Beastie Boys	68 1092
3	THE MESSAGE - Grandmaster Flash	68 0289
4	FLAT BEAT - Mr. Oizo	68 0340
5	RESURRECTION - PPK	68 1178
6	RESPONSE - Chemical Brothers	68 0469
7	INSOMNIA - Faithless	68 0324
8	OUT OF SPACE - Prodigy	68 0498
9	PUSH THE TEMPO - Fatboy Slim	68 0997
10	CASTLES IN THE SKY - Ian van Dahl	68 0339

pop/rock — rock me baby!

1	BORN TO BE WILD - Steppenwolf	68 0894
2	BY THE WAY - Red Hot Chili Peppers	68 2109
3	BULLS ON PARADE - Rage...Machine	68 1186
4	BLACK DOG - Led Zeppelin	68 0021
5	LIGHT MY FIRE - The Doors	68 0059
6	SMELLS LIKE TEEN SPIRIT - Nirvana	68 0988
7	SMOKE...WATER - Deep Purple	68 0864
8	RUNAWAY - Bon Jovi	68 0863
9	MONEY FOR NOTHING - Dire Straits	68 0347
10	SUNBURN - Muse	68 1173

The ring tone service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110i, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.

tv/film themes — groovy man!

1	GODFATHER	68 0514
2	PINK PANTHER	68 0166
3	MISSION IMPOSSIBLE	68 0684
4	EXORCIST	68 0217
5	DAS BOOT	68 0298
6	GLADIATOR	68 0177
7	BATTLESTATION GALACTICA	68 0309
8	BORAT (Ali G)	68 1192
9	MEN BEHAVING BADLY	68 0725
10	MACGYVER	68 2110

polyphonic top 10 — new nokia 8910!!!

1	PINK PANTHER - theme	08 0006
2	EYE OF THE TIGER - Survivor	08 0004
3	ALWAYS...BRIGHT SIDE OF LIFE	08 0001
4	STAR WARS - theme	08 0008
5	PARANOID - Black Sabbath	08 0007
6	GANGSTA'S PARADISE - Coolio	08 0005
7	EXORCIST - theme	08 0003
8	SUPERMARIO - Nintendo	08 0009
9	THRILLER - Michael Jackson	08 0010
10	EQUADOR - Sash	08 0002

picture messages top 10

The picture message service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6210, 6310, 6410, 8210, 8310, 8850, 8890 or 8910.



98 0763 | 98 0722 | 98 0735 | 98 0784 | 98 0810
98 0754 | 98 0814 | 98 0845 | 98 0856 | 98 0820

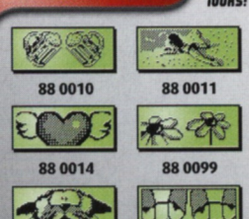
Can also be used as background motives on series: 3310 ,3330, 3410, 3510, 5210 and 5510.

picture messages



98 0783 | 98 0829 | 98 0659 | 98 0703 | 98 0734 | 98 0693
98 0808 | 98 0712 | 98 0714 | 98 0718 | 98 0723 | 98 0746 | 98 0747 | 98 0672
98 0755 | 98 0786 | 98 0860 | 98 0838 | 98 0890 | 98 0878 | 98 0880 | 98 0837

animated fun: screen savers — smart looks!



88 0010 | 88 0011
88 0014 | 88 0099
88 0074 | 88 0085

The service requires a compatible Nokia handset of series: 3330, 3410, 5210 or 5510.

logos top 20

The service requires a compatible Nokia handset of series: 3210, 3310, 3330, 3410, 3510, 5210, 5510, 6110, 6150, 6210, 6310, 6410, 7110, 7650, 8110i, 8210, 8310, 8810, 8850, 8910, 9000i, 9110, 9210.



78 0362 | 78 0031 | 78 0153 | 78 0163 | 78 0412
78 0220 | 78 0232 | 78 0269 | 78 0339 | 78 0413
78 0204 | 78 0538 | 78 0627 | 78 0654 | 78 0656
78 0397 | 78 0668 | 78 0671 | 78 0672 | 78 0675

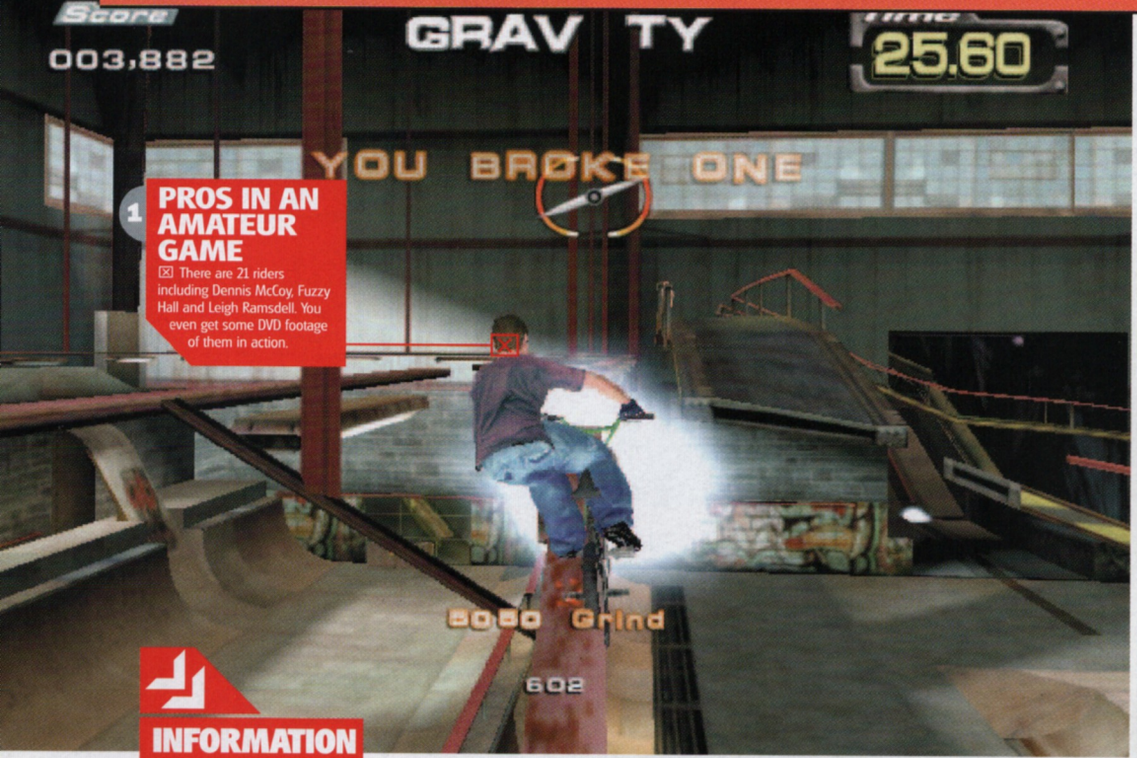
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1 PROS IN AN AMATEUR GAME

☒ There are 21 riders including Dennis McCoy, Fuzzy Hall and Leigh Ramsdell. You even get some DVD footage of them in action.

INFORMATION

- ☒ **PUBLISHER** Midway
- ☒ **DEVELOPER** Midway Sports Asylum
- ☒ **GENRE** Sports
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.gravitygames.com
- ☒ **RELEASE DATE** 20 September



PUBLISHER HISTORY

☒ See, Midway does know how to do sports games the right way if it spends a bit of time and effort... A fast, furious and fun arcade-style ice hockey game that's enjoyable for even those of us without knowledge of the sport.

XBOX (2002)



NHL HITZ 20-03

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EXTRA SCREENSHOTS
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GRAVITY GAMES BIKE: STREET, VERT, DIRT

EVERY SO OFTEN A GAME COMES ALONG THAT YOU'LL NEVER FORGET...

By the time we'd finished our first run on this game we were already beginning to feel the effects of gravity. You've never seen so many bodies drop to the floor so fast. There should be a sticker on the back of the *Gravity Games Bike* box that warns of potentially fatal bouts of laughter.

If you've played any extreme sports game before you'll know what to expect. You get the usual selection of levels complete with the usual challenges. What you don't get is a decent control system. All the buttons are in the right place (grind on Y and so on) but the handling is impossible. The turning is twitchy and the timing needed on the tricks way off. And this isn't even the kind of new control system that you might get used to after a while. It's just plain bad! Which is kind of a serious point on a technical sport like BMX riding!

If you do manage to stick it out you get to 'enjoy' the variety of levels on offer. The idea of the game is that it features all kinds of BMX styles in one. Hence the name *Street, Vert, Dirt*. As good as this may sound it is nothing original. The far (and we cannot stress how far!) superior *Dave Mirra 2* offers this in most levels. The stages in *Gravity Games* are fairly small and the design nowhere near the quality of more established extreme rivals.

It's quite scary to think that one or two people might pick this game up on the strength of the *Gravity Games* license alone. If you do see anyone in a shop even in the vicinity of *Street, Vert, Dirt* be sure to warn them. They may not thank you but you'll be making their life a happier one. **MIKE**

VERDICT

XBOX

GRAVITY GAMES BIKE

XBM RATINGS

LOOKS
Overall the textures in this game are fairly dire but some of the levels do look surprisingly okay.

SOUNDS
Average sound effects find themselves drowned out by the usual unoriginal rock music.

GAMEPLAY
After a while you might start picking this up just for the sheer comedy value of it alone.

LONG TERM
The fact that this is completely unplayable does somewhat hamper the replay value.

SECOND OPINION

☒ Crikey. We never thought we'd see a game of such low quality on Xbox. Or at least not until 3DO decided to release an *Army Men* game... Sorry, that's unfair to 3DO because *Gravity Games* is a lot worse than any of its *Army Men* games. The trouble is that it's unfinished. Completely unfinished. Actually, it's a disgrace that such a piece of code could make it to the shelves in the first place. With that said, we doubt that even complete, *Gravity Games* would get more than a couple of points. Avoid at all costs.

NICK

ALTERNATIVELY

ANTZ RACING
Empire

☒ If you really are intent on feeling pain then this game could also help.

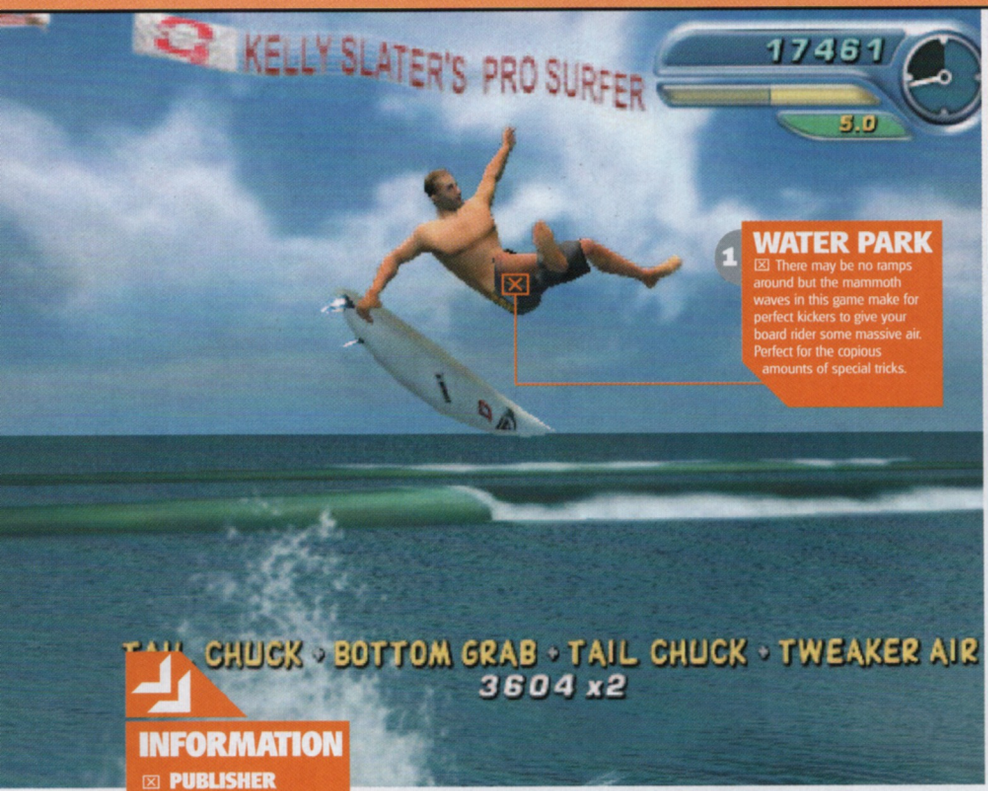


Why we'd buy it	Why we'd leave it
⊕ Will make you laugh. If you find flushing a £50 note down the toilet funny.	⊖ Appalling controls ⊖ Looks EXACTLY like a first generation PSone game. ⊖ Shocking abuse of a license

Overall

We wouldn't wish this game upon our worst enemy. There are plenty of decent extreme sports titles out there to choose from without needing to look at this.

1 OUT OF TEN















INFORMATION

- **PUBLISHER** Activision
- **DEVELOPER** Treyarch
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-2
- **WEBLINK** www.activisiono2.com
- **RELEASE DATE** 27 September



DEVELOPER HISTORY

Responsible for the original *Spider-Man* and the subsequent sequels thereof. If, as we predict, Activision decides to do what it has for the super hero market what it has for the extreme sports market.

PSONE [1999]



SPIDER-MAN

XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

KELLY SLATER'S PRO SURFER

THE SUMMER MAY BE OVER OUTSIDE BUT ON THE XBOX IT'S JUST WARMING UP...

There are only so many bike and skate games you can take, and realising this Activision is expanding its extreme sports line-up to include some water-based sports. Namely wakeboarding and surfing. Now this sounds like a fantastic idea in theory, but in reality? Well, quite frankly we can't see the point of water sports-based games.

The problem is that they're very restrictive. In surfing, for example, you have to stay on the wave and you can only go where it takes you. The Infogrames title *TransWorld Surf* proved this. It was a fantastic game but after a while it became limited in both its environments and tricks. Fortunately, *Kelly Slater*'s does remove itself from this slightly.

The controls are a lot better thought out than *TransWorld* and although they are overly complicated to start with, you soon get used to them. The variety of tricks is also far more extensive. This may put off the impatient gamer (the waves are unforgiving) but this is the kind of game you want to stick with simply for the atmosphere.

The problem with *TransWorld* was that it soon became an arcade-style game. With *Kelly* you get an in-depth surfing experience that brings the lifestyle into your home. The mini documentaries on each beach at the start of every run and the jazzy music suit perfectly. This would seem to make *KSPS* the perfect game for hard-core surfing fans. **MIKE**

VERDICT

XBOX

KELLY SLATER'S PRO SURFER

SECOND OPINION

Kelly Slater's Pro Surfer is a mediocre title and the restrictions of the subject sport of surfing to the confines of the waves (and the ocean's depths if you have trouble with it) can lead to boredom setting in rather rapidly. There are plenty of tricks but nothing really thrilling or that makes you not want to put down the pad. It looks alright but isn't a visual feast by any stretch of the imagination. *KSPS* may appeal to some, the surfing fraternity in particular, but this may suit rental as opposed to adding it to your collection.

DAN

ALTERNATIVELY

TRANSWORLD SURF
Atari

An entertaining game that looks nice but fails to offer much in the way of variety or replay value.



XBM RATINGS

LOOKS
The water may not be translucent but both it looks damn good along with the surroundings.

SOUNDS
Fantastic relaxing music with the sounds of the waves crashing in the background.

GAMEPLAY
The controls can seem awkward initially but this shouldn't be too much of a problem.

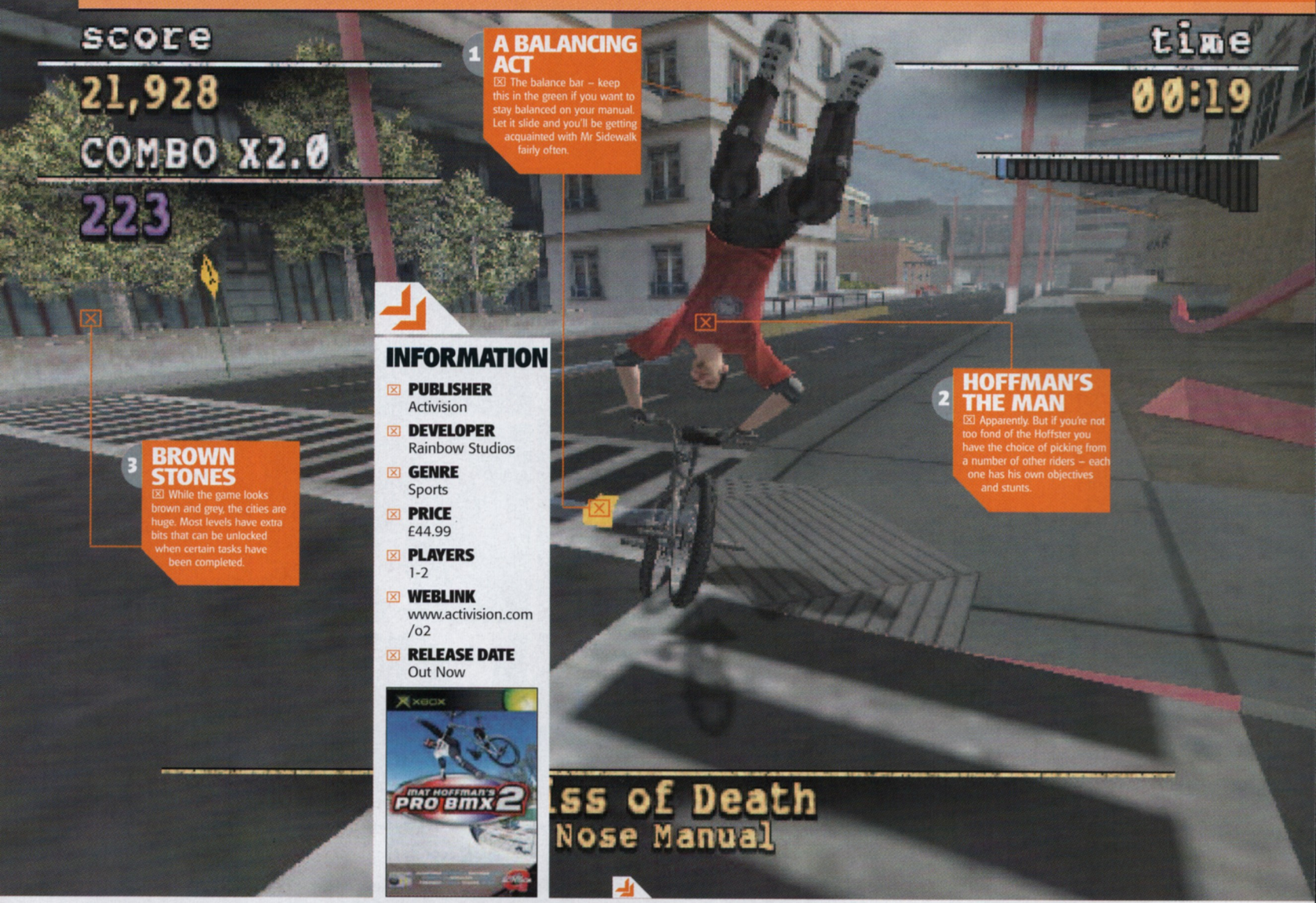
LONG TERM
Plenty of locations but nowhere near as much fun in two-player as *Tony Hawk's*.

Why we'd buy it	Why we'd leave it
+ Looks fantastic	- A little unforgiving
+ Captures the surfing life well	- Restrictive gameplay
+ Plenty to keep you busy	- Fairly complex controls
+ Surfers will love it	

Overall

An enjoyable surfing game that fans of the sport are going to love.

7 OUT OF TEN



1 A BALANCING ACT
☒ The balance bar – keep this in the green if you want to stay balanced on your manual. Let it slide and you'll be getting acquainted with Mr Sidewalk fairly often.

2 HOFFMAN'S THE MAN
☒ Apparently. But if you're not too fond of the Hoffster you have the choice of picking from a number of other riders – each one has his own objectives and stunts.

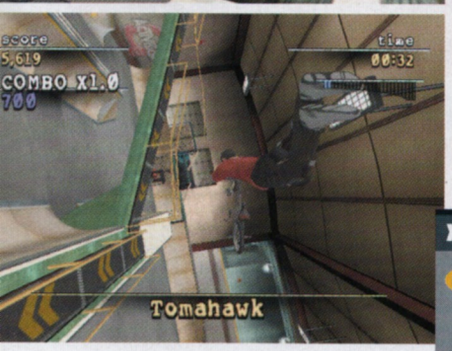
3 BROWN STONES
☒ While the game looks brown and grey, the cities are huge. Most levels have extra bits that can be unlocked when certain tasks have been completed.

INFORMATION

- ☒ **PUBLISHER** Activision
- ☒ **DEVELOPER** Rainbow Studios
- ☒ **GENRE** Sports
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.activision.com/o2
- ☒ **RELEASE DATE** Out Now

MATT HOFFMAN'S PRO BMX 2





IF IT AIN'T BROKE, DON'T FIX IT...

DEVELOPER HISTORY

☒ Offroad quad bike things in vast, open landscapes – racing, jumping and stunting. Good despite being flawed.



ATV OFFROAD FURY

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

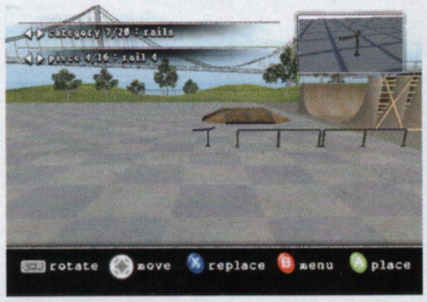
It would be easy for us to simply say that the *Matt Hoffman* series of games is just *Tony Hawk's* with a bloke on a BMX. And to the uninitiated it would seem that way. It has a similar structure, the same controls (almost) for doing stunts, even the same graphics engine. There can be no doubt that the two games are very similar – after all if you've found a winning formula why would you change it? Right. You wouldn't. The most important area where *Matt Hoffman* doesn't differ from *Tony Hawk's* is in the quality department.

Aside from this there's this whole 'different' trick system, which enables you to string tricks together and morph them on the fly. And what are called 'flatland tricks' – tricks performed on the ground and with the bike stationary. All this adds up to more freedom for you to improvise – something that a BMX game should be about.

The structure of the game is pretty much what you'd expect from Activision's newly formed O2 label. Each course has objectives: collect items, hit switches, rack up a certain amount of points and complete various tricks on specific parts of the course. Where it differs from most of the extreme sports stuff you see is with this whole 'road trip' thing. The idea is this: You're on a bus with your friends, travelling around the States. To move to a



TOO MUCH: Greed can lead to only one thing – an expensive dentist bill.



DIY: So you're not happy with the courses? Then build your own!

IT WOULD BE HARD TO JUSTIFY THE PURCHASE OF THIS GAME IF YOU ALREADY OWNED TONY HAWK'S



THE X FACTOR

Link together, and even make up your own tricks in this variation on the Tony Hawk's trick system.

XBM INFO

Matt Hoffman held the World BMX Champion title for seven consecutive years – from 1987 to 1994.

TASK FORCE

Tony Hawk's has a lot to answer for...

Tasks have to be completed before you can open up new levels (surprise, surprise). These range from the usual 'knock the things over' to scoring over 40,000 points to the rather more bizarre, like having to collect hotdogs for instance.

new city you have to score enough 'road trip points' to move on. In essence this is the same as any other unlocking system but you do get to see home movies of the real Matt Hoffman and 'posse' on their real road trip.

There are some really nice touches as well – extra bikes can be found around levels, you can have your photo taken at different points in each city and each of the BMXers (11 including Matt) has their own objectives to complete. If nothing else there's plenty here for you to see and do.

Even after all this though; it would be hard to justify the purchase of this game if you already owned *Tony Hawk's*. It is a bit too similar, the proceedings a bit too familiar. Our main gripe other than this that there is too much emphasis placed on completing the tasks in order to open up new levels – this is very restricting. If you get stuck on one or two tasks then you're just going to get bored. For fans of the *Tony Hawk's* games this will appeal and if you want more of the same (only slightly different) then we heartily recommend this game. But if you're a casual extreme sports gamer then you'll want to leave this one well alone. **NICK**



RAIL TRACK: Bored of waiting for the train, Hoffman decides to go it alone.



SAY CHEESE: Hit a camera icon while doing a stunt to take a snapshot – these can be viewed at a later date.

VERDICT

XBOX

MATT HOFFMAN'S PRO BMX 2

SECOND OPINION

The original *Matt Hoffman* game on the PSone was uninspiring to say the least. The moves were tiresome, the levels lacklustre and the overall feel of the game mundane. It basically had 'average' written all over it. This is something that cannot be attributed to the sequel. It still comes down to personal preference whether you prefer this or *Dave Mirra 2* but at least now you actually have a choice between two decent BMX titles. It may not offer bucket loads of originality but it is enjoyable to play.

