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ISSUE TWELVE

# XBM

XBOX

EXCLUSIVE!

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REVIEWED!

## FIFA FOOTBALL