MIKE

XBM RATINGS

LOOKS
Doesn't really push the Xbox graphics chip. Looks more like the PS2 version, actually...

SOUNDS
Yep, your standard extreme sports soundtrack. A couple of good tunes, though.

GAMEPLAY
You've played *Tony Hawk's*? Then you've pretty much played this...

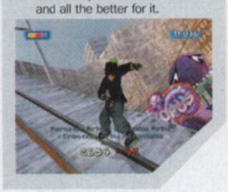
LONGTERM
Loads to unlock. And if you're the sort of person who likes to beat trick scores then you'll have hours of fun.

Why we'd buy it	Why we'd leave it
⊕ Excellent structure	⊖ Probably too similar to Tony Hawk's
⊕ Loads to unlock	⊖ Nothing to shout about in the looks department
⊕ Terrific career mode	

ALTERNATIVELY

AGGRESSIVE INLINE
Acclaim

Extreme sports on roller blades and all the better for it.



Overall

Does everything that you'd hope an extreme sports title would, it just doesn't inspire you like it could.

7 OUT OF TEN



INFORMATION

- **PUBLISHER** BAM! Entertainment
- **DEVELOPER** I-Imagine
- **GENRE** Driving
- **PRICE** £44.99
- **PLAYERS** 1-4 Players
- **WEBLINK** www.bam4fun.com
- **RELEASE DATE** September

CHASE

PUBLISHER HISTORY

This promising looking action/strategy game is based on the movie of the same name and will enable players to control both human forces and dragons. The game is not yet finished, but it's showing promise, with the fire effects looking impressive.



REIGN OF FIRE

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WHAT COULD COMPARE TO THE THRILL OF THE CHASE?



You can almost imagine the scene in the company boardroom when the idea for this lacklustre title was cooked up. Man in suit one: "I say, those chaps who developed the popular *Driver* games are working on a new PS2 game where you play a stuntman." Man in suit two: "Really? Why that sounds hugely original. Why don't we do something like that ourselves, but introduce a sexy female lead character into the mix?" Man in suit one: "Excellent idea, then it's agreed". The end result of this (purely fictional) conversation probably would have ended up looking like *Chase*. Yes indeed, with this driving title from BAM! and South African developer I-Imagine you've got a game that blends together the basic concept of Reflections' *Stuntman*, with the anarchic mission-based action of *Wreckless*. Oh, and yes it features a busty young female lead character – called Chase Corrada – who makes Colt Seavers look like, erm… Colt Seavers.

Thus, what you're getting with *Chase* is an unremarkable title that whilst potentially sound in concept (aside from the gratuitous use of a female lead), completely fails to deliver in terms of providing any kind of thrills. Visually the

SETTING THE SCENE



The life of a stuntwoman is not an easy one...

During the course of the game you'll be required to perform some rather risky looking stunts. Including dodging barrels that are falling from the back of a plane and blasting through an old barn. Still, it's a living.



THE X FACTOR

No other console will enjoy games developed with the use of the Incubator Program™, due mostly to the fact that the aforementioned program is the work of Microsoft.

XBM INFO

☒ *Chase* features four unique scenarios that will test your driving skills to the limit, or on the other hand, they might just bore you.



THE OPTION TO PULL OFF TRICKS AND SUCH LIKE WHILST IN THE AIR FEELS UNDER-DEVELOPED AND TACKY



OFF THE TRACKS: Some of the scenes are actually quite well thought out – this situation with a train is rather good fun, for example.



game looks somewhat shoddy: it's not a complete disaster, but you have to wonder why it looks worse than *Wreckless* (a game that was finished a good half year before this particular product). Indeed, the title's four main sets feature fairly ropey-looking locations, whilst the vehicles and pedestrians that line the streets all appear to have been ripped from a PSone game and given a slight dusting over. In the first stage, you're working on the set of a Twenties gangster flick. Immediately, it's clear that the game engine isn't really up to the job, firstly the streets you're driving through lack any feeling of solidity – granted it's supposed to be a film set, but this is pushing things a bit. The other vehicles on the road also seem very floaty and often explode in an unconvincing manner when you collide with them. The other three sets include an Asian city, a *Mad Max*-style post apocalyptic area and a spy thriller movie; again none of these are very well designed or realised.

In terms of structure each of the four main sets contains a series of different scenes to complete, most of these climax with you driving off a bridge or performing some other key stunt. These are okay but hardly inspiring. Further to this you have a series of sub-objectives that must be met in order to unlock new levels and vehicles. These sub-objectives include tasks such as getting through a scene within a strict time limit, finding a number of hidden clapboards and smashing a number of items. In theory these mini tasks should have bolstered the game's longevity, yet the reality is that playing through the same scene again and again just instils a sense of boredom.

One area where the game does score points is in the variety of vehicles on offer: starting with just basic cars you eventually get to blast around on motorbikes, Tuk-Tuks and even military machinery. Unfortunately, the poor handling spoils things and the option to pull off tricks and the like whilst in the air feels underdeveloped and tacky – controlling the said tricks is also a hit and miss affair. Ultimately, there is some fun to be had with *Chase*, but it's just too rough around the edges to warrant a full-price purchase. Pick up a second-hand copy of *Wreckless* instead, it's much the same kind of game, but more polished.

SIMON

VERDICT

CHASE

XBM RATINGS

SECOND OPINION

☒ The PlayStation2 may have its *Stuntman* but we've got *Chase* to play. Yes...well...er? Okay, so it's not quite in the same league as *Stuntman* but this game does make for an impressive alternative. It's enjoyable to play, looks crisp and is a stunning example of what an unknown developer is capable of, with the help from a money-laden giant like Microsoft. If more development houses take off in the same way with the help of the Incubation Program, then we could be seeing some quality Xbox exclusive games in the future.

MIKE

ALTERNATIVELY

WRECKLESS
Activision
☒ A competent, but fairly short-lived driving title.



LOOKS
The game's locations are quite barren in terms of detail and lack a feeling of solidity. The vehicles are also bland.

SOUNDS
The sound effects are of a reasonable quality and the music is passable. The voice of the director is highly annoying, however.

GAMEPLAY
At points the game can be quite enjoyable, but having to complete the different mission objectives can grow tiresome.

LONG TERM
It won't take most players long to go through each stage and once you've completed the game there's precious little to come back for.

Why we'd buy it	Why we'd leave it
✚ Reasonable variety of missions	➖ Fairly poor visuals
✚ Some decent set pieces	➖ Poor vehicle handling
✚ Differs from other driving games	➖ Annoying advice from director
✚ Plenty of vehicles to choose from	➖ Looks wholly unfinished

Overall

A nice concept has been let down by suspect visuals and unimaginative level design. *Chase* is probably best left for the bargain buckets.

5 OUT OF TEN

XBM INFO

Tasmanian Devils are actually voracious, murderous marsupials from, you're never going to believe it... Tasmania.



1 A WHOLE NEW WORLD

Despite Taz's dodgy handling his world certainly looks the part. The cel-shading has been done very well, so compliments to the developers for that.







WHAT IS IT WITH LICENSED GAMES THAT MEANS THEY HAVE TO BE SUBSTANDARD?

TAZ WANTED

BLEURGHBABLAIR-BWOBWABLAIR! WE'RE SORRY TAZ?

Hands up if you remember 16-bit titles such as *Tazmania* and *Road Runner*? Actually, hands up if you've ever played a cartoony, side-scrolling platformer? If you have, the chances are that you've seen everything that makes *Taz Wanted* what it is. You see, you control this brown ball and he can explore a 3D world. If he wants to he can jump... if he really wants to he can spin... oh, and he can eat things as well. There you go – we can end the review now.

What is it with licensed games that means they have to be substandard? Let's start with the most obvious aspect of the game. The cel-shaded graphics perfectly compliment Taz's world. It's supposed to be a cartoon and it definitely looks like one, but however you look at it there aren't many polygons in any given level – so why on earth is the frame rate so choppy? As if that didn't give you enough of a headache, half of Taz's moves are completely uncontrollable. Our furry friend can perform his classic whirlwind spin to gain speed and remove enemies, but you may as well close your eyes when you use it – you'll stand a better chance of going where you want.

We've all been here before, albeit seven years ago. Move left, move right, jump, miss platform, die, try again, die, and get frustrated. What machine is this? Oh yes, it's an Xbox. We almost forgot. **CHANDRA**

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Blitz Games
- **GENRE** Platform
- **PRICE** £39.99
- **PLAYERS** 1-2
- **WEBLINK** www.us.infogrames.com
- **RELEASE DATE** October



DEVELOPER HISTORY

Quite why on earth Microsoft would have wanted to release this next to *Halo, Dead Or Alive 3* and its other strong first-party titles is anyone's guess. It's way beyond our comprehension though.

XBOX (2002)



FUZION FRENZY

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- INTERVIEW
- MOVIES

VERDICT

XBOX

TAZ WANTED

SECOND OPINION

If there's one thing the Xbox is lacking, it's a selection of decent platform games. And now, with the release of *Taz Wanted*, the situation hasn't changed in the slightest! As far as looks go this is just about as close as you can get to a cartoon – the animation and style is perfect. But the level designs lack subtlety and the controls feel unresponsive. There's also a total lack of innovation, making this feel more like a PlayStation update than a brand-new game. It's not completely awful, just nothing special.

KEITH

ALTERNATIVELY

CRASH BANDICOOT: THE WRATH OF CORTEX
Vivendi Universal

Above average on the PS2, this doesn't offer any new thrills on the Xbox.



XBM RATINGS

LOOKS
The look fits the game style but your Xbox is snoozing. Choppy frame rate as well.

SOUNDS
Nice sound effects and so-so music but again it's nothing special.

GAMEPLAY
No innovative ideas to keep you interested, and uncontrollable moves make it a chore to play.

LONG TERM
You have to be kidding. You'll be cursing after a few levels. Won't last you more than a few days.

Why we'd buy it	Why we'd leave it
+ Nice cartoon graphics	– Frame rate issues
+ Funny sound effects	– Unoriginal and boring
+ Straightforward platformer	– Unforgiving gameplay
+ Well-known character	– Hard to control

Overall

In the grand scheme of things *Taz Wanted* isn't terrible, but we expect so much more from a platform game given the competition these days.

5 OUT OF TEN

XBM INFO

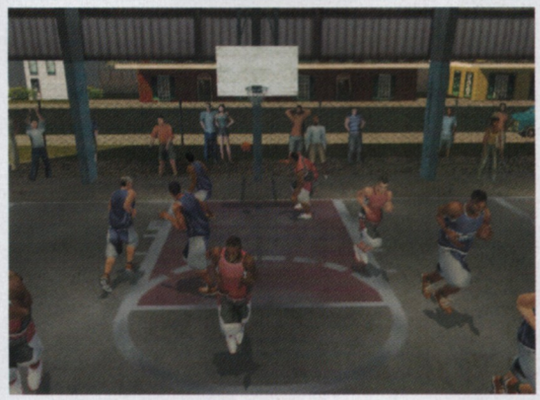
The first time a hockey puck was used in a game was in 1860. It won't come as any surprise that it made its debut in Canada – the home of ice hockey.



ALL SURFACE, NO FEELING

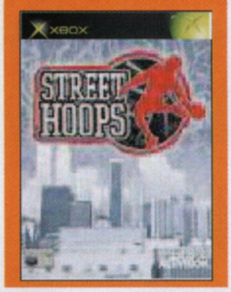
Once you have started to win matches and collected some serious cash, you can head downtown where the players can pick up tattoos, all the latest threads and even get a tasty Afro!





INFORMATION

- **PUBLISHER** Activision
- **DEVELOPER** Black Ops
- **GENRE** Sports
- **PRICE** £39.99
- **PLAYERS** 1-2
- **WEBLINK** www.activision.com
- **RELEASE DATE** Out Now



DEVELOPER HISTORY

The king of boxing games, EA's *Knockout Kings* seems to get better with each update – you just wish that Black Ops had taken some of this brilliance and transferred it to the basketball court...

XBOX (2002)



KNOCKOUT KINGS

STREET HOOPS

TIME TO LACE UP THOSE EXPENSIVE TRAINERS AND GET OUT ON THE COURT, YO!

You might be forgiven for thinking that the last thing that the world needs is another new sports game. Yet, Activision's intentions seem to be noble, *Street Hoops* takes the game out of its high powered world and back to where it all began, the ghettos and farms of rural America. So far so good. The problem is that *Street Hoops* is not sure whether it wants to be a serious game like EA's *NBA Live* or whether to go for the more arcadey style of Midway's sports range. This is where it falls flat, as both audiences will be disappointed with this middle-of-the-road effort. Sure, when you are near the basket it is simple to pull off some excellent slams and look like a big star, but lobbing the ball from the middle of the court for that glorious end-of-period winner is pointless, as it will never go in and your opponent will jump on the chance. Bah!

The commentary throughout takes a light-hearted approach and there is a great soundtrack as expected, but *Street Hoops* just does not have that spark to lift it out of the quagmire of mediocrity. Without the huge stars of the NBA to play against, it already falls flat next to EA's *NBA Street* and despite all of its urban trappings this is a very bland and unexciting ballgame. **KENDALL**



VERDICT

XBOX

STREET HOOPS

XBM RATINGS

SECOND OPINION

American sports games are, generally speaking, a complete waste of time over in this country. The target audience is so small it makes you wonder what the point is in releasing them at all. You can times that confusion by ten when it comes to games like *Street Hoops* which is nothing more than a bad game in a bad genre. Some basketball games can be fun to play but this one doesn't even hold interest for any length of time. It's fairly safe to say that even basketball fans are going to be appalled by this effort.

MIKE

LOOKS
The only word to describe it is bland. Nothing stands out, nothing makes the Xbox even break a sweat. Highly unimpressive.

SOUNDS
Amusing commentary and a fine selection of street tunes to accompany the action.

GAMEPLAY
Sure there are different tournaments to play in, but you'll soon get bored of the 'fun'.

LONGTERM
There's nothing here to keep you coming back and it is not arcadey enough to mean you'll want to hammer the multiplayer with mates.

ALTERNATIVELY

NBA INSIDE DRIVE 2002
Microsoft
Probably the best basketball game on Xbox at the moment.



Why we'd buy it	Why we'd leave it
+ Good soundtrack	− No long term appeal
+ Buying clothes	− Unforgiving enemy AI
	− Is it arcade? Is it simulation?
	− Ugly looking

Overall

Unsure of what it wants to be, all *Street Hoops* achieves is mediocrity. Too dull to be an essential purchase for even the biggest ball fan.

5 OUT OF TEN

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EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES



INFORMATION

- **PUBLISHER** Interplay
- **DEVELOPER** Snowblind Studios
- **GENRE** RPG
- **PRICE** £39.99
- **PLAYERS** 1
- **WEBLINK** www.interplay.com/bgdarkalliance
- **RELEASE DATE** 20 September

BALDUR'S GATE: DARK ALLIANCE

DEVELOPER HISTORY

The innovative ideas in this release, like alternating between street and dirt racing, were somewhat overshadowed by shoddy mechanics and fundamentals such as the animation and graphics.



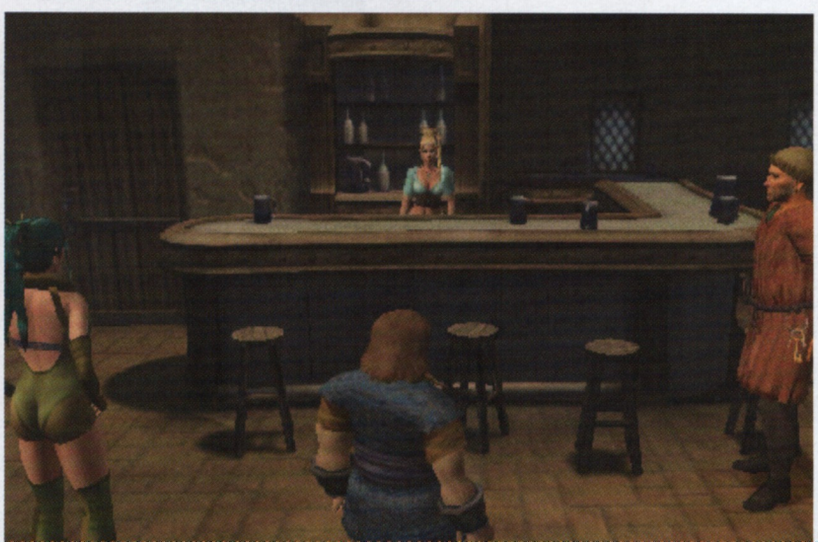
TOP GEAR HYPERBIKE

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- WALLPAPER
- INTERVIEW
- MOVIES

CAST ASIDE THOSE DICE FOR A JOYPAD...



Remember when you used to be able to go out the house and leave the back door unlocked? Those truly were great days – ones which, sadly, seem confined to the past now. It used to be like that in the town of Baldur's Gate until a civil war between Thieves' Guilds turned it into a hive of scum, villainy and low-lifes. It is in these charming surroundings that your adventure begins...

The game starts with your character getting mugged. When you come to you find yourself in the local boozer where Daphne Hugeglands has secured a job behind the bar. From here there are quests and sub quests to be undertaken which spread over three acts and some 39 levels. Each of the three characters you play is markedly different and as you

THE HEROES OF THE PIECE

You get three playable heroes from the start, each one with his or her own strengths and weaknesses...



KROMLECH – The Dwarven Fighter

A good character at the start in order to get used to the controls. He's strong, durable and can be devastating in hand-to-hand combat using the melee weapons. He boasts little in the way of magic attacks but excels in physical exertions.



VAHN – The Arcane Archer

A well balanced character who is both a fearsome and highly respected warrior. Vahn is extremely accurate and has the ability to enchant his arrows with magic. He's perfect for those players who like to do their butchering from a distance.



ADRIANA – The Elven Sorceress

A difficult character to get to grips with: she's recommended for advanced players. Magic is her forte – she's able to create spells and unleash them with devastating effects. Adriana is more than powerful enough to counter tough opponents.

"COMPARE THIS TO MORROWIND, WHERE YOU HAVE THE FREEDOM TO GO ANYWHERE, AND YOU FEEL A BIT HEMMED IN"



THE X FACTOR

We do go on about the water effects, we know, but these are impressive.



make progress you'll be able to customize and strengthen each one.

BG:DA is playable in single or multiplayer mode, the downside of the latter being that you're restricted where you can move when two of you are sharing the screen. In single-player however, *BG:DA* is easy to pick up, play and get into. Viewed from a third-person perspective with a top-down angle, the majority of the game is a spent fighting, smashing items up, collecting potions, armour and cash – and using that money to buy more powerful weapons.

The control system is simple (you'll soon be doing everything quite naturally, and the use of the D-pad to scroll through weapons and magic quickly is particularly handy). There is an ample selection of killing equipment and enemies to use it all on. *Baldur's Gate* also looks nice – okay, so it looks like a PC game, but the character models and environments are good, there are ice caverns, mines, mountains, swamps and tombs amongst others. We don't have too much to grumble about how it looks.

Having played *Morrowind*, however, we did feel rather constricted. You have quests to complete but only by going along a predetermined route, hacking and slashing as you go – compare this to *Morrowind* where you have the freedom to go anywhere and interact with anyone at any time, and you feel a bit hemmed in. Generally it looks good but there are some rather bland areas, which you find yourself wanting to get through as quickly as possible. The sound is mixed, with some rousing music at times but some of the actual sound effects are quite lame – killing a rat with a knife should not make a pistol shot kind of noise, should it? And the combat system itself is not brilliant – there's not a lot of variety to what you can do and it gets a little tiresome after a while.

Far from being a straightforward RPG, *Baldur's Gate* has a strong action element to it, which may give it a wider appeal. It lacks the depth of a title like Morrowind but there is enough in the game to make it an enjoyable play.

DAN

XBM INFO

Audio wise, *Dark Alliance* features Dolby Surround sound, real-time sound effect mixing, 'Hollywood' voice talent and an original soundtrack by composer Jeremy Soule.

THE LIZARD KING: The Lizardmen consist of both melee and long range combatants – isolate them and kill them one by one for the best results.



FLAME-GRILLED: Letting loose with some fire always tends to get the local villainy on the back foot.

VERDICT

XBOX

BALDUR'S GATE

SECOND OPINION

The combat may get a little bit too random at times but *Baldur's Gate* is *Dungeons & Dragons* for the masses. Here you need not fear being contaminated by any geeky stereotype as you build up your character and hack, slash, spellcast and bow your way through the game's numerous levels. It also makes for an enjoyable two-player game should you be able to convince a friend to play. Just think of it as a decent version of *Gauntlet*. There are worse ways to waste a few hours.

MIKE

ALTERNATIVELY

THE ELDER SCROLLS III: MORROWIND
Ubi Soft

An RPG adventure which gives you the freedom that *BG:DA* doesn't.



XBM RATINGS

LOOKS
Character models and the varied environments all look pretty decent despite the obvious PC feel to them.

SOUNDS
The music is of a decent standard but unfortunately some of the sound effects are woeful.

GAMEPLAY
The controls make the game very playable, although the top-down view leaves you somewhat removed from the action.

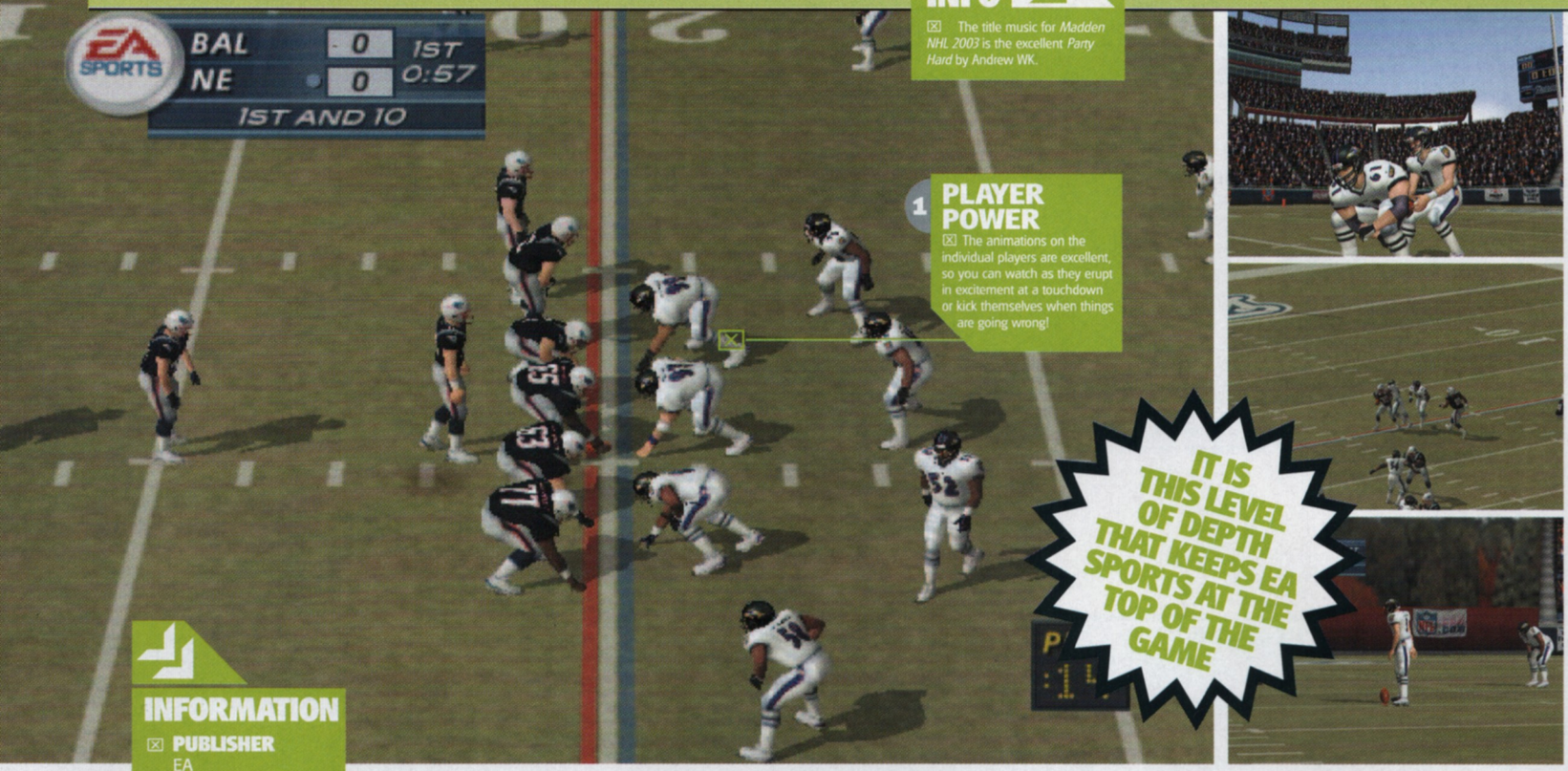
LONGTERM
Decent long-term value – you have three playable characters and then an Expert mode once you've completed the game.

Why we'd buy it	Why we'd leave it
+ Good selection of enemies	– Combat can get tedious
+ Control system is simple to use	– It's all predetermined
+ Easy to get into	– Sound effects can be shoddy
+ Nice looking environments	– Some areas look bland

Overall

This is closer to an action game than an RPG, accept it for this and it's actually quite enjoyable.

7 OUT OF TEN



XBM INFO

The title music for *Madden NHL 2003* is the excellent *Party Hard* by Andrew WK.

1 PLAYER POWER

The animations on the individual players are excellent, so you can watch as they erupt in excitement at a touchdown or kick themselves when things are going wrong!

IT IS THIS LEVEL OF DEPTH THAT KEEPS EA SPORTS AT THE TOP OF THE GAME

MADDEN 2003

THE XBOX GETS INTRODUCED TO THE EXCELLENT WORLD OF JOHN MADDEN...

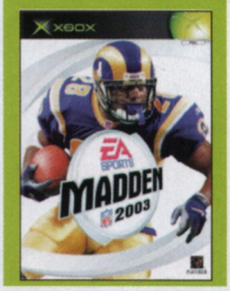
When the Xbox arrived, most people expected a truckload of new, ground-breaking games. The problem is that gamers actually demand certain franchises and series continue, whatever powerful format comes along. Hence, the hugely popular *Madden* series comes to the Xbox and aside from the lovely visuals, it is pretty much the same game people have been playing on the PS2 for the last few years. This is not a criticism in this case though, as EA has created a great football experience and it would be foolish to change it for the sake of it.

Madden 2003 lets you take control of your favourite (because we know that you're all ardent Gridiron followers) teams from the NFL and attempt to destroy all opposition. As well as the obvious exhibition and season modes, there is an extensive Franchise mode where you take your team through 30 seasons, watching as your favourite young rookie grows to become a top quarterback. It is this level of depth that keeps EA Sports at the top of the game, but Madden 2003 does not alienate the casual player either – instead of choosing your own moves, you can ask John Madden himself what the best play would be and just concentrate on winning the game. New players can also learn all about the intricacies of *Madden* in the Mini-Camp, where you are awarded cups for learning new skills.

Authentic play, televisual presentation and a storming soundtrack featuring Bon Jovi and Andrew WK add up to the finest American Football game money can buy. But then, hasn't it always been? **KENDALL**

INFORMATION

- **PUBLISHER** EA
- **DEVELOPER** In-house
- **GENRE** Sports
- **PRICE** £39.99
- **PLAYERS** 1-2
- **WEBLINK** www.ea.com
- **RELEASE DATE** 27 September



DEVELOPER HISTORY

While there are those who will tell you that the fast *NHL Hitz* is more fun, it is EAs excellent *NHL* series that will keep you coming back for more. All the league teams and players, top commentary and great action galore. Sweet!

XBOX (2003)



NHL 2003

XBOX.TOTALGAMES.NET
TOTAL GAMES.net XBM
EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES

VERDICT

XBOX

MADDEN 2003

XBM RATINGS

LOOKS
All of the teams are well animated and the presentation is as excellent as we've come to expect from EA Sports.

SOUNDS
Sonically, *Madden* has it all – plenty of rowdiness during the games and some top rockin' names on the soundtrack!

GAMEPLAY
Everything you could want from an American Football game really. Plenty of modes and some complex moves for the professionals.

LONG TERM
Playing through the Franchise mode is going to take you an age. Probably until the release of *Madden 2004*.

SECOND OPINION

This is one of those games that does exactly what it says on the box. The *Madden* name has long stood for quality football simulation and you're not going to find any surprises here. But then this is half of the problem. The game really doesn't have anything exceptionally original to offer the *Madden* fan. This makes it worth getting if you don't already own a previous *Madden* title but you might be hard-pushed otherwise. If you do need to convince yourself of a purchase just look at the lovely visuals.

MIKE

ALTERNATIVELY

NFL BLITZ
Midway
This is a fast and furious arcade take on the sport. Great.



Why we'd buy it	Why we'd leave it
⊕ Complex plays	⊖ Basically an update
⊕ Loads of modes	⊖ Still American football...
⊕ Excellent soundtrack	
⊕ For beginners and experts	

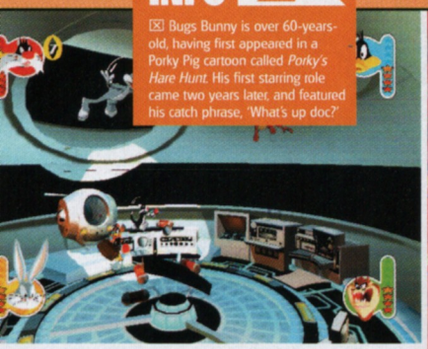
Overall

Anyone who has played a *Madden* game before will know what to expect – this is as close to the real thing as fans could hope for.

8 OUT OF TEN

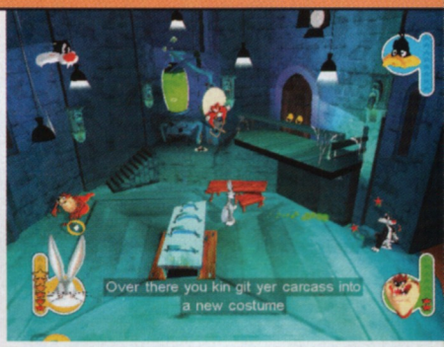
XBM INFO

☒ Bugs Bunny is over 60-years-old, having first appeared in a Porky Pig cartoon called *Porky's Hare Hunt*. His first starring role came two years later, and featured his catch phrase, 'What's up doc?'











AT THE END OF THE DAY THIS IS JUST TOO BASIC TO ALLOW FOR ANY LONG-TERM APPEAL



INFORMATION

- ☒ **PUBLISHER** Infogrames
- ☒ **DEVELOPER** In-house
- ☒ **GENRE** Beat-'em-up
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-4
- ☒ **WEBLINK** www.infogrames.co.uk
- ☒ **RELEASE DATE** October



DEVELOPER HISTORY

☒ *Taz Wanted* does everything you could hope for in a platform game, but shows no real innovation or originality. It's fairly solid, and looks really nice, but there are much better representations of the genre out there.

XBOX (2002)



TAZ WANTED

XBOX.TOTALGAMES.NET
TOTAL GAMES .net XBM
EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES

LOONS: THE FIGHT FOR FAME

FIGHT IT OUT TO SEE WHO WILL BE THE STAR OF THE SHOW...

When the Dreamcast was doing its stuff a couple of years ago, a few titles stood out as being particularly innovative, none more so than Capcom's *Power Stone 2*. The game set new levels of interactivity in a fighting game, with over 100 collectable weapons and objects, while supporting four players simultaneously.

Now more than two years on and with substantially more powerful hardware, you'd expect someone to have achieved even better results with a similar title. Sadly, that hasn't happened, and isn't about to here either. You see, *Power Stone* worked because attacks automatically locked on to your opponents. Throwing a box, for example, would always target your nearest enemy. In *Loons* the items you use fly off in the direction your character is facing and, because the camera is usually so far away from the action, this is often difficult to see.

But then *Power Stone* was always aimed at the hard-core sector of the market, while *Loons* is much more suitable for casual users, specifically the family. Just four characters are available – Bugs Bunny, Daffy Duck, Sylvester and Taz – each is animated and voiced to be as close to the cartoons as possible. The action is highly authentic too, with all the anvils, explosions and disintegrations you could hope for.

But ultimately this is just too basic to allow for any long-term appeal. Children are much more in touch with the witty humour and CG imagery of *Shrek* or *Toy Story* these days, and adult gamers will either find the game too shallow or too childish. It is good fun, but certainly not worthy of a purchase.

KEITH

VERDICT

XBOX

LOONS

XBM RATINGS

LOOKS
The overall look of the game is fantastic, featuring great animation and vibrancy. Sadly, the camera is usually too far out to appreciate it.

SOUNDS
All the voices are performed by the real Warner Bros actors and the scripting is hilarious – just like the cartoons.

GAMEPLAY
There's pretty much no skill involved in winning, which seriously decreases the longevity. It is fun though.

LONG TERM
With only four characters to choose from, it only takes an hour or so to see everything the game has to offer.

SECOND OPINION

☒ Cartoon-based games have one major problem that no developer seems to be able to contend with. Just who do you aim the game at? This is an even bigger problem on the Xbox because the user age range, although dropping, is higher than other consoles. Adults certainly wouldn't look twice at this game, and rightly so as the simplistic gameplay is a major turn-off. If you do have some kids around you might want to get this to shut them up for a while, but it's not worth having a kid to justify buying the game.

MIKE

ALTERNATIVELY

MAD DASH RACING
Eidos
☒ Cartoon characters with attitude in a running game of all things!



Why we'd buy it	Why we'd leave it
⊕ Just like the cartoons	⊖ Visibility is a problem
⊕ Good fun for four	⊖ No real skill involved
⊕ Comedy voice acting	⊖ Only four characters
⊕ Bonus mini-games	⊖ No gameplay innovations

Overall

Faithful to the cartoons and initially fun to play, *Loons* is let down by a serious lack of depth. That's all folks!

5 OUT OF TEN

XBM

THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING



DATABASE

GENRE QUICK SEARCH!

ADVENTURE | FIGHTING | FIRST-PERSON SHOOTER | PARTY/PUZZLE | PLATFORMER | RACING | SHOOT-'EM-UP | SPORTS | STRATEGY

BEST ADVENTURE

BUFFY THE VAMPIRE SLAYER

Fans of the series are not going to be disappointed by this release.



BEST SHOOT-'EM-UP

MAX PAYNE

An engaging, rich story line coupled with some explosive action.



BEST FIRST-PERSON SHOOTER

HALO: COMBAT EVOLVED

The first time we played this game we knew it was destined to be a classic.



BEST PLATFORMER

JET SET RADIO FUTURE

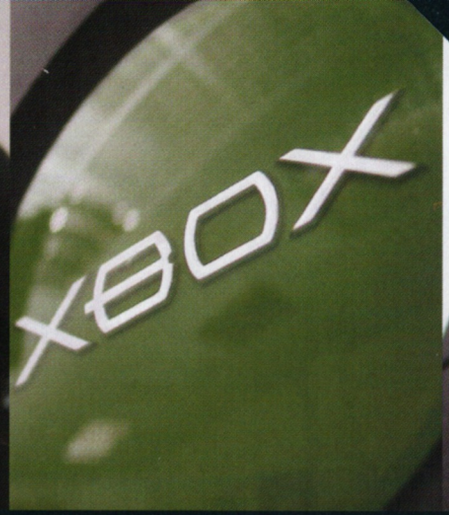
JSR games are incredibly addictive to play and this is no exception.

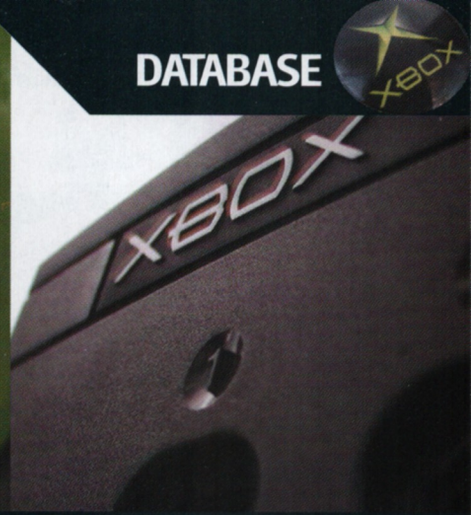


IT'S AMAZING HOW FAST TIME PASSES BY. IT ONLY SEEMS LIKE YESTERDAY THE XBOX WAS RELEASED BUT LOOK AT THE HUGE AMOUNT OF GAMES AVAILABLE!

GAME	PUBLISHER	ISSUE	SCORE	WE SAID
007 Agent Under Fire	EA	7	5	"Whether you're a Bond fan or not you should stick with *Halo*."
2002 FIFA World Cup	EA	6	7	"A tidy enough package but has little to offer over the PS2 version."
Aggressive Inline	Acclaim	10	9	"Takes Tony Hawk outside and gives him ten of the best...trousers down."
All-Star Baseball 2003	Acclaim	7	6	"Slightly flawed but still fun for a niche market."
Amped: Freestyle Snowboarding	Microsoft	4	8	"Not just the best snowboarding game but a serious trendsetter."
Antz Racing	Empire Interactive	10	3	"There's no need to patronise the kids in this way!"
Arctic Thunder	Midway	5	4	"Flashy looking arcade blast ruined by lack of gameplay."
Azurik: Rise Of Perathia	Microsoft	6	3	"A bland, unimaginative and pointless game with no redeeming features."
Batman Vengeance	Ubi Soft	5	6	A decent, although linear, outing for the Caped Crusader."
Blood Omen 2	Eidos	5	7	"Worth a play but certainly not a ground-breaking experience."
Blood Wake	Microsoft	4	4	"One of the poorer titles on the Xbox."
Bruce Lee	Vivendi	10	4	"A complete waste of a good license. A definite must-not-buy."
Buffy The Vampire Slayer	EA	9	9	"Bitten by the *Buffy* bug or not, Xbox owners should buy this."
Burnout	Acclaim	6	8	"Very short but oh so very sweet."
Cel Damage	EA Games	5	6	"There simply isn't enough to this to warrant a purchase."
Championship Manager	Eidos	4	9	"A totally absorbing, addictive, life-dominating game."
Circus Maximus	THQ	8	6	"A decent idea but this offers nothing new and is ultimately disappointing."
Commandos 2: Men Of Courage	Eidos	8	9	"Unbelievably hard-core and very addictive strategy game."
Conflict Desert Storm	SCi	10	8	"A stable enough game that is in need of a bit more polishing."
Crash	Rage	5	6	"Great arcade fun but it soon gets tiresome."
Crash Bandicoot: The Wrath Of Cortex	Universal	5	5	"Above average on the PS2 this doesn't offer new thrills on the Xbox."
Crazy Taxi 3	SEGA	10	7	"Fun to play but doesn't improve on the Dreamcast original."
Dark Summit	THQ	4	3	"To summit up – this is awful!"
Dave Mirra 2	Acclaim	5	8	"A quality extreme sports game gets the console it deserves."
David Beckham Soccer	Rage Software	7	5	"Simply put it's shockingly average."
Dead Or Alive 3	Microsoft	4	8	"Sits comfortably between *Tekken* and *Virtua Fighter*."
Deadly Skies	Konami	6	4	"A rather dull offering that will have you wanting to bail out."
Enclave	Swing!	9	8	"An absolute joy to both play and watch."
ESPN International Winter Sports	Konami	6	4	"Cash-grabbing version of a game that nobody was asking for."
F1 2002	EA	5	7	"Not without its flaws but this is a game that deserves pole position."
Fuzion Frenzy	Microsoft	4	3	"Quantity doesn't always equal quality."
Gauntlet: Dark Legacy	Midway	7	2	"Avoid *Dark Legacy* at all costs. This is one of the laziest games on Xbox."
Genma Onimusha	Capcom	4	8	"Good but the Xbox really needs an original horror."
Gun Metal	Rage	7	8	"A fun game that is sure to please the no-brainer fans."
GunValkyrie	SEGA	6	7	"Warning this is for hard-core gamers only."
Halo: Combat Evolved	Microsoft	4	10	"Purchase of this game is obligatory – no questions asked!"
Hunter: The Reckoning	Virgin Interactive	8	5	"Far too shallow to allow for any long-term replay value."
ISS2	Konami	6	8	"The best football game on Xbox until *Pro Evolution* arrives."
Jet Set Radio Future	Infogrames	4	9	"The instant pick up and play appeal that is expected from SEGA."







*Publisher failed to send review code – assume that it's awful!

GAME	PUBLISHER	ISSUE	SCORE	WE SAID
Kabuki Warriors	Crave	4	2	"Incredibly boring and utterly pointless."
Knockout Kings 2002	EA	5	7	"A decent boxing sim but it does lack any real punch."
Legends Of Wrestling	Acclaim	8	3	"Someone put these wrinklies back before they keel over and die."
Mad Dash Racing	Eidos	4	4	"Average at best this really fails to thrill."
Max Payne	Take2	4	8	"Too easy but a great story and well worth getting."
Mike Tyson Heavyweight Boxing	Codemasters	8	3	"A dire boxing simulation that packs almost no punch."
Moto GP: Ultimate Racing Technology	THQ	8	8	"The best bike racing game we've seen in a long time."
MX 2002	THQ	7	7	"A decent motorbike sim that lacks any real imagination."
NBA Inside Drive	Microsoft	6	7	"A decent enough sports sim that lacks any sparkle."
NBA Live 2002	EA	4	6	"The most sophisticated basketball game to date. Apparently!"
NHL Hitz 20-02	Midway	4	8	"Obscenely violent and as cool as the ice you skate on!"
New Legends	THQ	7	6	"Average game that fails to offer any real thrills."
Nightcaster	Microsoft	5	6	"Good ideas swamped by bad execution leaves an average adventure."
Oddworld: Munch's Oddysee	Microsoft	4	8	"Unlike anything else. This is hilarious and fun to play."
Pirates: Legend Of Black Kat	EA	N/A	N/A	N/A*
Prisoner Of War	Codemasters	9	7	"A good idea that doesn't gel together quite well enough."
Project Gotham Racing	Microsoft	4	9	"Makes other racing games look like a clapped out Skoda."
RalliSport Challenge	Microsoft	4	8	"Can this be? A realistic racing game that's fun!"
RedCard Soccer	Midway	7	6	"A short-lived experience that will end up on your shelf after a week."
Silent Hill 2: Restless Dreams	Konami	5	7	"The scariest videogame ever! One to play alone with the lights out."
Simpsons Road Rage	EA	4	7	"A fun *Simpsons* game – for as long as it lasts."
Shrek	TDK Interactive	5	5	"Shrek looks good but it's all on the surface – disappointing."
Slam Tennis	Infogrames	9	6	"Flawed but still enjoyable tennis game."
Spider-Man	Activision	7	6	"Plenty of good ideas but feels unfinished."
Splashdown	Infogrames	10	8	"A great game ported across from PS2 with a few new bells and whistles"
SpyHunter	Midway	7	4	"A pointless release that makes the Xbox seem underpowered."
Star Wars: Jedi Starfighter	Activision	8	6	"Too basic and unexciting to be any more than a five-minute wonder."
Star Wars: Obi-Wan	Activision	5	6	"Same story but a different *Star Wars* game – close but no cigar."
Star Wars: Starfighter	Activision	3	6	"An above average game with a great licence."
SSX Tricky	EA	7	7	"Fantastic PS2 snowboarding game that falls short on Xbox."
Test Drive: Overdrive	Atari	7	5	"Buy *Gotham*. Buy *Burnout*, Choose life."
Test Drive: Off Road Wide Open	Infogrames	5	6	"It may not be to everyone's taste but there's a lot to enjoy."
Tony Hawk's Pro Skater 2X	Activision	3	8	"Never to be released on these shores but no great shame."
Tony Hawk's Pro Skater 3	Activision	4	9	"Simply the greatest skating game ever made."
Tour De France	Konami	9	3	"A pointless and unimaginative game that makes housework seem appealing."
TransWorld Surf	Atari	4	6	"The waves look cool but doesn't inspire like it should."
UFC: Tapout	Ubi Soft	6	4	"Not bad but it's far too simple to hold any interest."
Wreckless	Activision	4	8	"Fantastic while it lasts but over far too quickly."
WTA Tennis	Konami	10	4	"A dire, drab and uninspired tennis title. Avoid at all costs."

BEST RACING

PROJECT GOTHAM RACING

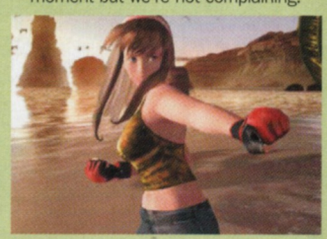
☒ It's been around for ages but *Gotham* still makes for the best racing on Xbox.



BEST BEAT-'EM-UP

DEAD OR ALIVE 3

☒ The only proper beat-'em-up at the moment but we're not complaining.



BEST STRATEGY

COMMANDOS 2: MEN OF COURAGE

☒ If you're looking for a challenge then this is the game you need to buy.



BEST SPORTS

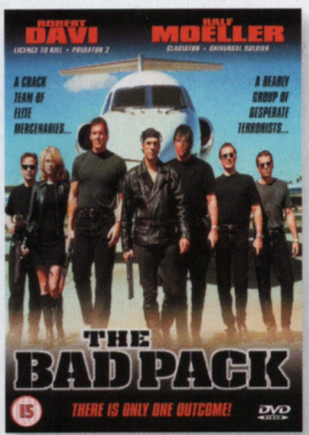
AGGRESSIVE INLINE

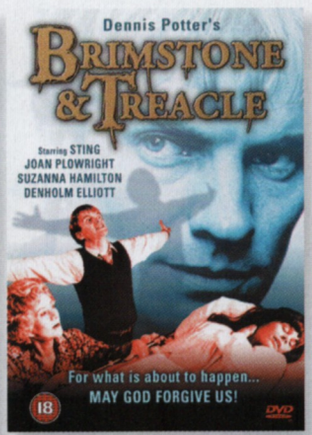
☒ After playing around on skateboards for so long this makes a nice change.

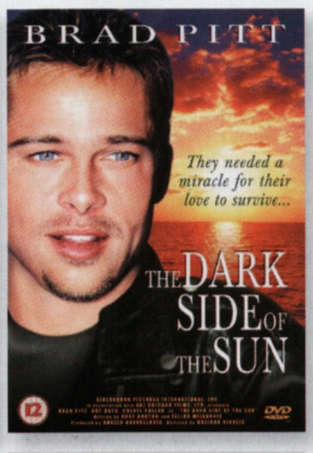


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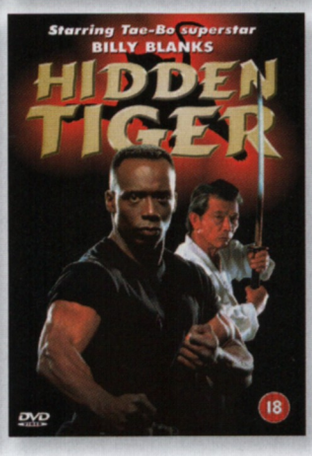


















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MINI XPERT

17 PAGES OF XBOX SOLUTIONS AND CHEATS!

CHEATS INSIDE! STARTING ON PAGE 123

HITMAN 2

SOLVED!
XBM takes you through the toughest levels of this hit shooter!

CRAZY TAXI 3

Mirror, signal... forget that, check out these tips!
pg106



MORROWIND
We can make you feel well again pg94



SPLASHDOWN
Secret codes for your pleasure pg94



PRISONER OF WAR
Passwords and hints for the incarcerated pg95



OUTLAW GOLF
Glad rags and learn how to control nature pg95



ENCLAVE
Each character's strengths and weaknesses pg108

XBM
XBOX HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
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CHEATS EXP

WE'LL HELP TO MAKE YOUR LIVES A LITTLE EASIER...

MORROWIND

Using one code replaces another, so only one can be active at a time. The cheat will remain active as long as you don't change menus using the Left and Right triggers. If the Left and Right triggers are used to change menus, the Black/White cheat code is cleared and all of the steps will then have to be repeated.

☒ **RESTORE FATIGUE:**
1) During the game, press Ⓑ to access the menus.
2) Use the Left and Right triggers to go to the Stats menu.
3) Use the D-pad to select the Fatigue entry.
4) Press Black, Black, White, White, Black
5) Press and hold Ⓐ until you get to the Fatigue level you want.

☒ **RESTORE HEALTH:**
1) During the game press Ⓑ to access the menus.
2) Use the Left and Right triggers to go to the Stats menu.
3) Used the D-pad to select the Health entry.
4) Press Black, White, Black, Black, Black,
5) Press and hold Ⓐ until you get to the Health level you want.

☒ **RESTORE MAGICKA:**
1) While in the game, press Ⓑ to access the menus.
2) Use the Left and Right triggers to go to the Stats menu.
3) Use the D-pad to select the Magicka entry.
4) Press Black, White, White, Black, White
5) Press and hold Ⓐ until you get to the Magicka level you want.





SPLASHDOWN

☒ **CHEAT MODE:**
Select 'Options' at the main menu. Hold the Right Trigger and press ↑ x 2, ↓ x 2, ←, →, ←, →, Ⓧ, Ⓑ, Ⓧ, Ⓑ in the Options menu. The 'Cheat Name' screen will appear to confirm the correct code entry. Enter one of the following codes then go back to the Options screen. You can now continue your game with the cheat enabled.

☒ **CANNOT GET KNOCKED OFF:**
Enter 'TopBird' as a code. The CPU can no longer knock you off your Sea-Doo, but you can still knock it off.

☒ **HARD TRACKS WITH NORMAL AI SETTINGS:**
Enter 'Hobble' as a code.

☒ **MAXIMUM PERFORMANCE METER:**
Enter 'PmeterGo' as a code. Note: If you miss a buoy you will stall while playing with this code enabled.

☒ **ALL COURSES:**
Enter 'Passport' as a code.

☒ **ALL CHARACTERS:**
Enter 'AllChar' as a code.

☒ **ALL WETSUITS:**
Enter 'LaPinata' as a code.

☒ **EXPERT AI:**
Enter 'AllOutAI' as a code. The AI will run the best race possible on all courses.

☒ **ALL ENDING FMV SEQUENCES:**
Enter 'Festival' as a case-sensitive code.

☒ **PLAY TIME TRIALS AGAINST A UFO:**
Enter 'Ibelieve' as a code.

☒ **PLAY TIME TRIALS AGAINST A MINIATURE F-18 JET:**
Enter 'F18' as a case-sensitive code.

☒ **PLAY TIME TRIALS AGAINST THE GHOST THE CURRENTLY SELECTED PLAYER:**
Enter 'SEADOO' as a code.

☒ **ENDING BONUS:**
Successfully complete the game in the Hard difficulty setting to unlock Steve as a playable character and the Bermuda Triangle level.

☒ **HIDDEN TRACK:**
Collect 100 balloons in Countdown mode.

PRISONER OF WAR

☒ **CANNOT BE SHOT**
Enter 'fatty' as a password.

☒ **INFINITE MONEY AND ROCKS**
Enter 'dino' as a password.

☒ **CHAPTER SELECT**
Enter 'ger1eng5' as a password.

☒ **NO LEVELS UNLOCKED**
Enter 'defaultm' as a password.

☒ **ALL EVENTS IN THE DAY**
Enter 'alltimes' as a password.

☒ **CORE EVENTS**
Enter 'coretimes' as a password.

☒ **ONLY CORE CURRENT EVENTS**
Enter 'farleymydog' as a password.

☒ **FIRST-PERSON MODE**
Enter 'boston' as a password.

☒ **TOP-DOWN MODE**
Enter 'foxy' as a password.

☒ **CHANGE GUARD SIZE**
Enter 'muffin' as a password.

☒ **CHANGE GUARD AWARENESS**
Enter 'quincy' as a password.

☒ **DATE**
Enter 'dt' as a password.

☒ **ALCOHOL AND CIGARETTES**
Always get hold of alcohol and cigarettes while exploring. You can use them to bribe guards and get items and services from other prisoners. They can also be used in exchange for your confiscated equipment.

☒ **ROCKS**
Search rubble piles to find rocks. Press Ⓧ in first-person view to throw rocks to distract guards. You can only carry 15.

RESS

ALL THE CODES, CHEATS, AND TIPS FOR ALL THE LATEST GAMES







QUICK TIPS

CHECK OUT THESE HANDY HINTS...



LOONS: THE FIGHT FOR FAME

BIG HEAD MODE:
Pause the game, then hold ↓ + Ⓐ and press Ⓑ x 4.



ENCLAVE

GOD MODE
Pause the game during play and enter Ⓧ, Ⓨ, Ⓧ, Ⓧ, Ⓨ, Ⓨ, Ⓧ, Ⓨ, Ⓧ, Ⓧ, Ⓨ, Ⓨ to access the cheats menu. This will enable you to play in god mode or complete the current level.

PLAY THE DARK CAMPAIGN WITHOUT COMPLETING THE LIGHT
Start a new game and enter any name.
When it goes to the Dark/Light Campaign selection screen enter the following code: Ⓧ,Ⓨ,Ⓨ,Ⓧ, Ⓧ,Ⓨ, Ⓧ,Ⓨ. The screen will flash and you are now able to pick the Dark Campaign.

NAZI UNIFORMS

If you wear the Nazi uniform while exploring the camp, stay way from higher ranking Nazis. They will be able to detect your disguise.

FREE HINTS

Get a lot of currency and save the game. Now talk to the Major who'll give you hints. You need 150 in currency to get all three hints. After you've got these hints, load in from the last save point and use the information to help you with your objectives. If you keep the same amount of currency, you can do this for the next objective too. Because you have used the hints but not saved afterwards, at the end of the level the game will not register their being used, meaning that you can get a higher grade.

AVOID CAPTURE AND SHOOTING

This only works if you save regularly. During an objective if you get shot or captured, load from the last save point. If you save after completing every objective you won't have to do those objectives again.

OUTLAW GOLF





FIFTH OUTFIT FOR CHARACTERS

On the Character Select screen... Hold the Left Trigger and press Ⓨ, Ⓨ, White, Ⓨ, White, Ⓨ.

STOP THE WIND

During the game hold the Right Trigger and press ↑, ←, ↓, →, ↑, ←, ↓, →, Ⓧ, and Ⓧ.

FREE BEATING TOKENS

During the game hold The Right Trigger and press Black, Ⓧ, Black, Black, Ⓧ. This will give you a free Beating Token (but only if you don't have any).

EXTRA BEATING

When you use a Beating Token and hit all five 'Hit here' boxes, continue tapping A. You'll get extra hits which will further increase your composure if you time them right.

EVENTS AND THEIR REWARDS

EVENT NAME	PRIZE
Jersey Ball Bash	Boiler Maker Irons
Rough Riders	Cincinnati Balls
Ladies Night	Doc Diggler
Garden State Stroke Fest	Python Wedge
Back Nine Shuffle	Boiler Maker Wedge
Suave's Revenge	Atlas Putter Gold
Hole Lotta Luv	Boiler Maker Fairway Woods
Chicks with Sticks	Trixie
Garden State	Ménage a Trois Suave's Balls
Ol' Blood and Guts	Cincinnati Driver
Different Strokes	Nelson Balls
Test Drive	Killer Miller
Money Talks	Boiler Maker Driver
High Rollers	Atlas Irons
Stroke Me	Atlas Driver
Stroke Me Again	Cincinnati Irons
Full Frontal	Cincinnati Fairway Woods
Pretty In Pink	Atlas Wedge
Odd Ball Classic	Scrummy
All The Marbles	Atlas Putter (Black)
A Hole In The Sun	Python Irons
Tough Crowd	Python Fairway Woods
Motley Crew	Extacy Putter
Baked On The Bone	Suki
Sun Stroke	Boiler Maker Putter
Heat Rash Invitational	Python Driver
Blister In the Sun	Cincinnati Wedge
Hot, Hot, Hot	CC
The Not-So-Goodfellas	Atlas Fairway Woods
The Scorched Earth Classic	Extacy Balls

INFORMATION

HITMAN 2

PUBLISHER	EIDOS INTERACTIVE
DEVELOPER	IO INTERACTIVE
GENRE	ACTION ADVENTURE
PRICE	£44.99
PLAYERS:	1-2

WWW.EIDOS.COM

TOTAL GAMES net
XOBM

EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES

HITMAN 2

LEARN HOW TO BE THE CLEANEST MAN IN THE WHOLE WORLD: LEAVE NO SPECK OF BLOOD; LEAVE NO BODY IN SIGHT IN OUR GUIDE TO THE MOST DIFFICULT LEVELS OF HITMAN 2...

ANATHEMA

INFILTRATION

A1. Use the Fibre Wire or Anaesthetic knock out or kill the Postman, hide his body behind the entrance wall. Take his clothes and pick up the Flowers.

A2. Place your Hardballers (or which ever gun you are carrying) inside the Groceries undetected.

A3. Walk up to the main gate (if you run you will be shot), wait for the guards to perform their search and then go through into the Villa Gardens.

A4. Inside the garage you will find a red sports car (one method of escaping) as well as a Blaser R93 Sniper Rifle.

SPLIT ROUTE 1

B1. Enter the main hall, give the Flowers to the maid, then wait for her and the guard to leave before making your next move.

SPLIT ROUTE 2

C1. Go through the side door to enter the kitchen, then without being spotted collect your Hardballers from the box of Groceries.

THE HIT

D1. Armed with the Blaser R93 Sniper Rifle go back to your starting location, take aim, and shoot from Don off his balcony as he practises golf (you will now need to reach his body to find the Door Key.

E1. Take the Golf Club from next to the Don's bed, silently walk out on the balcony and take a swing at the Don killing him instantly. Now collect the Door Key from his body.

F1. Using your Hardballers storm into the Don's office, and eliminate him and Vito Anguillo. Take the Door Key from his body and make your escape.

SECONDARY OBJECTIVE

G1. Make your way into the basement (you can either through the kitchen or via the stairs around the side of the house), and use the Door Key to open the cell where Padre is held, although you soon realise he has been moved.

EXFILTRATION

ROUTE 1

H1. Go to the swimming pool at the back of the house and silently (if possible) eliminate the large bodyguard in white – take the Car Keys he is carrying.

H2. Go back to the garage, and using the Car Keys get into the red sports car to complete the mission.

ROUTE 2

I1. Walk to the front gates to make an easy exit, almost too easy.

STAYING CLEAN

1P. Enter the study to find a Desert Eagle and various ammo clips.

TOOLS OF THE TRADE

Below is a list of all weapons available in Anathema. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- KITCHEN KNIFE
- GOLF CLUB
- BERETTA 92 9mm
- DESERT EAGLE .50
- DOUBLE-BARRELLED SHOTGUN
- COLT PYTHON .357
- BLASER R93



HIT LIST
WATCH FOR GUARDS ON THE ROOF AND BALCONIES. THEY CAN BE HARD TO SPOT, WILL SPOT YOU QUICKLY AND HAVE AN ELEVATED ADVANTAGE.

HIT LIST
IF YOU HAVE A GUN WHILE WEARING THE POSTMAN OUTFIT, WHILST BEING SEARCHED THE GUARDS WILL OPEN FIRE ON YOU.

HIT LIST
IF THE DON IS ALARMED HE WILL RUN TO HIS OFFICE AND STAY THERE UNDER THE GUARD OF VITO ANGUILLO.

INVITATION TO A PARTY

TOOLS OF THE TRADE

Below is a list of all of the weapons available in Invitation to a Party. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- KITCHEN KNIFE
- BERETTA 92 9mm
- BERETTA 92 9mm SD
- PSM 5.45mm PISTOL
- HECKLER & KOCH MP5

INFILTRATION

ROUTE 1

A1. Knock out or kill the waiter having a cigarette, take his clothes and the Door Key he is carrying.

A2. Pick the lock to the door while the guard has his back turned and enter the Embassy grounds.

A3. Sneak down the ramp and into the garage.

ROUTE 2

B1. Knock out or kill the party guest, taking his clothes and the Party Invitation he is carrying before hiding his body.

B2. Walk up to the main gate, show the guard the Party Invitation and pass through the gate.

B3. Enter the Embassy through the main doors.

BOTH LINK TO

C1. Make your way into the kitchen and use the Poison in the champagne and then pick up a Champagne Glass.

THE HIT

D1. Enter the Ballroom, and the General will walk over to you and snatch the Champagne Glass from you. Upon drinking the toxic fluid he will keel over and die.

E1. Follow the General to his room, wait for the maid to leave and then eliminate him with your Beretta 92 SD and head back into the corridor.

F1. From the balcony you should be able to hit the General with your Beretta 92 SD without being spotted. Position yourself away from any guards and take your shot (this will cause panic though so be careful).

SECONDARY OBJECTIVE

G1. Wait for the Spetznaz agent to hold up the Ambassador. Follow them to one of the offices. Wait for the safe to be opened, kill the Spetznaz agent, take the Briefcase and make your escape.

F1. Follow the Ambassador to one of the four offices, wait for him to open the safe, knock him out, take the Briefcase and make your escape.

H1. Wait for the Spetznaz agent to make his escape with the Suitcase, kill him, take the Briefcase, and leave.

EXFILTRATION -

I1. You will need to reach the speedboat in which you arrived in order to finish the mission. Use your previous route to reach it.

STAYING CLEAN

1P. Collect the Beretta 92 SD, Poison and the ammunition from inside the agency package. The Poison is required for the silent hit on the General.

2P. A waiter's uniform can be found here if you wish to be completely undetected.

3P. Enter the guards' room and collect the Heckler &Koch MP5, Beretta 92 and the various ammunition from inside the locker.



HIT LIST
ONCE THE SPETZNAZ AGENT HAS THE BRIEFCASE HE WILL LEAVE THE PARTY AND THE MISSION WILL END A FAILURE.

HIT LIST
IF YOU KILL SOMEONE IN THE OFFICES OR OTHER ROOMS, BE SURE NO MAIDS ARE IN THE VICINITY. THEY WILL RAISE THE ALARM.

HIT LIST
YOU DO NOT NEED A DISGUISE TO ENTER THE PARTY, ALTHOUGH YOU WILL BE ASKED FOR AN INVITATION AT THE DOOR.

SHOGUN SHOWDOWN

INFILTRATION

ROUTE 1

A1. Walk up to the secret door, open it and head inside making sure not to run, as this will alert the guards to your presence (squeaky floorboards).

A2. Open the door at the top, head into the first floor room and begin walking around the outside of the room to your left, remembering to stay on the large beams so as not to make a noise.

A3. Walk down the stairs back into the wings.

A4. Just to your right at the bottom of the stairs is another secret door. Open this and follow the corridor.

HIT LIST
WHEN ENTERING THE FIFTH FLOOR WHERE HAYAMOTO'S PERSONAL YOJIMBOS ARE SITUATED, YOU WILL NEED TO HAVE KATANA IN ORDER TO BLEND IN AS A PERSONNEL GUARD.

ROUTE 2

B1. A more gung-ho approach, head up the stairs and eliminate both guards on either side of you quietly (a silenced weapon is preferable).

B2. Walk around the helipad, sneak past the third courtyard guard while his back is turned and enter the guards' quarters via the door in front of you.

BOTH LINK TO

C1. Walk over to the small shelf in front of 47 and pick up the Cardkey.

C2. Head back out into the courtyard, move across to the other side and go through the door at the end. Be quiet however, as there are ninjas lurking in the rafters.

C3. Sneak into the small guards room where two ninjas are watching TV. Change into the guard outfit to your left, and leave (the guards shouldn't notice you if you walk).

C4. Once you are satisfied, make your way back up to the first floor and use the Cardkey in order to deactivate the sensors and pass through into the stairwell.

SECONDARY OBJECTIVE

ROUTE 1

D1. Walk down the stairs to the Castle basement, go through the door and then walk over to the other side of the room and pass through the door at the end.

D2. Walk over to the stand with the broken rope and collect the Guidance System to complete your secondary objective.

ROUTE 2

G1. If you cause a disturbance Hayamoto will flee to the helicopter to get out of the Castle and away from you. Wait at the heliport for him, once he shows himself finish him off with a swift shot to the head taking the Guidance System he is carrying (if you haven't already got it).

THE HIT

HIT 1

E1. Make your way straight up the stairs to the fourth floor. If you are disguised you should have no problem getting past the various guards.

E2. Pay a visit to Mei Ling (you may remember her from the first game), she will hand you the Special Keycard needed to access Hayamoto's top floor.

E3. Use the Special Keycard to access the fifth floor room, although this is heavily guarded by Hayamoto's personal Yojimbos.

E4.Once up on the top floor use a silenced weapon to kill Hayamoto quickly before getting ready for your escape.

HIT LIST
IF HAYAMOTO IS ALARMED HE WILL AUTOMATICALLY HEAD FOR THE MUSEUM, TAKE THE GUIDANCE SYSTEM AND ATTEMPT TO ESCAPE IN HIS PRIVATE HELICOPTER.

HIT 2

F1. Place the Bomb on the Helicopter.

F2. Activate the button on the control terminal to sound the alarm, alerting Hayamoto.

F3. Wait for Hayamoto to get into the helicopter in which he intends to escape in and then use the Bomb Remote to blow him out of the sky.

HIT 3

G1. If you cause a disturbance Hayamoto will flee to the helicopter to get out of the Castle and away from you. Wait at the heliport for him, once he shows himself finish him off with a swift shot to the head, taking the Guidance System he is carrying (if you haven't already got it).

EXFILTRATION

H1. Escape in the helicopter providing that you have killed Hayamoto and also secured the Guidance System.

I1. Make your way to the main entrance and escape this way. Although this is the only path available should the helicopter be destroyed.

HIT LIST
IF YOU TALK TO MEI LING BEFORE ASSASSINATING HAYAMOTO, RETURN WHEN THE JOB IS DONE AND YOU WILL TAKE HER WITH YOU.

STAYING CLEAN

1P. Enter the arsenal to find four Heckler & Koch MP5-SD6, a Bomb and a Bomb Remote.

2P. In the museum you will find the following weapons on the stands which are important to complete the mission, a Ruger .22 Suppressed Pistol and a Katana Sword.

TOOLS OF THE TRADE

Below is a list of all of the weapons available in Shogun Showdown. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- RUGER .22
- SUPPRESSED PISTOL
- KATANA SWORD
- HECKLER & KOCH
- MP5-SD6



BASEMENT KILLING

INFILTRATION

Route 1

A1. Quickly enter the Food Department without being spotted (you will be questioned by guards if you are). Knock out or kill the pizza boy, hide his body in the storeroom, take his clothes and then walk to the collection hatch and collect the Pizza.

A2. Walk over to the Laundry entrance and head inside without being spotted.

A3. Drop your Beretta 92 SD down the laundry chute into the basement.

A4. Head through the sensors and towards the elevator, get in and travel down to the basement.

A5. Get out of the elevator and make your way over towards the Laundry Room, although if you are spotted going inside you will be questioned or shot.

A6. Collect your Beretta 92 SD from inside the chute and then proceed towards the security office at the other side of the basement.

Route 2

B1. Enter the Guards' Quarters and go into the small side room without being spotted. Open locker 137, take the Beretta 92 SD, Smoke Bomb and ammunition before heading back out into the lobby.

B2. From the lobby make your way into the Laundry room (again without being spotted), and drop the Smoke bomb down the laundry chute into the basement.

B3. When the alarm sounds enter the Fire Department, change into the spare fireman's uniform and take a Fire Axe off the wall.

B4. Disguised as a fireman, enter the emergency fire stairway and proceed down to the basement.

B5. Once in the basement make your way towards the security office where you will locate the private elevator.

SECONDARY OBJECTIVE

C1. Use your Beretta 92 SD to shoot the monitor, shutting down the surveillance system.

C2. At the bottom of the stairs, in the lower basement, you will need to pick the lock on the door so you can access the mainframe room.

THE HIT

D1. Dressed as the pizza delivery boy, walk towards Charlie's desk. When he gets up to collect the pizza, quickly draw a weapon and kill him instantly.

E1. Dressed as the fireman, charge towards Charlie with your Fire Axe raised above your head, upon reaching him quickly bring it down onto his cranium, killing him instantly before he has a chance to sounds the alarm.

EXFILTRATION

F1. Get back up to the security office and enter the elevator to complete the mission.

TOOLS OF THE TRADE

Below is a list of all weapons available in Basement Killing. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- DESERT EAGLE .50
- BERETTA 92 9mm
- BERETTA 92 9mm SD
- FIRE AXE



STAYING CLEAN

1P. Enter the Guards' Quarters and you will find a Beretta 92 SD, Smoke Bomb and ammunition inside locker 137.

THE JACUZZI JOB

INFILTRATION

A1. Sneak around the outside ledge remembering to stay crouched at all times so that none of the security inside spot you.

A2. Use your map or the window and wait until both the security guard and the receptionist have left the office before going through the door.

A3. Sneak your way into the power room without being seen, then smash the fuse box on the wall, causing all the electricity on the floor to shut down (this will also shut down the alarm systems around both of the secondary objectives).

SECONDARY OBJECTIVE

B1. Re-enter the office and open the safe located behind the painting. Inside you will find the Money. Take this and go through the double doors back out onto the balcony.

B2. Sneak through the second set of doors (using the map first to check for security) and walk up to the plinth and take the Small Statue (jade coloured dragon).

THE HIT

C1. Sneak into Charlie's Jacuzzi without being spotted and remember to go into sneak mode once you are inside, so that none of his personal guards hear as you get closer.

C2. Charlie will remain inside his Jacuzzi, submersing himself in the shallow water. Unarmed, you will be free to take him out anyway that you feel fit. For a more silent kill try a suppressed weapon or a melee weapon such as your Pentagon Knife.

EXFILTRATION

D1. The only way out of the penthouse is via the elevator at the back of the apartment. If the alarm has been sounded then you will need to watch out for the security guards.

HIT LIST
WHEN YOU SHUT THE POWER OFF YOU WILL HAVE AROUND ONE MINUTE TO ELIMINATE CHARLIE SIDJAN BEFORE THE MAINTENANCE MAN ARRIVES IN THE ELEVATOR AND FIXES THE FUSE BOX.

TOOLS OF THE TRADE

Below is a list of all weapons available in The Jacuzzi Job. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

COLT PYTHON 357
BERETTA 92 9mm

STAYING CLEAN

1P. The Nightvision can be found on the table and is extremely useful once you have blown the fuse box.

2P. You will find a Colt Python in the power room with the fuse box.



HIT LIST
MAKE SURE YOU DON'T ATTEMPT TO OPEN THE SAFE OR TAKE THE STATUE WHILE THE ELECTRICITY IS STILL ONLINE, AS THIS WILL SOUND THE ALARM.

HIT LIST
DON'T BE FOOLED BY THE LOVELY LADIES IN TIGHT BRAS AND SKIMPY THONGS! IF THEY SEE YOU THEY WILL OPEN FIRE WITH THEIR COLT PYTHONS.

THE DEATH OF HANNELORE

INFILTRATION

A1. Wait behind the boat until the guard on the other side turns his back and then use either your Fibre Wire or Silenced weapon to dispose of him. Hide his body behind the docked rowing boat and then take his uniform.

SPLIT ROUTE 1

B1. Approach the main door and walk past the two guards outside without arousing suspicion.

B2. Once you are inside the hospital, make your way towards the centre of the courtyard next to the large pond.

SPLIT ROUTE 2

C1. Head over to the base of the helipad without being spotted by any of the enemy guards, walk around to the front and enter the ventilation duct leading into the depths beneath the main hospital building.

C2. Follow the tunnels around to the point marked on the map. Climb the ladder into the small room at the top and wait until no guards are looking before climbing through the small gap into the courtyard pond.

C3. Once you are in the courtyard, walk out of the pond (running will alert the guards) and begin walking towards the rear of the courtyard.

BOTH LINK TO

D1. Enter the storeroom without being spotted and collect the Poison, Door Key, Beretta 92 SD and the AKSU Rifle (optional) before heading back into the courtyard.

D2. Slowly, and avoiding as many guards as possible, make your way to the far right bedroom and change into the Patient's Robe which is folded on the bed.

D3. Walk up to the guards at the main door who will grant you access as you near them.

D4. Inside, the nurse will greet you and take you upstairs to Dr Von Kamprad's office.

D5. On the second floor you won't need to worry about guards, as there aren't any in the main lobby. Just follow the nurse into the doctor's office.

THE HIT

E1. Wait until Dr Kamprad turns her back to you as she looks out of the window and use the Poison in her glass of water. Upon returning to her desk she will take a sip and then almost immediately keel over and die.

F1. When the doctor turns her back on you, sneak up behind her and use your Fibre Wire to kill her without a sound.

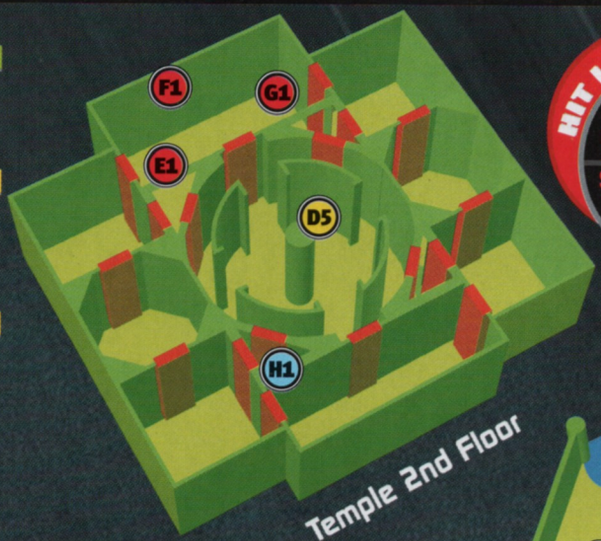
G1. Again you will need to wait for her to turn her back before drawing your Beretta 92 SD and shooting her in the back (be careful not to shoot her out of the window as this will make it almost impossible to get the body to the secret hiding place).

SECONDARY OBJECTIVE

H1. With the Doctor dead and the Door Key in your possession, drag Kamprad's corpse to her secret hiding place (undetected), drop the body and then exit the room promptly closing the door before being spotted.

EXFILTRATION

I1. Once you have eliminated the doctor and hidden her body, you will then need to make your way back to where you started and jump onto your speedboat to complete the mission.



Temple 2nd Floor

HIT LIST

EVEN IF YOU ARE WEARING A GUARD'S UNIFORM, YOU STILL WON'T BE ALLOWED TO ENTER THE STOREROOM, SO MAKE SURE THAT NO-ONE IS LOOKING WHEN YOU ENTER.



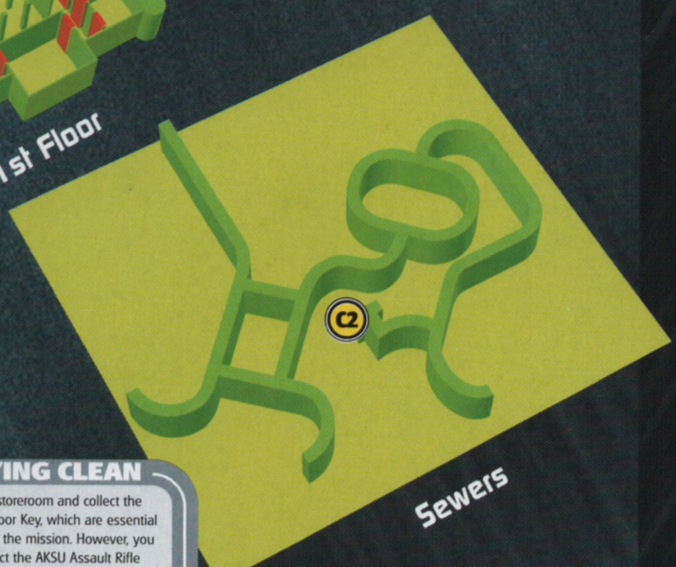
Temple Garden



Temple 1st Floor

HIT LIST

YOU WON'T BE ABLE TO ENTER THE COMPLEX UNLESS YOU ARE WEARING AN ENEMY UNIFORM. THE GUARD AT THE START OF THE LEVEL IS YOUR BEST CHANCE OF ATTAINING ONE QUIETLY.



Sewers

HIT LIST

IF YOU ARE NOT DRESSED AS A PATIENT YOU WILL FIND IT INCREDIBLY DIFFICULT TO KILL THE DOCTOR SILENTLY, AS THE GUARDS ARE LIKELY TO CLOCK YOUR SUSPICIOUS BEHAVIOUR.

STAYING CLEAN

1P. Enter the storeroom and collect the Poison and Door Key, which are essential to completing the mission. However, you can also collect the AKSU Assault Rifle and Beretta 92 SD from off the table at the back of the room.

TOOLS OF THE TRADE

Below is a list of all weapons available in The Death of Hannelore. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- BERETTA 92 9mm
- BERETTA 92 9mm SD
- AKSU ASSAULT RIFLE

TERMINAL HOSPITALITY

INFILTRATION

A1. Slowly walk around to the front of the complex, avoiding the guard on the large boat in front of you.

A2. Head up the steps, use your map to make sure that all guards have their backs turned and sneak past. (You may find it easier to sneak around the cliff side towards the temple and change into the Cult Member's uniform by the pool)

SPLIT ROUTE 1

B1. Enter the hospital through the main doors. (This is probably best done is the guise of an enemy)

SPLIT ROUTE 2

C1. Head around to the left of the building and climb through the open window leading into one of the small side offices (although don't worry about being spotted as these are usually unoccupied).

SPLIT ROUTE 3

D1. Make your way down the steps to the right of the large pond, and then follow the wall around to the side of the building.

D2. As with Route 2, climb through the window into the empty office, although you may wish to use your map just to make sure no one is approaching it.

BOTH LINK TO

E1. Walk into the main lobby and proceed up the stairs (either side will do) to the second floor of the hospital.

E2. At the top of the stairs keep your distance from the guards so as not to arouse suspicion.

E3. Make your way into the doctor's office and collect the Nightvision and the Room Key that are located inside the box on the desk.

E4. Use the Door Key to open the door to the doctor's store and head inside. Change into the doctor's uniform, which is on the desk in front of you before leaving and making your way back into the second floor lobby.

E5. Again you will need to just walk to prevent arousing suspicion with the guards. Once you arrive at the elevator get inside and ride it down to the basement.

E6. Wait until there are no guards are watching you and pick the lock on the door and quickly head inside. Collect the Scalpel from inside the storeroom in the back and then walk back into the corridor.

E7. You will need to pick the lock in order to gain access to the power room (again ensuring that you are not spotted by any of the guards or hospital staff). Once inside walk over to the fuse box and pull the switch, turning off all the power in the complex. The basement will now be shrouded in complete darkness so you will need to use your Nightvision to see where you're going.

THE HIT

F1. Quickly (before the power is restored) make your way to one of the four operating theatres until you find the Cult Leader Deewanna Ji. Walk up to him armed with the Scalpel and use it to kill him quietly, without alerting any of the nearby bodyguards in the room. Once he is dead you will need to get out of the hospital sharp before the guards discover the corpse.

EXFILTRATION

G1. As you walk down the stairs No. 17 (a clone similar to you) fires upon you and then runs for cover through the doorway beneath the stairs. Ignore him for now, as you are unable to chase him.

G2. Make your way back to your speedboat and jump aboard to complete the mission.

HIT LIST
WHEN YOU KNOCK OUT THE POWER YOU WILL HAVE AROUND ONE MINUTE BEFORE THE POWER IS TURNED BACK ON, SO MAKE SURE YOU GET TO THE CULT LEADER QUICKLY AND KILL HIM.

STAYING CLEAN

1P. Collecting the Cult Member's outfit from next to the pool is the best way to walk around the complex unnoticed and without alerting guards.

2P. Inside the small temple you will find a Blaser R93 and an AKSU Assault Rifle complete with ammo.

3P. If you enter the doctor's office you will discover a set Nightvision goggles and a Room Key inside the small black box on the desk.

4P. Inside the doctor's store you can change into the Doctor's Uniform. This will help you get close to the Cult Leader without any of the guards becoming suspicious of your activities.

5P. Don't forget to collect the Scalpel from the medical storeroom.

6P. Again you can find a second Scalpel (if you really need it) in the second storeroom located in the basement.

7P. Anaesthetic can be found in the basement storeroom, although you can't use it to kill the Cult Leader, it may come in handy if you're after the Silent Assassin rating.

HIT LIST
IF YOU ARE SPOTTED ANYWHERE ON THE HOSPITAL GROUNDS OR INSIDE THE HOSPITAL WITHOUT ANY FORM OF DISGUISE YOU WILL BE SHOT ON SIGHT.

TOOLS OF THE TRADE

Below is a list of all weapons available in The Terminal Hospitality. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- SCALPEL
- DESERT EAGLE .50
- AKSU ASSAULT RIFLE
- HECKLER & KOCH MP5
- IZRAELI MILITARY INDUSTRIES UZI
- BLASER R93

HIT LIST
IF YOU CHASE DOWN NO. 17 THROUGH THE DOORWAY UNDER THE STAIRS THE EXPLOSIVES RIGGED AROUND IT WILL DETONATE, KILLING YOU INSTANTLY.



ST PETERSBURG STAKEOUT

INFILTRATION

A1. Pick the lock on the locker, open it and take the Nightvision Goggles, Beretta 92, Dragunov Rifle and ammunition from inside.

A2. Sneak past or eliminate the guard at the bottom of the stairs and enter the small room to your right.

A3. Pick the lock on the door and make your way into the sewers.

A4. Come up through the sewer hatch.

A5. Wait until all three guards are looking the other way, climb out of the sewers, quickly jump in the back of the truck and crouch in the far corner.

A6. Jump out of the back of the truck once it stops moving.

A7. Sneak into the back of the parked truck and take the guard's uniform from inside.

A8. Walk into the apartment building disguised as an officer.

A9. Make your way up to the fourth floor, avoiding one guard patrolling the apartments.

THE HIT

B1. Although the target is the guy sitting closest to the window, you will need to wait for 47 to announce he has a positive ID. While taking the shot make sure your bullet doesn't claim a second victim.

C1. If you're feeling brave and forgot the sniper rifle, then you can attempt to kill the target by going directly to him. As you enter the meeting room, the General you need to kill is sitting on the far side of the table near the window and he's holding a wine glass.

EXFILTRATION

D1. Your only means of escape is via the train in the Metro that you entered by. Backtrack via your previous route and board the train to finish the level.

STAYING CLEAN

1P. Don't forget you must collect the Dragunov Rifle from locker in order to complete the mission silently.



HIT LIST
IF YOU DON'T CROUCH WHILST INSIDE THE TRUCK, PASSING GUARDS WILL SPOT YOU AND RAISE THE ALARM.





HIT LIST
WHEN TAKING THE CONTENTS OF LOCKER 137, MAKE SURE THAT NEITHER OF THE CIVILIANS SEE YOU OTHERWISE THEY WILL ALERT THE GUARDS REGARDING YOUR ACTIONS.

HIT LIST
THE MANY GUARDS PATROLLING THE LEVEL ARE ACTUALLY POLICE OFFICERS AND ARE NOT ENEMIES, SO KILLING THEM WILL GREATLY AFFECT YOUR FINAL RESULT.

TOOLS OF THE TRADE

Below is a list of all of the weapons available in St Petersburg Stakeout. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- BERETTA 92 9mm
- AKSU ASSAULT RIFLE
- DRAGUNOV SVD RIFLE

ST PETERSBURG REVISITED

INFILTRATION

A1. Head over to locker 137, pick the lock and take the Dragunov Rifle from inside.

A2. Make your way up the stairs and proceed up the escalator to the Metro entrance.

SPLIT ROUTE 1

B1. Walk down the stairs on your left, enter the small storeroom and pick the lock on the far door leading into the sewers. Once open, head inside and follow the tunnel into the main system.

B2. Climb the ladder to reach street level.

B3. Upon emerging on the streets follow the main road past the Pushkin building and towards the apartment blocks, which are marked on the map.

SPLIT ROUTE 2

C1. Ignore the steps and head straight for the exit leading onto the streets of St Petersburg.

C2. Once you emerge on the streets make your way towards the Apartments on the far side of the Pushkin building. The building is marked in red on the map.

BOTH LINK TO

D1. Avoiding the guards outside the apartment building, collect the Sniper ammo from behind the dumpster before entering the building.

THE HIT

E1. Once you have made it onto the fourth floor of the apartment building, position yourself in the same position as you were in during 'St Petersburg Stakeout' and take aim on Sergei with your Dragunov SVD Rifle. After firing off one round 47 will discover that the rounds you collected earlier are in fact blanks and Sergei is, in fact, a cardboard cutout.

SECONDARY OBJECTIVE

F1. Leave the apartment building and make your way into the Pushkin Building across the streets. Once inside ignore the doors on the left and right, and head straight up the stairs in front of you.

F2. Enter the main conference room where you will discover the cardboard model of Sergei, which you obviously tried to hit earlier but couldn't because of your blanks.

F3. Go through the doors on your right where you will discover your assassin, who tried to shoot you earlier from across the street. You can either sneak up behind him and use the Fibre Wire, or wait until he drops his Walther WA2000 Sniper Rifle. Pick it up, and head back over into the apartment building. For some reason he will now stand at the same window again. Now 'rifleless', he won't be able to shoot you, so simply take aim with his own weapon and shoot him in the head. Once dead, examine his body to discover that he is in fact a clone of you – No 17! After speaking with Sergei you will need to exit the level.

EXFILTRATION

G1. There won't be any guards to worry about, so simply exit the Pushkin building, make your way back to the Metro and jump aboard the train to complete the mission.

HIT LIST
IF YOU ENTER THE PUSHKIN BUILDING BEFORE ATTEMPTING TO SHOOT SERGEI FROM THE APARTMENT BUILDING, THE ASSASSIN, NO. 17, WON'T APPEAR.

HIT LIST
IF YOU STAND IN THE WINDOW FOR TOO LONG TRYING TO SHOOT SERGEI, THE ASSASSIN INSIDE THE PUSHKIN BUILDING WILL KILL YOU INSTANTLY WITH A HEADSHOT.



TOOLS OF THE TRADE

Below is a list of all of the weapons available in St Petersburg Revisited. Taking these out of the level will automatically add them to your garden shed and enable you to then use them on any future (or previous) missions.

- DESERT EAGLE .50
- FRANCHI SPAS 12 SHOTGUN
- DRAGUNOV SVD RIFLE
- WALTHER WA2000 COLLECTOR'S SNIPER RIFLE

STAYING CLEAN

1P. Open locker 137 and collect the Dragunov Rifle inside, this is essential to completing the mission so don't forget it.

2P. Hidden behind the dumpsters near the Apartment building, you will be able to find the Sniper ammo (although they are blanks you still need them).

HIT LIST
DON'T WORRY ABOUT BEING SEEN BY THE CIVILIANS CARRYING YOUR RIFLE. THEY WON'T ALERT ANY GUARDS, SO JUST IGNORE THEM AS YOU HEAD FOR YOUR NEXT WAYPOINT.

TRACKING HAYAMOTO

INFILTRATION

Route 1

A1. Sneak past the guards outside and enter the garage at the end of the garden.

A2. Honk the car horn, wait for the guard to investigate and sneak into the house.

Route 2

B1. Alternatively, pick the lock to the gate leading into the garden and head inside (although you will need to expect heavy resistance this way).

Both link to

C1. Enter the chef's bedroom and change into the Chef's Uniform inside.

C2. Make your way into the food store and use the knife to cut a piece of the deadly Fugu Fish.

THE HIT

D1. Place the Transmitter and the Fugu Fish inside one of the bowls. Hayamoto Jr will be given the dish, eat it and die swallowing the transmitter.

E1. If you fancy being a bit gung-ho, simply run into the main eating area and kill Hayamoto Jr along with his bodyguards. You can then place the Transmitter on his dead corpse.

F1. Wait until he returns to the garden and silently kill him from a distance if possible. This will cause a panic, so get out quickly while the bodyguards check his body

EXFILTRATION

G1. Sneak past (or shoot if the alarm has been raised) the guards at the gate and pass through to complete the mission.

TOOLS OF THE TRADE

Below is a list of all weapons available in Tracking Hayamoto. Taking these out of the level will automatically add them to your garden shed and enable you to use them on future (or previous) missions.

- KITCHEN KNIFE
- BERETTA 92 9mm
- HECKLER & KOCH MP5

STAYING CLEAN

1P. Collect the Kitchen Knife, but you can also find the Fugu Fish, which can be used for the perfect hit.

HIT LIST
IF THE ALARM IS RAISED THE SECURITY AROUND HAYAMOTO JR WILL BE INCREASED.



HIT LIST
THE FRONT ROUTE IS HEAVILY GUARDED, SO THINK ABOUT USING THE BACKDOOR INSTEAD.

HIT LIST
THE JAPANESE WILL NOT BE FOOLED BY YOUR DISGUISE, REMEMBER YOU'RE NOT ASIAN SO BLENDING IN IS IMPOSSIBLE. KEEP YOUR DISTANCE.

CRAZY TAXI 3



CRAZY X

The Crazy Box has been thrown out to make way for the Crazy X: 25 unique and insane challenges to complete. If you thought the previous games were difficult, you haven't seen anything yet...

1A · CRAZY JUMP

A very simple challenge to complete, although getting the record will take slightly more skill. Between the start and end of the ramp you will need to get in at least three Crazy Boosts, making sure that the final one is slightly before the end of the ramp, so you hit maximum speed before hitting the Jump button. Passing the 500m mark should be no problem, however, flying past 950 to reach first is going to take something a bit more special.

1B · HOME RUN

Again the Home Run is very easy to complete, although getting the high score to put yourself in first is extremely difficult and requires a lot of skill. When the challenge begins you will need to use a Crazy Dash forwards, then just before you reach the oncoming giant baseball press the Jump button to spring yourself in the air, hitting the ball towards the stadium crowds. To get over 730, you will need to hit the ball at an angle so as it misses the scoreboard and travels out of the stadium getting you a distance around 840.

1C · CRAZY BALL

For this challenge you need to smash the large glitter ball in the centre of the dance floor.

Crazy Dash towards the ball and then jump into it, hitting it once. As you land perform a Crazy Backdash, as you pass beneath it again Jump to hit it a second time. Upon landing again quickly perform a Crazy Dash and leap into the ball again. Repeat this process until the ball is destroyed and earn yourself a respectable time.

1D · CRAZY TORNADO

The Crazy Tornado consists of a long meandering cliff with a large tornado at the end. Constantly use Crazy Dashes to reach the end more quickly, but also you will need to avoid the onslaught of cars being hurled towards you by the tornado. The tactic is to weave left and right to avoid them, as they seem to be targeted towards you. At the end perform a Crazy Stop inside the box to finish the challenge.

1E · CRAZY BALLOONS

Crazy Balloons requires you to destroy a set number of balloons within the allotted time period. For this challenge you will need to use plenty of Crazy Dashes and Jumps using the Crazy Drift to turn quickly after you land. Try finding a fast route through the balloons so that you cut down the time it takes you.

1F · CRAZY FOOTBALL

As you begin an NFL Quarterback will jump into the back of your vehicle.You now need to take him to the other side of the pitch so he scores a touchdown. Begin by driving to the right, and then as the first wave of cars comes towards you, quickly turn to the left. From here on make your way down the field as quickly as you possibly can, weaving from left to right and performing jumps to clear the oncoming vehicles. You may need to fight past the buses and trucks.

1G · CRAZY UFOS

A very simple challenge to complete, simply use your Crazy Dash constantly to keep your car moving at speed. Line yourself up with each UFO and use the Jump button to leap into each one: destroying them. If you miss one you will have enough time to turn around and get it, although you'll need to do it in one straight run to beat the top time.

1H · CRAZY RING

There are two ways in which you can achieve this, one will keep your score close to the target, while the other way will see you notching up a score between 90-100. The first way is to jump through the ring, Crazy Drift as you land and slide around the top of the ramp – lining yourself up for the next leap. The second, way is to go towards the ledge and turn around so your back end is facing the ring. Perform a Crazy Backdash and leap through the ring, just as you pass through it perform a Crazy Dash to push you forwards through the ring again.

1I · CRAZY POLES

This challenge requires you to drop each customer to each pole and pick up another. As you progress through the poles become smaller and smaller, requiring more skill for you to stop in time. Start by Crazy Dashing towards each pole, at the last minute pull a Crazy Drift so you're facing the next pole before bringing yourself to a stop with a Crazy Stop. The top time is extremely hard to beat but with enough practice you should get it in no time.

1J · CRAZY RAMPS

For this challenge you will be required to jump over all the gaps via the ramps situated at the end of each straight. As you make your way to the end the ramps will become progressively thinner and gaps slightly longer – meaning you will need to use the Crazy Dash more and the Jump to make it across. The final ramp will need to be taken head-on due to its size. If you deviate slightly off course you won't have the momentum to reach the final straight.

1K · CRAZY LOGS

Begin by Crazy Dashing up the ramp. The number of logs tumbling towards you gradually increases as you make your way up the ramp with sets of two and three near the top. You will be required to use the Jump button to leap over them, although you will need to be careful when landing that there aren't any logs beneath you – hitting a log causes you to slow down drastically. Beating the first place time is incredibly difficult, although finishing the challenge isn't too much of a chore. Plenty of practice will see you make it into first place.

1L · CRAZY PLATES

For this challenge you need to make your way up a series of platforms to the goal at the top. As you hit each platform perform a Crazy Dash, and then just as you are reaching the edge Crazy Drift and Jump onto the platform ahead. Continue using this method to reach the top, watching out as the platforms become narrower.

TAXI! TAKE ME TO...

At the end of the your run you'll be given a ranking which is dependent on one major factor: how much money you managed to earn. In order to hit the top spot and earn the most bucks, you are going to have start performing Crazy Combos and the like to increase the fare that each customer pays you. Also, you do need to remember that each time you crash, a small amount of the fare will be deducted from your total.

The type of customers that you pick up are also important – some need to travel longer distances, which means the fare will be higher and you'll have a better chance of increasing it through combos. Below is a list of each kind of customer you can expect to pick up in this crazy game.

RED FARES – These punters only travel short distances and don't pay particularly well overall either, even with combos.

ORANGE FARES – Again, these guys only travel short distances, and don't pay very well either.

YELLOW FARES – These people travel average distances but don't pay exceptionally well, although this can be compensated for by performing combos to increase the fares to something worthwhile.

LIGHT GREEN FARES – These customers travel a good distance, they pay well and earnings can be increased a considerable amount by performing combos etc. Not the very highest-paying fares, but pick them up when you have the chance.

GREEN FARES – If these guys were watches, they would be Rolex: these extremely high-paying customers travel long distances, giving you plenty of time to increase the fare through combos.

BLUE FARES – If you're really looking for some serious cash then these guys are the punters you need to be picking up. The blue fares are always multi-fares consisting of numbers between two and four – obviously four being the highest money earner. Try to get in as many combos as possible to really bump the fare up, but be careful when picking up a four-fare: these have extremely tight time periods and usually require you to drive all over the city. Never miss a blue fare if you are gunning for first.

TAXI SCHOOL

Crazy Taxi High Roller

If you're even slightly crazy, then you might just have a chance of passing our driving school. Mastering the following crazy moves is essential if you wish to go all the way in the Crazy X. Whack on your L-plate, clear the roads and begin to hone your driving skills...



CRAZY DASH

The Crazy Dash is important as you cruise the streets. Correct use of it will enable you to get to all destinations faster, reach short cuts and earn more money overall. To perform the Crazy Dash you need to press Drive almost simultaneously followed by Accelerate. Your car will leap forwards in a burst of flames. Try linking them in row to gain extra speed.



LIMITER CUT

The Limiter Cut is very similar to the Crazy Dash, except that you get an extra burst of speed overall. The Limiter Cut is best used on long straights rather than in confined spaces. Due to the extra acceleration it gives you, the chances of crashing are extremely high. To perform the Limiter Cut, tap Reverse and then perform a Crazy Dash (Drive + Accelerate): your car will now bound forwards with a burst of flames surrounding it.



CRAZY DRIFT

The Crazy Drift is *Crazy Taxi's* equivalent to the famous power slide. To perform a Crazy Drift, release Accelerate, turn in the desired direction you wish to drift and then quickly shift between Reverse and back to Drive and watch as your car spins out. When shifting gears, you will probably find it easier to roll your thumb over the buttons.



CRAZY STOP

The Crazy Stop is the best method to use when picking up or dropping off customers. Simple to perform, the Crazy Stop is one of the most important moves in the game to learn. To do the Crazy Stop, tap Drive and then quickly shift into Reverse while pressing Accelerate (a Crazy Dash in reverse, but don't hold down Accelerate or you'll perform a Crazy Backdash).



CRAZY THROUGH COMBOS

While driving around the maps, when you narrowly miss a car you will receive a Crazy Through bonus. Perform a series of these in close succession, without hitting anything, and you will be rewarded with a Crazy Through Combo.



CRAZY BACKDASH

Opposite to the Crazy Dash, the Crazy Backdash causes your car to reverse at an incredibly high speed. To perform the Crazy Backdash, simply tap Drive and then shift into Reverse while holding Accelerate. Your car will now bound backwards with flames roaring off the tyres.



CRAZY DRIFT JUMP

The Crazy Drift Jump is a very important move to master if you want to succeed in the Crazy X. Firstly perform a Crazy Drift, wait until your car has spun to the direction you wish to face when you land, then press the Jump button to send your car airborne sideways... crazy stuff!



CRAZY DRIFT COMBOS

If you've got time on your hands when dropping off a customer, why not try a Crazy Drift Combo to really get the dollars racking up on the old meter? Simply perform a Crazy Drift and keep repeating the Crazy Drift to keep your car rotating on the spot. The faster you go into the Crazy Drift, the more rotations you will be able to get in.



CRAZY DRIFT STOP

The Crazy Drift Stop isn't important to master for the main maps, although it will become very important to use in the Crazy X, so study this move well and master it. Obviously, to perform the Crazy Drift Stop, you need to firstly be in the middle of a Crazy Drift... Once you are, simply perform a Crazy Stop to bring your car to an instant halt.



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ENCLAVE



THE ULTIMATE BATTLE OF GOOD VERSUS EVIL HAS BEGUN · SO PICK YOUR SIDE. WITH OUR GUIDE YOU CAN BE SURE YOU'VE PICKED THE WINNING SIDE!





MEET THE HEROES...



As you progress through your quest, you'll occasionally meet a person in need of rescuing or assistance. Often helping out these poor individuals will enable you to use them as and when you wish – so go out of your way to help these guys; it's worth your while in the long run!

KNIGHT



As your first character, the Knight is a good all round character with no glaring weaknesses. However, the lack of an obvious strong area may require the use of more specialised characters later in the game.

ADVANTAGES: Powerful melee combat and decent defence make him favourite to win most close combat battles.

DISADVANTAGES: The Knight is far from speedy and his ranged capabilities are somewhat limited, with only bowguns and basic bolts as distanced weapons.

TO UNLOCK: Start the Light Campaign. You have no choice but to use the Knight on the first two levels.

HUNTRESS



A long-range specialist, the Huntress excels in dropping enemies before they even see her. Let them get too close, however, and she may not be able to hold her own…

ADVANTAGES: As you progress through the game the Huntress acquires an enormous arsenal of varied bolts and arrows to suit all kinds of purposes. On top of this she is extremely quick.

DISADVANTAGES: With only knives to defend herself in close combat, fleeing is often the only way to protect her fragile form.

TO UNLOCK: Finish Mission 2: Save The Outpost while keeping the Huntress alive.

EARTH GOLEM



Awarded to you on completion of the Light Campaign, the Earth Golem is a powerhouse despite its inability to use any kind of equipment.

ADVANTAGES: Obscenely powerful and very resistant to damage, there's not a lot that will stand in the Earth Golem's way.

DISADVANTAGES: Aside from being incredibly slow, the lack of any equipment to use limits what levels the Golem can be used on – it also means that as the enemies get stronger, your attacks grow weaker. Unfortunately, there's no way to power up your attacks to deal with their stronger armour.

TO UNLOCK: Defeat Vatar in order to finish the Light Campaign.

WIZARD



This powerful magic user will prove particularly handy when returning to earlier areas. Some devastating spells are at your disposal but don't let enemies get too close…

ADVANTAGES: Very powerful with magic plus gets all the more powerful weapons (and therefore spells) before the Druid. Some repeated damage spells can easily destroy entire groups of enemies quickly.

DISADVANTAGES: As with the Druid, weak in close combat. Some of the more powerful spells drain the magic bar very quickly indeed, leaving you practically defenceless.

TO UNLOCK: Complete Mission 12: Kam-Zara Highpass while keeping Zale alive.

HALFLING



A speedy alternative to the Knight, the Halfling lacks some of the power of her male counterpart but more than makes up for it with superior agility and ranged weapons.

ADVANTAGES: Good choice of melee weapons and pretty quick, the Halfling excels in speeding around opponents with an axe flailing. While limited to the bowguns, she is able to use the special types of bolts, giving her the edge over the Knight.

DISADVANTAGES: Weaker offensive and defensive power than the Knight, the Halfling often needs to run away and strike from range, where she is not quite as effective as the Huntress. Only really useful late in the game, when the more powerful weapons and bolts become available.

TO UNLOCK: Save her from the Orc on Mission 5: The Divided City.

ENGINEER



Similar in stature to the Halfling, the Gnome Engineer has the distinct advantage of being able to use explosives (albeit of a very primitive nature). A decent all round character who's able to use all close combat weapons – his powerful explosives may just tip the odds in your favour during the heat of the battle.

ADVANTAGES: The only character who is able to use explosives and as such, extremely useful. Can also use all of the melee weapons and the bowguns.

DISADVANTAGES: Despite having probably the best equipment arsenal in the game, the Engineer is somewhat weak in all combat areas and will often find himself reliant on his limited supply of explosives.

TO UNLOCK: Rescue him during Mission 6: Outland Wastes.

DRUID



The first magic user you get to sample in the game may not have the magical prowess of the Wizard, but she appears much earlier in the story. A competent character, but like the Huntress her chances of survival are slim when fighting several close opponents.

ADVANTAGES: Some of the staffs she has offer multiple attacks and all have some form of shield. One useful weapon (the Astral Staff) even allows you to create an Earth Golem to fight alongside you, enabling you to sit back and strike from range.

DISADVANTAGES: Low health and defence means she won't last long in melee combat, and only knives can be equipped for close range defence.

TO UNLOCK: Cut her loose from the statue that you come across just inside Mission 4: Deserted Temple.

BATTLE DROID 9820

Very little is known about this secret prototype character other than that it's only usable by the hardiest of warriors; collecting all the gold is certainly no easy task!

TO UNLOCK: Collect all the gold in every level of the Light Campaign.



AND THE VILLAINS...



» As with the Light Campaign, helping out characters in need will usually allow you to use them in future levels.

ASSASSIN



» Quite weak for your only character at the start, which can make early levels a little tricky if gone about in the wrong way. Very similar in abilities to the Light side's Huntress.

ADVANTAGES:
Speedy and proficient in the use of all ranged weapons.

DISADVANTAGES:
The Assassin is far from speedy and his ranged capabilities are somewhat limited, with only bowguns and basic bolts as distanced weapons.

TO UNLOCK:
Start the Dark Campaign. You have no choice but to use the Assassin on the first level.

BERSERKER



» The brawn of the Dark side comes in the form of the Ogre Berserker. His close combat and defence is impeccable, but this does tend to leave him lacking in several other key areas...

ADVANTAGES:
Extremely tough; in a close fight he has a huge advantage. Takes less damage than a lot of other characters.

DISADVANTAGES:
Slow and a large target; take him into a level with snipers and you're worm food! Also has poor long-range capabilities.

TO UNLOCK:
Finish Mission 2: Kill Marcus and rescue the Berserker near the end.

SORCERESS



» Almost identical to the Light side's Wizard, the Sorceress has incredible capabilities with her many rods and staffs but is very weak in most other areas.

ADVANTAGES:
Some staffs offer multiple attacks and all have some form of shield. Recharging mana means unlimited ammunition for magical attacks.

DISADVANTAGES:
Low health and defence; she'll have a job holding her own if the enemy close in.

TO UNLOCK:
Help her out in Mission 3: Surprise Attack.

GOBLIN



» Small in stature but no worse for it. Goblin is a great all round character for those who feel uncomfortable with the less balanced characters.

ADVANTAGES:
A good choice of weapons and pretty quick, Goblin has many uses to suit all styles of play. His small frame makes him a difficult target for bowmen .

DISADVANTAGES:
Despite his arsenal, general attacking power is not all it could be. He doesn't excel in any area – you may prefer a more specialized character.

TO UNLOCK: Help him past the traps at the start of Mission 4: Mansion Of Dreams.

BOMBARDIER



» The big explosions come courtesy of this guy; as the only Dark side character with this ability, the Bombardier cannot be overlooked.

ADVANTAGES:
Very powerful, particularly when kitted out with upgraded bombs. He boasts a good selection of weapons and decent defensive strength.

DISADVANTAGES:
Explosives require some mastery before they can be used effectively; make sure you know how to use them well!

TO UNLOCK:
Assist him at the end of Mission 6: Escape.

LICH



» The second Dark magic user is closer to the Druid than anything else in the game; that said, abilities differ little from those of the Sorceress.

ADVANTAGES:
When equipped with the Staff of the Damned, the Lich can summon skeletons; this makes up for his far from great close combat.

DISADVANTAGES:
As with all magic users, you are expected to stay well back and kill things from a distance due to poor offensive and defensive power.

TO UNLOCK:
Rescue him in Mission 9: Outpost Siege.

STONE GNOME



» Huge and nigh on indestructible, the Stone Gnome is your reward for winning the Dark campaign. Take him into the early levels and laugh as the arrows simply bounce off you!

ADVANTAGES:
Incredibly powerful. Hits send enemies flying, taking them out of the picture for a while.

DISADVANTAGES:
Slow and cumbersome, some levels are a chore with this beast. Starts to lose its worth as enemies get better equipment but the Gnome remains the same.

TO UNLOCK: Defeat Queen Aylindel in order to finish the Dark Campaign.

FETICIA



» An amazingly elusive character who won't become available until you have retrieved all the wealth scattered about the land. Little is known of this character's abilities...

TO UNLOCK: Collect all the gold in every level of the Dark Campaign.



WORDS OF ADVICE



» In both campaigns there will be moments of frustration, minimize them with these helpful hints...

INSTANT REPLAY

» Once you're able to, go back and replay earlier levels with new characters to get weapons and items for free! For instance, drop any character into the first Light level to get a Sword and Shield or go to the second for a free Crossbow!

MONEY FOR NOTHING

» As you go through the levels you'll collect bags of gold. After completing the first few levels, you'll be able to use these for equipping your fighters with bigger and better weapons and items – so grab as much cash as you can!

FIRST OR THIRD?

» Pressing ● allows you to switch between first and third-person views, which is a lot more useful than it may at first seem. While the Knight and similar close combat characters really require the third-person view, characters like the Huntress can use first-person mode to get a better view of a target.

RUN FOR YOUR LIFE!

» There's no dishonour in wanting to stay alive; if you find yourself outnumbered or outgunned, don't be afraid to run away to cover or high ground where you can knock back a potion and (if you can) fire off a few ranged attacks before re-entering the fray.

LOADSA MONEY!

» While it may seem like a cheap way out, there's so much money scattered around the levels that listing every location would fill this entire mag! Just keep an eye out for ledges, holes and alternative routes as these will often lead to a cash prize.

SEE FOR MILES

» With the Sniper or Magic arrows, use the Left Trigger in order to zoom in on your target. There are two stages of zoom and while you are in either a text display will show you exactly what you're aiming at plus how well armoured it is – so you've got absolutely no excuse for not getting that perfect headshot.

SINK OR SWIM

» Don't fear the water. Unlike many games similar to this, your character is able to swim freely through even large bodies of water that you may encounter. Don't loiter for too long though; heavy armour makes it hard to swim away from danger.

GOOD OR EVIL

» Although the game gives you the impression that you can choose sides from the start, unfortunately this isn't actually the case. You need to finish the Light Campaign before you can turn to the Dark side.

CHARACTER BUILDING

» If a particular level is causing you all sorts of problems, try switching to another character or going about the level in a slightly different way. Running in with your sword flailing isn't always the best way to go about things. You'll find that you need to be versatile and use different characters in various situations.

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ASK THE XPERTS!

NAME .....
I'M FROM .....
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THE SYMPTOMS ARE .....
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NOW POST TO: ASK THE XPERTS, XBM, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH, BH1 2JS.

Q1 I hear there are loads of new costumes to unlock in *Dead or Alive 3*. I've managed to unlock Ein as a playable character but I would really like to see some of the girls in new outfits! Can you help?
Brian Tway, Newcastle.

☒ **We haven't the space to print how to unlock all the costumes but here are a few to get you started. To get Tina's cowgirl outfit get any three trophies in single Time Attack mode (finish in under 6:00). To unlock Lei Fang's shirt and skirt combo you'll need to get more than 20 wins in Tag Battle Survival mode with Jann Lee as your partner. Lastly, if you want to unlock Ayane's schoolgirl uniform you'll have to complete Tag Battle mode with stats of at least the following: Blow 30 percent, Throw 30 percent and Total 70 percent. The rest are in XBM issue 9.**

Q2 I keep getting stuck on the next dimension level in *Buffy*. Any tips?
Gary Hart, Enfield

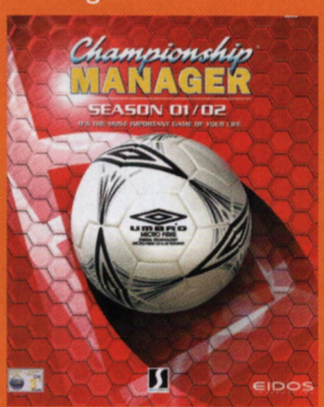
☒ **This is without a doubt the toughest section of *Buffy The Vampire Slayer*. Even the boss fight at the end of the game doesn't seem that hard once you've got past this! The problem is that it requires a lot of well timed jumps to get through, and once you're at the finale the odds are high you might have to go back all the way to the start again. To keep frustration levels down, be sure to take your time – particularly on the pendulum section and the rotating platforms bit. To get past the latter just keep an eye on the third platform and make your move just as it begins to level. Once you do get to the final scrap make sure you don't let the evil Buffy get a punch in; stay away from the edges and whatever you do don't try to pick up the huge axe, as this slows you down. To kill her you need to throw her off the gap at the end of the hovering platform.**

Q3 I've been playing on *Oddworld* on my Xbox and I keep getting stuck at the end of the Meep Herder Village level. I think it's level 12. I get all the sheep things into the pen, find all the Mudokons and go into the cave near the beginning of the level. But when I get to the end of the tunnel I can't figure out what to do. There's a green switch on the floor which opens the door ahead, but as soon as I step off of it the door slams before I've had enough time to go through. What am I doing wrong? I've really enjoyed the game until now, but this is driving me mad!
Tara Black, Southend

☒ **It's actually really simple. All you have to do is stand on the green switch and chant with the Left Trigger in order to possess the Glukkon in the room ahead of you. To reach him you'll need to make the Chant Orb jump over the slight step with the Jump button, then steer it straight into him. Once you've possessed him, simply enter his Moolah into the Lulu Fund machine and the exit tiles will then be activated.**

CHAMPIONSHIP MANAGER FORUM

Some new talent for you to snap up. Thanks go to Alan Gooding from Wanstead for providing the scouting information.



PEDRO MANTORRAS
Age: 19
Value: £1.7M
Starting Club: Benfica
Nationality: Angolan
Position: SC

RAFAEL VAN DER VAART
Age: 18
Value: £4.9M
Starting Club: Ajax
Nationality: Dutch
Position: AM LC

DENNIS ROMMEDAHL
Age: 23
Value: £5.5M
Starting Club: PSV
Nationality: Danish
Position: AM/F R

BERNARD MENDY
Age: 19
Value: £1.3M
Starting Club: Paris SG
Nationality: French
Position: D RLC

JUSTIN GEORCELIN
Age: 16
Value: £120k
Starting Club: Northampton
Nationality: English
Position: SC

JAN VENNEGOOR OF HESSELINK
Age: 23
Value: £6.25M
Starting Club: PSV
Nationality: Dutch
Position: SC

MILEN PETROV
Age: 27
Value: £1.9M
Starting Club: AEK Athens
Nationality: Bulgarian
Position: DM LC

MIDO
Age: 18
Value: £3.9M
Starting Club: Ajax
Nationality: Egyptian
Position: F LC

CHERNO SAMBA
Age: 15
Value: £1.1M
Starting Club: Millwall
Nationality: English
Position: SC

MATEJA KEZMAN
Age: 22
Value: £8.25M
Starting Club: PSV
Nationality: Yugoslav
Position: SC

DJIBRIL CISSE
Age: 20
Value: £2M
Starting Club: Auxerre
Nationality: French
Position: SC

WILFRIED BOUMA
Age: 23
Value: £7.5M
Starting Club: PSV
Nationality: Dutch
Position: D/DM FL



XBOX TIPS MAGAZINE!

XBOX XPERT

The UK's only Xbox tips magazine has all the guides and cheats you need to become a gaming expert...



INSIDE ISSUE #4:

- **TUROK: EVOLUTION**
  The complete solution!
- **BUFFY THE VAMPIRE SLAYER**
  We save Buffy's ass!
- **COMMANDOS 2**
  Amazing mapped guide!
- **ENCLAVE**
  The full walkthrough!
- Plus many more and the complete A–Z of Xbox cheats!

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INBOX

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We have an SMS text service sponsored by Orange. Simply text us your question or comment on... ***07813 297947***

PHONE

Call the XBM team any time between 4pm and 6pm weekdays on this number...
01202 200230

FAX

Or send your letter to us by fax on...
01202 299955

Dear XBM,

After plucking up the courage and taking my PlayStation2 and 12 games to my local store I traded it in for an Xbox and three games.

Anyway, I got home, put on my Xbox and put in *Gotham*. I was overwhelmed with the graphics, playability and cars available. Getting cars like this is one step in the better direction of *GT3* on PlayStation. The only bad thing was not enough cars are available but it's small touches like making your own registration. Amazing.

So my message is clear! Trade in your PlayStations and get an Xbox – you won't be disappointed.

Andrew Stewart
Grangemouth, Scotland.

☒ **We could not agree more with your closing statement. Just you wait until you get to see *Project Gotham Racing 2*. Your eyes will pop. Guaranteed.**

Dear XBM,

I am a very big fan of *The Lord Of The Rings* and was unbelievably happy to find out that *The Fellowship Of The Ring* was coming out on the Xbox. But recently I have seen the trailer for *The Two Towers* on PS2 and strangely being a fan of

STAR LETTER

I WANT MY MUMMY!

Dear XBM,

I love your mag and I welcome the chance to write to you about some issues that annoy me about *Halo*.

I used to own an N64 but since I didn't know anyone else who had one I couldn't take advantage of the multiplayer options. This meant that I could be missing out on at least half the game and what many magazines also said were the best bits (*GoldenEye* is a good example).

When I bought my Xbox I was aware that there were many multiplayer options (including the system link) but since I knew I wouldn't be able to use them I had to choose my games carefully. After reading your magazine I was encouraged to buy *Halo* because you said it was the best game ever made. Since it is a first-person shooter with a large one-player mode I thought being unable to use the multiplayer would not affect me. When I got the game I thought it was brilliant. I liked the all the ideas behind it and the revolutions in gameplay, but there are a few little things that I didn't like about the game. For a start I disagree with putting a Legendary difficulty on the game because there are too many enemies to kill and the damage they do is unreasonable. The way you recommend to do this level of difficulty is to do it in co-op mode.

I believe that people like myself who can't use multiplayer options have a go at this game and just give up because it's too hard. I understand that it is meant to be a challenge but the Legendary difficulty takes it too far, especially if you have no-one to play with. So now not only is it basically impossible for me to actually finish the game but also it is ruining my enjoyment of a superb game.

Is there any chance of Microsoft making any games soon that don't actually require you to have more than one player to actually complete the game? I feel like I'm being left out and I am very disappointed.

Yours sincerely,
James Calverley, Bury

☒ **You're complaining about having extra stuff in a game? And for it being too hard? Wrong. You should be complaining about how massive parts of *Halo* are repeated, about how you're constantly retracing your steps and that you keep revisiting levels. These are the things that are wrong with *Halo*, not that it's too difficult. Have you tried playing on an easier difficulty setting?**



I'LL BE BACK: ***PGR2*** **is just one of the many amazing titles in production and that you can be excited about. Note: At XBM we will not actually release any titles ourselves (this year).**

Dynasty Warriors, which the game resembles, I felt myself losing faith in the Xbox and being pulled towards the dark side known as the PS2. So now to the point – is *The Two Towers* going to be released on the Xbox or shall I lose faith forever?

Nick Walls
The West Midlands

Let's clear this *Lord Of The Rings* thing up for once and all. *The Fellowship Of The Ring* (developed by Vivendi and based on the book) is out this Christmas. *The Two Towers* (developed by EA and based on the film) is also coming out this Christmas. So you get the best of both worlds. Keep the faith, man.

G'day XBM,

I'd just like to say what a great mag you publish – it's so good I buy both the UK and Aussie version here in Australia, it's a month old when we get it but well worth the wait. Anyway, I've just purchased issue 9 and I was using your hints to unlock Ein in *DOA* and nothing... You say complete Story mode with all characters (so far so good) and then play in Survival or Time Attack mode, get ranked and enter EIN as the name. Did this but no EIN. You actually have to play Hayate in Survival or Time Attack if you want to unlock Ein.

Goodbye from down under.

Terrie Isherwood,
Queensland, Australia

Yep, we've checked and you're right. Thanks for making us look like fools! Don't worry; the person responsible has been suitably punished with knives and salt.

Dear XBM,

I must congratulate you on your reviews. You have influenced me not to buy *Prisoner of War* when I would have spent my money on it! And I can't wait until you release your 150-200 games this year. I'm looking forward to buying *Halo 2*, *Turok*, *Enclave*, *Crazy Taxi*, *BC* and many more. Microsoft will clear out PS2 and GameCube.

I wrote this letter to complain because we don't have a mouse and keyboard. And because it is Microsoft, and because I don't particularly like our current control pad – it's too big. I'm 14 and my hands are tiny. I would like to get my hands on one of those Japanese control pads because it's not as fat as our current one.

Russell Wilson, Ayr

We would welcome the release of the S-Controller in this country – it really is excellent. However, this doesn't seem to be likely for the moment. Maybe we'll get it after Christmas. As far as the keyboard/mouse debate goes, we're firmly on the side of using controllers.

Dear Mr Editor man,

I recently bought a copy of your magazine and thought it was excellent, well done. I have a very important question: I have a PSX and want to get something bigger and better. Now, I have the dilemma of whether to get an Xbox or a PS2. Obviously the PS2 has the advantage of many more games on the market and therefore has the rights to many big game titles. I know the Xbox has *Silent Hill 2*, *MGS2* and *Buffy* (cool), but I am wondering

BRAINBOX

TEST YOUR KNOWLEDGE OF XBM #11 WITH OUR QUICK-FIRE QUIZ!

ALL THE ANSWERS CAN BE FOUND IN THE MAG

01 QUESTION

Project Gotham Racing 2 will feature a brand-new car from which famous manufacturer?

A Aston Martin
B Ferrari
C Porsche
D Skoda

02 QUESTION

True Crime is set in which US city?

A New York
B San Francisco
C Los Angeles
D Las Vegas

03 QUESTION

Where will *Halo 2* take place?

A Mars
B Another Halo
C Beetleguese
D Earth

04 QUESTION

Which company has developed the latest *Micro Machines* game?

A Codemasters
B Infogrames
C THQ
D Microsoft

05 QUESTION

How can you find out if one of your team members is actually The Thing in *The Thing*?

A Stare into their eyes
B Give them a blood test
C Feed them cheese
D Ask what their mother's maiden name is

06 QUESTION

Kelly Slater is best known for doing which sport?

A Cricket
B Handball
C Real Tennis
D Surfing

07 QUESTION

Which of these famous Loony Tunes characters does *not* appear as a playable character in *Loons*?

A Elmer Fudd
B Bugs Bunny
C Taz
D Daffy Duck

08 QUESTION

How many rallies are featured in *Colin McRae 3*?

A 8
B 10
C 12
D 16

09 QUESTION

Who is the head of id Software, the creators of *Doom 3*?

A John Carmack
B Jon Romero
C Phil Harrison
D Ed Fries

10 QUESTION

And finally, how afraid is Mike?

A 10%
B 33%
C 99%
D Not at all

HOW DID YOU DO?

14 15 Top boy. Star pupil. Do you want a job? ..... **A**

11 13 Getting there. A decent effort, but a few lapses in concentration have cost you a top mark. ..... **B**

6 10 Decidedly average. Must pay more attention and try harder in class. ..... **C**

0 5 Abysmal. Have you read any of this issue? We suggest that read the whole of the mag from beginning to end. And then try again. ..... **F**

NOW CHECK YOUR ANSWERS ON PAGE 130!

The XBM SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log onto...
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whether the lack of rights to popular games will cause the Xbox to do a Dreamcast and flop. Therefore I want to know what..... the advantages are of an Xbox over a PS2 as £200 and odd quid spent on a console with a life expectancy of nought is a bit of a bugger.

Thanks

John Harkins, via email

☒ Right, you need convincing. The fact is that Xbox is not going to flop. Microsoft has made a commitment to the videogame market for the foreseeable future that goes far beyond Xbox. This is just the beginning. It's not even expecting to make a profit until Xbox 2. Secondly, Xbox does have the rights to popular games, you just don't know about them yet. For this read *Project Gotham* (our favourite racer ever), *Halo 2*, *Splinter Cell* (out first on Xbox), *Project Ego*, *Deus Ex 2*, *Unreal Championship*, *Counter-Strike*, *Operation Flashpoint*, *Brute Force* and many, many more. You have to remember: games like *Tomb Raider* and *Metal Gear Solid* were unknown, er, before they were known. If you get what we mean. Oh, and finally the Xbox is £10 cheaper than the PS2...

XBM FORUM

Time to find out what's been going on in the XBM Forum. You can join in the Xbox chat by getting yourself onto the Internet and visiting **xbox.totalgames.net**

TIP: If you put smiley faces into your messages, our system will automatically turn them into little icons like this...

AUTHOR	TOPIC: WHICH CONSOLE IS KING? WILL THERE EVER ACTUALLY BE ANY KIND OF CONSENSUS ON THIS?
venom_overload	posted 30 August 2002 08:59 PM Hi guys I don't post on here much, but I'd really, really like to... You see, I've finally been tempted too far, and I want to purchase an Xbox... I dont know that muchg about it (and I've bin buying about 5 mags in the last few days) to do some research... But that's what the magazines say, for all I know, they're biased, I want your UNBIASED opinion, a reason why you bought the Xbox, why you like it, and a reason why I should buy it... Thanks for your help... IP: Logged
du hast	posted 30 August 2002 09:09 PM Expect replies like: grafics r da best! its got halo 2 innit! You shouldn't buy it, as you would be funding a company which plans to take over the industry and destroy it into a mass money making sprawl. Microsoft have bad ethics I don't want to support that. Plus games on the Gamecube are SO much better. IP: Logged
venom_overload	posted 30 August 2002 09:13 PM Ok, thats your opinion, du Xbox side now, and lets not get into a war... IP: Logged
Samuella	posted 30 August 2002 10:29 PM i personaly bought an xbox becouse i new i wanted a console and my friend had had a ps2 for a few months and i didnt really like any of the games and also if there were any killer aps on the thing i could just play at his house. i brought an xbox instead of a cube coz it was made by microsoft and i have loads of PC games and it seemed to me more likely too get the sequels to them on the xbox. IP: Logged
Will Haven	posted 30 August 2002 10:29 PM I bought an XBOX at launch, and promptly returned it. I couldnt justify £300+ for what I got in return. Now that the XBOX is at £160 it seems more tempting and the future line up looks nice. I always play my GC more and it has far more games that I'm interested in, but I think I'll get an XBOX some time next year as there are a few exclusives that will go nicely with my GC games. I dont like the pad, but I'll get used to it. I wont consider getting an XBOX until well into Q3 of 2003 (hopefully it will be even cheaper then) as that is when some of the games I'm interested in should be out. And any before then I'll just pick up later as well. Their online plan doesnt interest me though. I'm sure that most GC or XBOX owners should own the other system. GC is cheap anyway (and I'm sure will reduce for Xmas) and XBOX is much less than what it was. It would also double up as a DVD player for uni (I've got a home cinema system at home). I think that if you own an XBOX you should consider a GC for Xmas or early 2003 and pick up some of the great exclusives (RE, ED, Mario, Zelda, 1080, FZero, SFA, RE:0, Metroid Prime, FF:CC, MarioKart etc). And if you own a GC then you should consider getting an XBOX in 2003 for games like Unreal, TOCA, Doom 3, Halo 2 (although I didnt like Halo), Project Ego, Deus Ex 2 etc. I think both systems compliment each other very nicely and just seem to shine with a quality the PS2 seems to be lacking in it's games. That's just what I think. But who would have though back in early 2002 that you could get an XBOX and GC for under £300 by Xmas 2002! IP: Logged
EnterSandman	posted 30 August 2002 10:43 PM That sums it up perfectly Something i've said on many occasions both machines together gaming nirvana!!! IP: Logged

All times are GMT next newest topic | next oldest topic

IT'S GOOD TO TEXT!

Here are the best texts we've had this month – and we've left them just as you typed them for authenticity!

YO YO WHATSUPP! I NEEED MUSIC MAKING GAMES NOW BABY! DO YOU KNOW WHEN? OR IS THERE GONA BE ANY! NICE ONE

Wait for *MTV Music Generator*. It can't be too far off. Baby.

WHEN IS THERE GONNA B A DECENT FOOTY GAM COMIN OUT? LIKE FIFA 2003!

We pray every night for the announcement of *Pro Evolution* for Xbox. No luck, though. *FIFA 2003* is coming out this Xmas. Ho hum.

CAN U PLS DO A REVIEW ON TOEJAM & EARL 3? IS THERE ANY CRICKET GAMES EVA COMING OUT ON MIGHTY XBOX?

We will review *TJ&E 3* when the game comes out. As far as cricket games go, don't be surprised if Codemasters are working on *Brian Lara Cricket* for Xbox. But nothing's been confirmed yet.

WILL D INTERNET ON D XBOX B LIKE D INTERNET ON A PC?

No. You will be using it in order to play good games.

CAN I COPY GAMS WITHOUT GETTING MY XBOX CHIPPED? IT'S PROBABLY ILLEGAL BUT I'D LIKE TO KNOW. JUST OUT OF INTEREST OF COURSE!!

No. Now stop thinking about illegal things. Besides, if you get your Xbox chipped it won't work with Xbox Live.

BROADBAND ISN'T AVAILABLE IN MY AREA YET. WILL I MISS XBOX LIVE'S LAUNCH OR IS THERE ANOTHER WAY?

You will miss it unless Broadband becomes available before December.

DEAR XBM. IS IT POSSIBLE TO CONNECT MY TREASURED HONEYWELL KEYBOARD TO YOUR XBOX ED

We would prefer it if you didn't connect anything to our Xbox thank you very much. No, it's not.

IS THERE PLANS 4 A FOLLOW UP TO JET SET RADIO THE FISH.....

Maybe... However the original didn't sell too well.

WOT APPENED 2 DA REST OF DA TOTAL IMMERSION PREVIEW. IS IT GONNA B NE GOOD OR NOT.BY DA WAY U MAKE DA BEST XBOX MAG. WOLLIS.

The Total Immersion preview messed up big time. A printing error, apparently. The complete preview is printed this ish.

WHICH GAME SHOULD I GET NEXT. 1 WITH GREAT GRAPHICS. 4 PLAYERS. PLUS IS THE MOTO GP GAME GOOD.

'Yes' answers all your queries.

WILL CHAMP MANAGER 4 CUM 2 XBOX? IF SO WILL IT B LATER THAN THE GAME ITSELF CUMS OUT

Champ Man 4 will 'cum' to Xbox. Don't know when, though.


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NEED SOME EXTRA KIT FOR YOUR XBOX? CHECK OUT WHAT'S HOT AND WHAT'S NOT IN OUR MONTHLY PERIPHERALS ROUND UP...

PERIPHERALS

ADRENALIN STICK

FROM: SAITEK
PRICE: £39.99



FEATURES

XBOX LICENSE:	**No**
RUMBLE INTENSITY:	**Average**
MEMORY CARD SLOTS:	**None**

OTHER FEATURES: **Left and right-handed use, rapid-fire buttons, 10ft cable**

09 SCORE

☒ With years of experience in the PC market, Saitek has built up a good reputation for quality flight sticks. That experience certainly shines through with this well designed and solidly constructed Xbox peripheral. The stick itself is comfortable to hold and includes four rapid-fire action buttons plus a very handy little digital direction pad. It has smooth analogue movement for precision flying, as well as twist control for the rudders in realistic flight sims. The base of the unit features a further four action buttons, as well as a dual-handed throttle control – giving you just about everything you could ever need in a flight sim, or an arcade-style shooter. Now we just need some decent flying games to come to Xbox!

XBOX STARTER PACK



FROM: PLAY-X
PRICE: £24.99

FEATURES

XBOX LICENSE:	**No**
RUMBLE INTENSITY:	**Average**
MEMORY CARD SLOTS:	**Two**

OTHER FEATURES: **Rapid-fire, rubberised hand grips, console link cable, SCART lead**

07 SCORE

☒ This pack includes the Xbox Controller from Play-X Peripherals, as well as a SCART lead, and a console link cable – everything you need to get started when you buy an Xbox. The pad is only of average quality though, and the SCART lead doesn't include an optical output for Dolby Digital 5.1 surround sound. It does, however, include stereo outputs to link the machine to a regular hi-fi or amplifier. The console link cable is probably the best quality piece of kit in the pack, and is a generous six metres in length. Despite the average quality of the other hardware included, this is a cost effective pack, and a great Christmas gift for new Xbox owners.

XBOX-PS CONVERTER

FROM: PLAY-X
PRICE: £13.99



FEATURES

XBOX LICENSE:	**No**
RUMBLE INTENSITY:	**None**
MEMORY CARD SLOTS:	**Two**

OTHER FEATURES: **Nine-volt adapter, allowing use of PlayStation steering wheels**

☒ When the Xbox first came out it took everyone a while to get used to the design of the control pad. At the time a device such as this would have gone down a storm, but now the majority of gamers have become accustomed to the abnormally large size, and have found that it works much better than initial reports would suggest. But if you're still having problems this smart little device could be exactly what you're looking for. Simply plug it into your Xbox, then plug in any PS or PS2 compatible pad or steering wheel. It works perfectly, and even includes a nine-volt power supply rumble feedback wheels. Great news for PS2 fans.

08 SCORE

POWERPAD PRO



FROM: INTERACT
PRICE: £19.99

FEATURES

XBOX LICENSE:	**Yes**
RUMBLE INTENSITY:	**Adjustable**
MEMORY CARD SLOTS:	**Two**

OTHER FEATURES: **Programmable buttons, rubberised hand grips**

☒ This is certainly a comfortable pad, but there are a few glaring problems. The Black and White buttons are far too small, and the D-pad feels far too big and clunky – both are problems that seem to affect a high percentage of third-party pads. But aside from these gripes, this does everything else almost perfectly. The shoulder buttons feature what's possibly the smoothest analogue action of any third-party pads out there, and are large enough to cater for child or adult-sized hands. The analogue sticks are of similar quality, and the overall finish makes this a great alternative to the official controller from Microsoft. Plus it's got programmable buttons.

08 SCORE

XBOX CONTROLLER



FROM: PLAY-X
PRICE: £19.99

FEATURES

XBOX LICENSE:	**No**
RUMBLE INTENSITY:	**Average**
MEMORY CARD SLOTS:	**2**

OTHER FEATURES: Rapid-fire, rubberised hand grips

☒ Despite being moderately comfortable, this pad fails in pretty much every other way possible. The shoulder buttons have a gritty, abrasive feel to them, making accuracy a problem during intricate gameplay moments, and the analogue sticks, though fairly solid, make a loud annoying click when they're pressed in. The Back and Start buttons are badly placed, and the rapid-fire option is virtually redundant in all next-gen videogames. However, the face buttons are solid enough, and the Black and White buttons are actually large enough to use as regular action buttons. You'll find there are far better pads out there though.

05 SCORE

Top 20 Chart Tones

1.	GARETH GATES - ANYONE OF US	9491
2.	S CLUB JUNIORS - AUTOMATIC HIGH NEW	9733
3.	SHAKIRA - UNDERNEATH YOUR CLOTHES NEW	8982
4.	SCOOTER - THE LOGICAL SONG	9422
5.	JA RULE - LIVIN' IT UP NEW	6270
6.	VANESSA CARLTON - A THOUSAND MILES NEW	9435
7.	NELLY - HOT IN HERE	8972
8.	FLIP & FILL - SHOOTING STAR	9505
9.	LINKIN PARK - HIGH VOLTAGE NEW	9734
10.	ASHANTI - FOOLISH	9302
11.	ELVIS VS JXL - A LITTLE LESS CONVERSATION	8688
12.	JENNIFER LOPEZ - I'M GONNA BE ALRIGHT	9281
13.	BEYONCE KNOWLES - WORK IT OUT	9695
14.	ELTON JOHN - YOUR SONG	9694
15.	CHAD KROEGER - HERO	9421
16.	THE CALLING - WHEREVER YOU WILL GO	7947
17.	EMINEM - WITHOUT ME	9015
18.	BRYAN ADAMS - HERE I COME	9367
19.	CHRISTINA MILIAN - WHEN YOU LOOK AT ME	9467
20.	LIBERTY X - JUST A LITTLE	8172

This Week's New Releases

God Only Knows - Beach Boys	9685
Good Vibrations - Beach Boys	9686
Can't Stop - Red Hot Chilli Peppers	9683
So Easy (T-Mob Advert) - Royksopp	9691
Precious Illusions - Alanis Morrisette	9699
Wavy Gravy - Sasha	9700
Corner Of The Earth - Jamiroquai	9664
Like A Prayer - Mad House	9665
Love To See You Cry - Enrique Inglesias	9666
Lovin' Is Easy - Hear Say	9667
Sail Fare North Sea - ChumbaWumba	9668
The Tide Is High - Atomic Kitten	9670
Beauty on the fire - Natalie Imbruglia	9545

NEW!

Chart No1's From 2002

Will Young - Light My fire	8894
Holly Valance - Kiss Kiss	8139
Ronan - Tomorrow Never Comes	8972
Sugababes - Freak Like me	7701
Gareth Gates - Unchained Melody	7339
D Beddingfield - Gotta Get Thru This	6393
Will Young - Evergreen	7196
Enrique Iglesias - Hero	6193
Aaliayh - More Than A Woman	6612
George Harrison - My Sweet Lord	6651
Robbie & Nicole - Something Stupid	6391

NEW!

TONE PREVIEW LINE

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(3.) Receive your selection – immediately!!

TONES OF THE WEEK

1836	The Rock (Wrestling)
4850	BBC Cricket Theme
6060	Bare Necessities (Jungle Book)
0013	Beverly Hills Cop
5317	Joe 90
4860	Pulp Fiction - Theme
0005	Walk This Way - Aerosmith
1576	Who Let The Dogs Out
0025	James Bond Theme
0221	Match of the Day

ANTHEMS

0062	GOD SAVE THE QUEEN
5077	IRISH NATIONAL ANTHEM
5084	WELSH NATIONAL ANTHEM
4141	JERUSALEM - CLASSICAL
0126	RULE BRITANNIA - BRITISH
0129	SCOTLAND THE BRAVE
5306	FLOWER OF SCOTLAND
6878	SWING LOW SWEET CHARIOT
6879	WORLD IN UNION
6884	MEN OF HARLECH
6888	LAND OF MY FATHERS

THIS WEEKS SUPATONES

Elvis Vs Jxl · A Little Less Conversation · 8688
Tubular Bells · Mike Oldfield · 0159
Bare Necessities · Jungle Book · 6060
Fields Of Athenray · (Celtic) Anthem · 3547
Austin Powers · Film Theme · 5784

★ WITH TONES & GRAPHICS
★★ TEXT MESSAGES FROM 50P

Football Tones/Logos

SUPPORT YOUR TEAM GET THEM TO NO.1

LIVERPOOL STORM ON!!!

1.	NEVER WALK ALONE - LIVERPOOL	3545
2.	MARCHING ON TOGETHER - LEEDS UTD	3541
3.	FIELDS OF ATHENRAY - CELTIC	3547
4.	SIMPLY THE BEST - RANGERS	5309
5.	Z CARS - EVERTON/WATFORD	3546
6.	GLORY, GLORY - MAN UTD, SPURS	4134
7.	MULL OF KINTYRE - CHARLTON	0224
8.	WILD ROVER - BLACKBURN	5310
9.	BLUE IS THE COLOUR - CHELSEA	4140
10.	GLORY, GLORY - MAN UTD, SPURS	4134
11.	WHO LET THE DOGS OUT - LIVERPOOL	1576
12.	SAILING - MILLWALL	5294
13.	CITY TILL I DIE - CITY	3540
14.	BLUE MOON - MAN CITY	4130
15.	VINDALOO - ENGLAND	1514
16.	I'M FOREVER BLOWING... - WEST HAM	3543
17.	THE GREAT ESCAPE - SHEF WEDNESDAY	3548
18.	GLORY, GLORY - MAN UTD, SPURS	4134
19.	DAYDREAM BELIEVER - SUNDERLAND	4132
20.	KEEP RIGHT ON - BIRMINGHAM CITY	4137
21.	LAND OF HOPE/GLORY - ENGLAND	5251
22.	WHEN THE SAINTS ... - SOUTHAMPTON	3544
23.	MATCH OF THE DAY - THEME	0221
24.	NAY NAY NAY NEVER - BURNLEY	4138
25.	RULE BRITANNIA - BRITISH TEAMS	0126

BECKS 4254 · GUNNERS 3514 · Charlton 1652
LIVERPOOL 4246 · CHELSEA 4240 · WEST HAM 1472
Newcastle 4247 · KERRY god 1571 · ROVERS 1469
UNITED 3501 · OWEN 4262 · RANGERS 4272

Fun Logos
EMINEM 1555 · BMW 0543
SIMPLY THE BEST 1898 · limp bizkit 4164 · Robbie 4111
THE ROCK 1835 · 1432 · 0569
POOH 0609 · 0681 · 0438
100% SEXY 2060 · I'm sorry 2872 · 0436

Films & TV Tones

(★★★ MOST POPULAR)

4680	AIRWOLF - THEME	0187	DOCTOR NO	4826	THE MAGNIFICENT 7
4850	BBC CRICKET	5266	JAWS	4859	THE PROFESSIONALS
0166	BENNY HILL ★★★	4857	LIVE AND LET DIE	4862	THE ROCKFORD FILES
0013	BEVERLY HILLS COP	4690	MAGIC ROUNDABOUT	4829	THE SAINT
4846	BUFFY/ VAMP/SLAYER	0094	MISSION IMPOSSIBLE	0153	THE SWEENEY
4687	CHARIOTS OF FIRE	4860	PULP FICTION	0157	TITANIC
1516	CHARLIE'S ANGELS	4828	RETURN OF THE JEDI	4864	TOP GUN ★★★
4849	CORONATION STREET	5298	ROBIN HOOD	4865	WALLACE & GROMIT
4851	DAD'S ARMY	4844	STAR TREK	4681	AVENGERS - THEME
0035	DALLAS	4827	STAR WARS ★★★ (PHANTOM MENACE)	5360	BATTLE OF THE PLANETS
5061	DAMBUSTERS MARCH	4863	STARSKY & HUTCH	5361	CAGNEY & LACEY - THEME
0043	EASTENDERS	0151	STAR WARS	0075	ITCHY AND SCRATCHY
4852	EYE OF THE TIGER	0152	SUPERMAN	0085	MONTY PYTHON
0065	HALLOWEEN ★★★	4847	THE A TEAM	0117	POPCORN - THEME
4855	HAWAII 5 0	0044	THE ENTERTAINER (THE STING)	5364	STAR FLEET - THEME
0199	INDIANA JONES	4856	THE ITALIAN JOB	0148	STAR TREK - THEME
0025	JAMES BOND			5371	THE WALTONS - THEME

NEW! CELEBRITY PIC MESSAGES



8131 ZIPPY	7625 ARNIE	7624 ALI	7627 BOB	7631 ELVIS	7632 EMINEM	7853 ALF
9285 ENRIQUE	7633 J-LO	7657 ROBBIE	7880 BUFFY	7653 STEVE	7623 BRUCE	8636 BRITNEY
7626 CASTRO	9112 GUEVARA	7656 PACINO	8110 SPIKE	9113 ZIGGY	7648 JORDAN	8611 GARETH
9269 KYLIE	7757 MEL GIBSON	9270 K/BROOK	7859 ANGEL	7865 BONO	7657 ROBBIE	9266 P/BROSNAN
9257 CAT	9259 SINATRA	7629 CLINT	9256 ANNA K	9260 H/VALANCE	8113 T/CRUISE	7654 MR BEAN
7658 DE NIRO	8496 HALLE BERRY	7651 MARIAH	7626 BECKS	7655 OWEN	9268 WILL YOUNG	

CHART NO.1'S 2001

ROLLIN - LIMP BIZKIT	3673
TOUCH ME - RUI DA SILVA FT CASANDRA	3679
WHOLE AGAIN - ATOMIC KITTEN	3670
IT WASN'T ME - SHAGGY	3705
UPTOWN GIRL - WESTLIFE	3719
PURE & SIMPLE - HEAR SAY	3729
WHAT TOOK SO LONG - EMMA BUNTON	3751
SURVIVOR - DESTINY'S CHILD	4280
IT'S RAININ MEN - GERI HALIWELL	4455
DON'T STOP MOVIN - S CLUB 7	3764
DO YOU REALLY LIKE IT - DJ PIED PIPER	4640
ANGEL - SHAGGY FEAT. RAYVON	4633
LADY MARMALADE - C. AGUILLERA/LIL KIM	4766
THE WAY TO YOUR LOVE - HEAR SAY	4650
ANOTHER CHANCE - ROGER SANCHEZ	5213
THE ROAD TO MANDALAY - R. WILLIAMS	5270
ETERNAL FLAME - ATOMIC KITTEN	5322
21 SECONDS - SO SOLID CREW	5390
LET'S DANCE - FIVE	5399
TOO CLOSE - BLUE	5502
MAMBO NO.5 - BOB THE BUILDER	5571
HEY BABY - DJ OTZI	5767
CAN'T GET YOU OUT OF MY HEAD - KYLIE	5536
BECAUSE I GOT HIGH - AFROMAN	5603

ALL TIME FAVOURITE TONES

RESURRECTION - PPK NEW!	6449
IN TOO DEEP - SUM 41	6287
HEY BABY - DJ OTZI	5767
TURN OFF THE LIGHT - N. FURTADO	5441
21 SECONDS - SO SOLID CREW	5390
CASTLES IN THE SKY - IAN V. DAHL	5273
ETERNITY - ROBBIE WILLIAMS	5270
HEAVEN IS A HALFPIPE - OPM	5215
I'M ALL ABOUT YOU - DJ LUCK	5525
ETERNAL FLAME - ATOMIC KITTEN	5322
LITTLE L - JAMIROQUAI	5350
PURPLE HILLS - D12	5271
PERFECT GENTLEMAN - WYCLEF JEAN	5272
SMOKE ON THE WATER - DEEP PURPLE	0134
GIRLS DEM SUGAR - BEANIE MAN	3732
!# ON YOU - D12	3722
CLINT EASTWOOD - GORILLAZ	3721
CHANGES - 2PAC	0294

NEW FILM & TV TONES

ALADDIN	5424	HI HO HI HO/SNOW WHITE	6072	SESAME STREET	0130
BABY ELEPHANT WALK	5401	IF I WERE A RICH MAN	5397	TELETUBBIES	0156
BACK TO THE FUTURE	6146	JAMIE & THE MAGIC TORCH	5363	THE CAN CAN	6200
BANANA SPLITS	5316	JESUS CHRIST SUPERSTAR	5418	THE GODFATHER	5413
BLUE PETER	6147	JIM'LL FIX IT	6151	THE GOOD THE BAD/UGLY	4854
BOB THE BUILDER	5333	JOE 90	5317	THE HULK - TV THEME	6077
BRAVEHEART	6076	KICK START	6159	THE MUPPETS - THEME	0099
BUGSY MALONE	6068	KNIGHTRIDER	0204	THE SMURFS	6154
BUTTON MOON	6090	LAUREL & HARDY ★★★	6067	THE SNOWMAN - THEME	6167
CASUALTY - TV THEME	6201	LOONY TUNES	0088	THUNDERBIRDS	0155
CHITTY CHITTY BANG BANG	5319	MAGIC ROUNDABOUT	4690	TOM & JERRY	6095
DANGERMOUSE	5334	MIAMI VICE	6243	WALLACE & GROMIT	4865
DEEP SPACE 9	6239	MUNSTERS	0098	WHERE EAGLES DARE	5422
DR WHO ★★★	4688	ONLY FOOLS AND HORSES	6152	WILLO THE WISP	6079
ENTER THE DRAGON	6172	PEANUTS - SNOOPY	0012	WINNIE THE POOH	6179
FLINTSTONES	0052	PINK PANTHER	4691	WIZARD OF OZ	5367
FRAGGLE ROCK	5375	POSTMAN PAT ★★★	0229	WONDER WOMAN	6202
GET CARTER	5425	RAGGY DOLLS	6153	WOODY WOODPECKER	5339
GRANGE HILL	6093	RAINBOW ★★★	4861	ZIP A DEE DOO DAH -	6098
HAPPY BIRTHDAY	6075	RUPERT THE BEAR	6165		
HE-MAN	6149	SCOOBY DOO	0128		

60's, 70's & 80's HITS

5295	PRETTY WOMAN - ROY ORBISON
5262	I CAN'T HELP FALLING IN LOVE - ELVIS PRESLEY
5352	HOUSE OF THE RISING SUN - ANIMALS
5377	IT'S NOT UNUSUAL - TOM JONES
4775	I'VE GOT YOU UNDER MY SKIN - FRANK SINATRA
5263	JAILHOUSE ROCK - ELVIS PRESLEY
5354	JUMPING JACK FLASH - ROLLING STONES
5264	LOVE ME TENDER - ELVIS PRESLEY
5406	MUSIC TO WATCH GIRLS BY - A WILLIAMS
5793	SWEET CHILD O' MINE - GUNS 'N' ROSES
0241	SURFIN USA - BEACH BOYS
0001	TAKE ON ME - AHA
0243	TEARS IN HEAVEN - ERIC CLAPTON
0067	THE LION SLEEPS TONIGHT - TIGHT FIT
5356	SUMMER OF 69 - BRYAN ADAMS
0185	WALK OF LIFE - DIRE STRAITS
1507	DANCING QUEEN - ABBA
0095	MONEY MONEY MONEY - ABBA
5469	KINGSTON TOWN - UB40
0167	YMCA - VILLAGE PEOPLE

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Magnificent 7	4826
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James Bond	0025
Hawaii 5-0	4855
Dambusters	5061
Halloween	0065
The Muppets	0099
Great Escape	3548
Eye of the Tiger	4852
Beverly Hills Cop	0013
Banana Splits	5316
Rainbow	4861
Mission Impossible	0094

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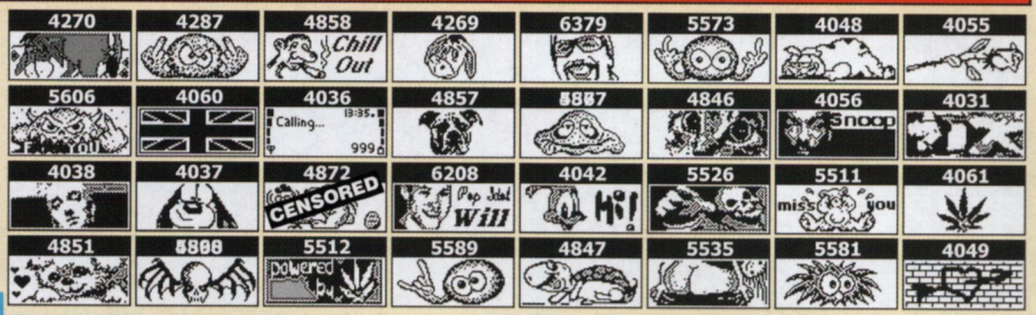
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2Pac - Changes: 5156
2Pac - Until The End Of Time: 4723
A - Nothing: 6215
A1 - Take On Me: 6284
Aaliyah - More Than A Woman: 5993
Aaliyah - Rock The Boat: 6581
Abba - Dancing Queen: 1078
Aerosmith - Walk This Way: 3903
Afroman - Because I Got High: 5403
Alicia Keys - Fallin': 5730
Alien Ant Farm - Smooth Criminal: 5261
Anastacia - I'm Outa Love: 4784
Anastacia - One Day In Your Life: 6400
Andy / Denise - Can't Take Eyes: 6678
Ant And Dec - We're On The Ball: 6620
Atomic Kitten - Eternal Flame: 4999
Atomic Kitten - It's OK: 6605
Atomic Kitten - Whole Again: 3615
Baha Men - Who Let Dogs Out: 3542
Bangles - Eternal Flame: 4814
Barthezz - On The Move: 5253
Basement Jaxx - Get Me Off: 6677
Basement Jaxx - Romeo: 4471
Beatles - Hey Jude: 3810
Black Sabbath - Paranoid: 4013
Blink 182 - All The Small Things: 1117
Blink 182 - First Date: 5344
Blink 182 - The Rock Show: 4899
Blue - All Rise: 4311
Blue - Fly By II: 6383
Blue - If You Come Back: 5768
Blue - Too Close: 5200
Bob Marley - No Woman No Cry: 6240
Bomfunk MCs - Freestyler: 3637
Bon Jovi - Bad Medicine: 6708
Bon Jovi - It's My Life: 1123
Box Car Racer - Feel So: 6686
Brandy - Full Moon: 6676
Brandy - What About Us: 6204
Britney Spears - I'm Not A Girl: 6413
Bryan Adams - Summer Of 69: 3953
Bubba Sparxxx - Ugly: 5765
Busta Rhymes - Break Ya Neck: 6292
Chad Kroeger - Hero: 6665
Chris Isaak - Wicked Game: 6711
Christina Ag - Lady Marmalade: 4803
Christina Milian - When U Look : 6673
City High - What Would You Do: 5339
City High ft Eve - Caramel: 6291
CKY - 96 Quite Bitter Beings: 6080
Coolio - Gangsta's Paradise: 1148
Cosmic Gate - Firewire: 5002
Counting Crows - American Girls: 6681
Crazy Town - Butterfly: 3612
Culture Club - Karma Chameleon: 6713
D12 - Purple Hills: 4944
D12 - S*** On You: 3699
Daniel Bedingfield - Gotta Get: 5812
Dario G - Carnaval 2002: 6630
Darren Hayes - Insatiable: 6385
Darude - Feel The Beat: 3660
Deep Purple - Smoke On Water: 3827
Destiny's C - Bootylicious: 5000
Destiny's C - Jumpin' Jumpin': 3924
Destiny's C - Say My Name: 1168
Destiny's C - Survivor: 3831
Dexy's Midnight Runners - Eileen: 1170
DJ Aligator Project - Whistle Song: 5990
DJ Otzi - Do Wah Diddy: 5794
DJ Otzi - Hey Baby: 5254
DJ Pied Piper - Do U Really Like It: 4314
DMX - Party Up: 1175
DMX - Ruff Ryder's Anthem: 1176
Dr. Dre - Forget About Dre: 1179
Dr. Dre - Nuthin' But A 'G' Thang: 4030
Dr. Dre - Still Dre: 3821
Dr. Dre - The Next Episode: 3822
Dr. Dre - What's The Difference: 3663
Eagles - Hotel California: 5467
Eiffel 65 - Blue: 1186
Elvis - Viva Las Vegas: 6238
Elvis Presley - Suspicious Minds: 3719
Elvis vs JXL - Less Conversation: 6573
Eminem - Guilty Conscience: 1190
Eminem - Kim: 4878
Eminem - Marshall Mathers: 3664
Eminem - Stan: 3922
Eminem - Still Don't Give A F***: 1193
Eminem - Under The Influence: 4880
Eminem - Without Me: 6604
Enrique Iglelias - Escape: 6589
Enrique Iglesias - Hero: 6092
Eric Clapton - Layla: 3880
Europe - Final Countdown: 5353
Eve - Let Me Blow Ya Mind: 5107
Eve - Who's That Girl: 4023
Faith Hill - There You'll Be: 4802
Faithless - Insomnia: 3867
Fat Joe ft Ashanti - What's Luv: 6590
Five - Let's Dance: 5106
Flip & Fill - True Love Never Dies: 6095
Future Breeze - Temple Dreams: 6418
Gabrielle - Out Of Reach: 3776
Gareth Gates - Unchained Mel: 6381
Geri Halliwell - Raining Men: 3973
Goldfinger - Open Your Eyes: 6688
Gorillaz - 19/2000: 4837
Gorillaz - Clint Eastwood: 3613
Green Day - Good Riddance: 4069
Guns 'n' Roses - Sweet Child: 3868
Holly Valance - Kiss Kiss: 6551
Hoobastank - Crawling In Dark: 6363
Ian Van Dahl - Castles In Sky: 4945
Ian Van Dahl - Reason: 6608
Ian Van Dahl - Will I?: 5868
IIO - Rapture: 5731
Ill Nino - What Comes Around: 6689
Incubus - Privilege: 5065
Iron Maiden - Fear Of The Dark: 4119
Iron Maiden - Run To Hills: 6355
Ja Rule - Always On Time: 6094
Jaheim - Just In Case: 6684
Jam - Going Underground: 6759
Jam - Town Called Malice: 4563
Jay-Z - IZZO (H.O.V.A.): 5463
Jennifer Lopez - I'm Real: 5729
Kelly Llorenna - To My Heart: 6701
Kernkraft 400 - Zombie Nation: 4644
Korn - Adidas: 3962
Kylie Minogue - In Your Eyes: 6219
Kylie Minogue - Love At First: 6664
Kylie Minogue - Out Of My Head: 5341
Lasgo - Something: 6252
Led Zeppelin - Stairway To Heaven: 1428
Liberty X - Just A Little: 6588
Limp Bizkit - Rollin: 3670
Linkin Park - Crawling: 3780
Linkin Park - In The End: 5398
Linkin Park - Papercut: 4818
Lost Prophets - Shinobi Dragon: 6362
Lou Bega - Mambo No. 5: 1263
Louise - Stuck In the Middle: 5194
Ludacris - Rollout (My Business): 6661
Ludacris - What's Your Fantasy: 4382
M Factor - Mother: 6703
Madness - One Step Beyond: 3598
Madonna - Music: 1270
Madonna - Ray Of Light: 6724
Marilyn Manson - Dope Show: 6691
Marilyn Manson - Sweet Dreams: 3902
Marilyn Manson - Tainted Love: 6382
Mary J Blige - Family Affair: 5336
MC Hammer - Can't Touch This: 5415
Meatloaf - Bat Out Of Hell: 4521
Metallica - Nothing Else Matters: 5141
Michael Jackson - Thriller: 4936
Milk Inc - In My Eyes: 6592
Missy Elliott - 4 My People: 6398
Missy Elliott - Get Ur Freak On: 3832
Mis-Teeq - B With Me: 6216
Mis-Teeq - One Night Stand: 5407
Mis-Teeq - Roll On: 6674
Moony - Dove: 6643
MOP - Cold As Ice: 3978
Motorhead - Ace Of Spades: 6332
Mouse T - Horny: 4922
Ms Dynamite - It Takes More: 6607
Mungo Jerry - In Summertime: 6635
Mya - Case Of The Ex: 3560
N Sync - Girlfriend: 6366
N Trance - Set You Free: 5247
Nelly - Hot In Herre: 6636
Nelly - Ride Wit Me: 4025
Nelly Furtado - I'm Like A Bird: 3617
New Found Glory - My Friends: 6692
Nickelback - How U Remind Me: 6253
Nigel & Marvin - Follow Da Leader: 6579
No Doubt - Hey Baby: 6174
Nsync - Girlfriend: 6503
Oasis - Stop Crying: 6672
Offspring - Self Esteem: 4326
OPM - Heaven Is A Halfpipe: 4903
O-Town - All Or Nothing: 5001
Outkast - The Whole World: 6403
P Diddy - Bad Boy For Life: 5335
P Diddy ft Usher - I Need A Girl: 6637
Paffendorf - Be Cool: 6641
Papa Roach - Loves Me Not: 6660
Pink - Don't Let Me Get Me: 6591
Pink - Get The Party Started: 6071
Pink Floyd - Money: 4434
Platinum 45 - Oi: 6290
Pluto - Crazy World: 6734
PPK - Resurrection: 5808
Puddle Of Mudd - Blurry: 6642
Puretone - Addicted To Bass: 5992
Queen - Bohemian Rhapsody: 6333
R Kelly - The World's Greatest: 6217
Rammstein - Mutter: 6685
Rednex - Cotton Eyed Joe: 6631
Ricky Martin - La Vida Loca: 1328
Rik Waller - Something Inside: 6705
Robbie Williams - Angels: 3580
Robbie Williams - Entertain You: 6741
Robbie Williams - Eternity: 4947
Robbie Williams - Old Before: 6743
Robbie Williams - Rock DJ: 6744
Robbie Williams - Strong: 6745
Robbie Williams - Stupid: 5862
Rod Stewart - Maggie May: 6746
Roger Sanchez - Another Chance: 4904
Rolling Stones - Paint It Black: 3800
Ronan Keating - If Tomorrow: 6577
S Club 7 - Don't Stop Movin': 3887
S Club 7 - Have You Ever: 5797
S Club 7 - You: 6206
S Club Juniors - One Step Closer: 6539
Scooter - The Logical Song: 6658
Sex Pistols - God Save The Queen: 6622
Shaggy - It Wasn't Me: 3611
Shaggy - Luv Me Luv Me: 5265
Shaggy And Ali G - Me Julie: 6358
Shaggy feat. Rayvon - Angel: 4388
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Shakira - Whenever Wherever: 6251
Shy FX - Shake Ur Body: 6399
Slipknot - Wait And Bleed: 4875
Snap - Rhythm Is A Dancer: 4929
Snoop Dogg - Snoop Dogg: 3844
So Solid Crew - 21 Seconds: 5077
So Solid Crew - Haters: 5988
So Solid Crew - Ride Wid Us: 6441
Sophie Ellis - Get Over You: 6656
Sophie Ellis - Murder Dancefloor: 5830
Sophie Ellis - Take Me Home: 5100
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Spiller - Groovejet: 3544
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Steps - 5, 6, 7, 8: 6749
Sticky ft Ms Dynamite - Booo: 4722
Sugababes - Freak Like Me: 6540
Sum 41 - In Too Deep: 5827
Sum 41 - What We're All About: 6680
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NEXT MONTH

JUST WHEN YOU THOUGHT IT COULDN'T GET ANY BETTER...

ON SALE 17 OCTOBER 2002

UNREAL CHAMPIONSHIP

PREVIEWED!
First-person team-based fragging, and it's going online with Xbox Live!

FELLOWSHIP OF THE RING

Exclusive shots of this hot new adventure!
pg123



TIMESPLITTERS 2
pg120



ROCKY
pg121



MALICE: KAT'S TALE
pg121



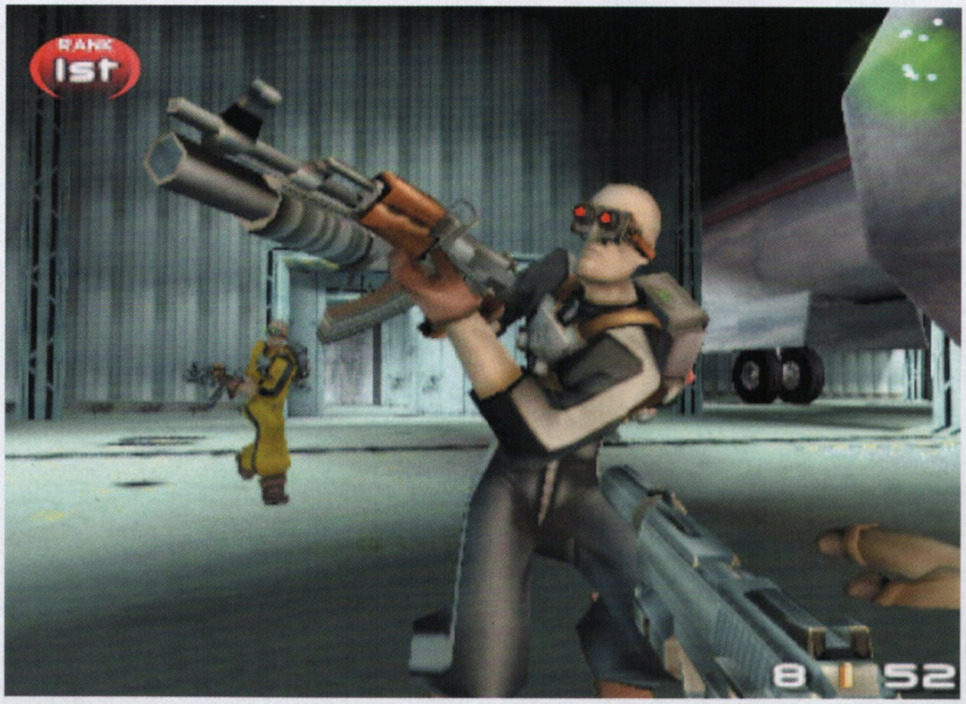
DEAD TO RIGHTS
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MARVEL V CAPCOM 2
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QUANTUM REDSHIFT
pg123





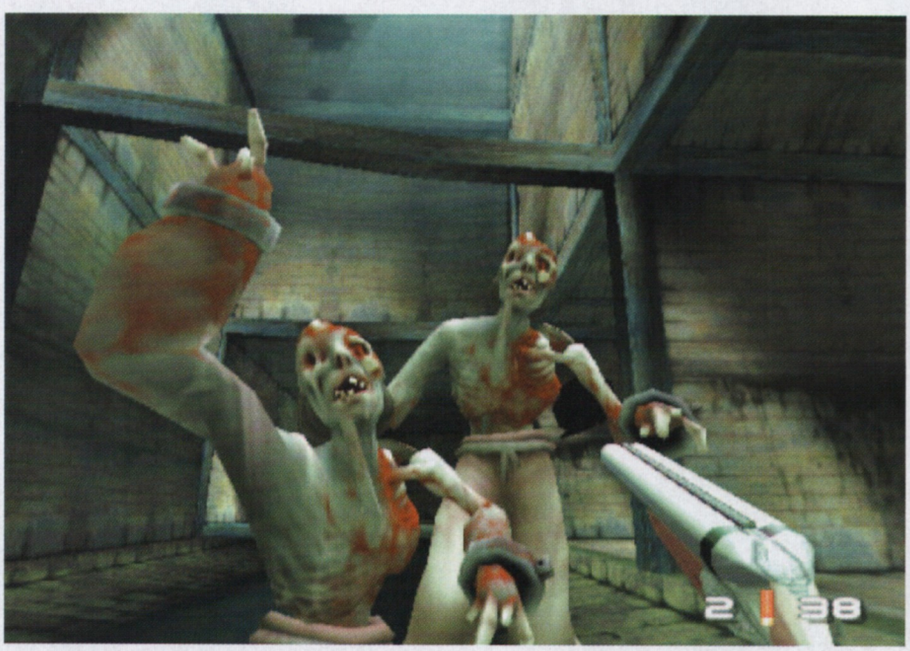
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TIMESPLITTERS

ANOTHER TITLE THAT'S SHAPING UP TO BE A MUST-HAVE FOR YOUR XBOX!

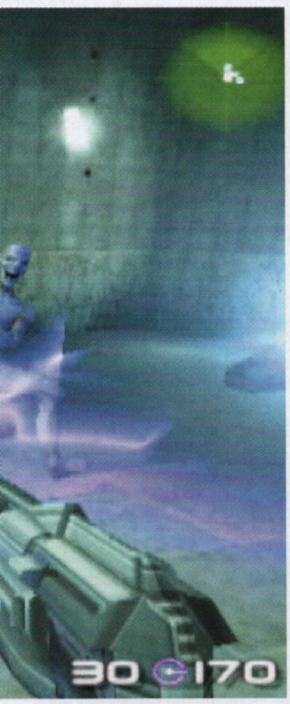
The first game got slated at first for its lack of dedication to the one-player side of things. Now everyone is craving the sequel so that they can rekindle that love of the multiplayer madness. An element of the pot shouting at the kettle perhaps? Even so, developer Free Radical Design appears to be covering all bases this time round in *TimeSplitters 2*.

The one-player Story mode looks to be very well thought out and the multiplayer side of things is, as ever, highly addictive. This bodes very well indeed, but to put the finishing touch on the game the developer has decided to include some major *GoldenEye* influences. Oh, and did we mention it has monkeys? The developer just might have thought of everything you know!





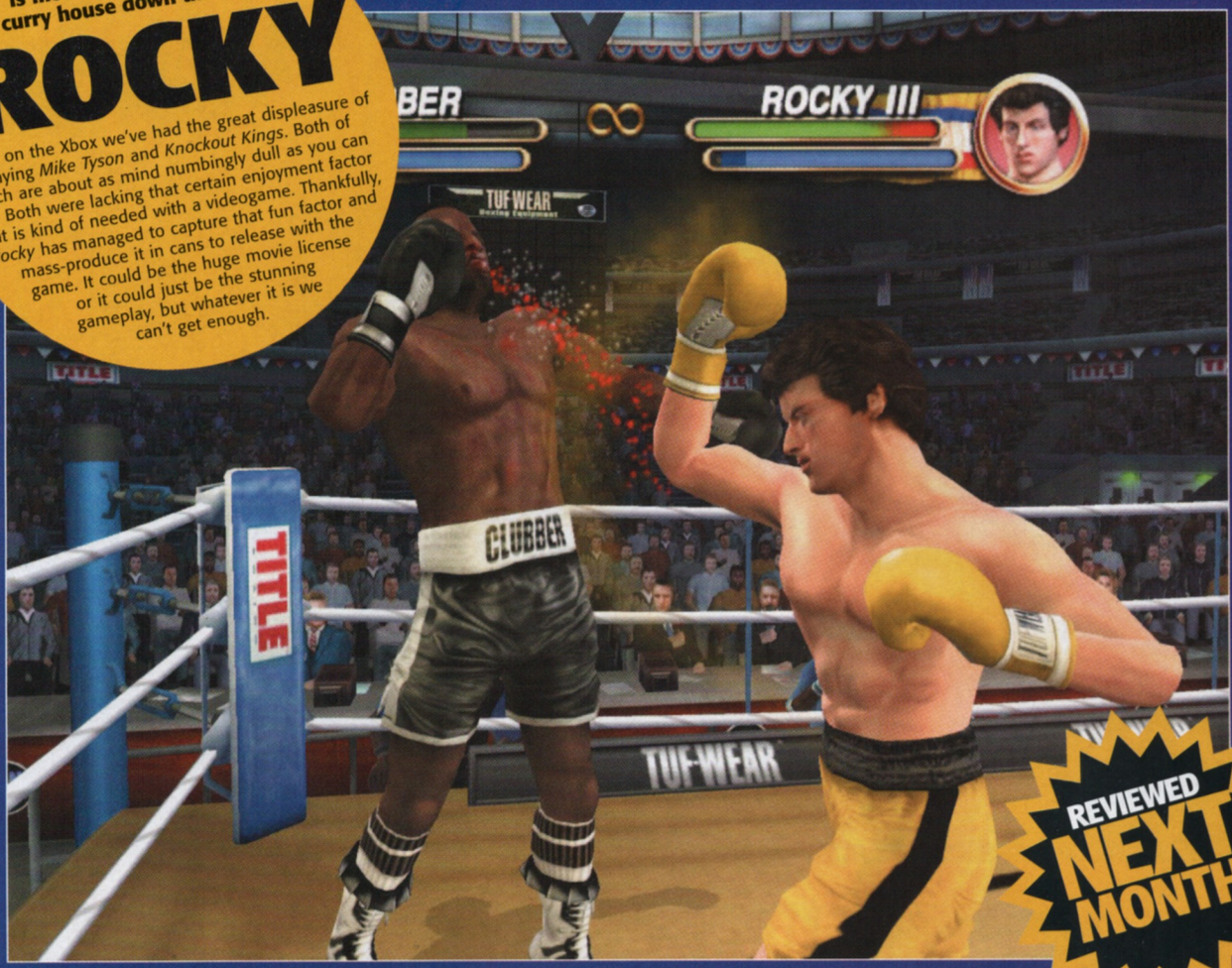
"THE MULTIPLAYER IS, AS EVER, HIGHLY ADDICTIVE"



The eye of the tiger is more than just the local curry house down the road...

ROCKY

So far on the Xbox we've had the great displeasure of playing *Mike Tyson* and *Knockout Kings*. Both of which are about as mind numbingly dull as you can get. Both were lacking that certain enjoyment factor that is kind of needed with a videogame. Thankfully, *Rocky* has managed to capture that fun factor and mass-produce it in cans to release with the game. It could be the huge movie license or it could just be the stunning gameplay, but whatever it is we can't get enough.



REVIEWED NEXT MONTH

2

REVIEWED NEXT MONTH



PUBLISHER: **VIVENDI**

MALICE: KAT'S TALE

WOULD YOU SELL YOUR SOUL TO PLAY A VIDEOGAME?

This game has been around since what feels like time began and finally next month we're going to be able to bring you the definitive verdict on it. The question is will the mammoth wait have been worth it? We certainly hope so! To look at *Malice* the initial response is 'just another platformer' but there are a few nice ideas in there that should make the difference. We especially like the fact that when you die you get sent to see the grim reaper to beg for another go!

REVIEWED NEXT MONTH







REVIEWED NEXT MONTH On import!



PUBLISHER: EA

DEAD TO RIGHTS

HONG KONG MOVIE ACTION AT YOUR FINGERTIPS!

This is the first (and currently only) game to come from Namco, and at the moment it's Xbox exclusive. Quite a surprise really considering it started its life on the PlayStation2. A scrolling beat-'em-up with a difference, *Dead To Rights* puts you in control of Jack Slate and his dog Shadow through a *Max Payne*-style story. Fingers crossed the strong story should mean that this game doesn't fall into the usual repetitive scrolling fighter traps.

"IS IT THE NEW STREET FIGHTER?"

REVIEWED NEXT MONTH









PUBLISHER: CAPCOM EUROPE

MARVEL VS CAPCOM 2

TIME TO GO BACK TO THE OLD SCHOOL VALUES...

It may not be a new *Street Fighter* or even *Capcom Vs SNK* but at this moment in time we'll take any decent fighter we can get. currently the only thing even worth looking at is *Dead Or Alive* and this hasn't managed to appease the hard-core fighting fans. Enter the very old school and highly colourful *Marvel Vs Capcom 2*. This should make a decent contrast to the approaching stampede of 3D beat-'em-ups due out over the rest of the year.

REVIEWED NEXT MONTH



The fastest speed known to man just got much faster!

QUANTUM REDSHIFT

The first of what is sure to be many futuristic racing games on the Xbox. Why should you pay any attention then to *Quantum Redshift*? Well for starters, it's being published by none other than Microsoft, but it also looks like a fantastic showpiece for the console. We were quite taken by it after a quick play and although it is obviously trying to ride the wave of games like *WipEout* it is good fun to play. Just wait till you see how fast it runs on the harder difficulty settings!

PUBLISHER: **VIVENDI**

FELLOWSHIP OF THE RING

IT'S TIME TO LEAVE THE SHIRE AND FACE THE BIG BAD WORLD...

Everything we'd seen on this game so far suggested an unoriginal hack and slash that was trying to cash in on the *Lord Of the Rings* phenomenon. After a quick play we can confirm, however, that it is far from that. There is a massive adventure element to the game and the small quests we experienced in the first part alone were enough to make us feel all warm inside. Without a doubt, both fans of the film and the book alike are going to love this game.

REVIEWED NEXT MONTH





PLUS!

REVIEWED:

- COLIN MCRAE 3
- DEATHROW
- NEED FOR SPEED 2
- THE TERMINATOR
- VEXX
- RALLY FUSION
- SEGA GT 2002
- TETRIS WORLDS
- TRANSWORLD SNOWBOARDING
- MECH ASSAULT



PREVIEWED:

- BLINX
- MEDAL OF HONOR
- HOUSE OF THE DEAD
- UNREAL CHAMPIONSHIP
- HARRY POTTER
- DINO CRISIS 3
- OPERATION FLASHPOINT
- 007 NIGHTFIRE
- SUPERMAN
- TONY HAWK'S 4



SOLVED:

- TIMESPLITTERS 2
- THE THING

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- Munch's Oddysee
- X-Treme Sports



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- Fuzion Frenzy
- Halo
- Amped
- Project Gotham Racing
- Oddworld

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- TOCA Race Driver
- SEGA on Xbox



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- Tony Hawk's 2X
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- Video-Games



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- TransWorld Snowboarding
- Box Office



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- Jap Xbox
- Geoff Crammond's Grand Prix 4



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- Moto GP
- Mike Tyson Boxing

Features
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- Panzer Dragoon
- Game of Gulf



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- Buffy the Vampire Slayer
- Enclave
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- Indiana Jones And The Emperor's Tomb
- Synths, Samples & Sound Effects



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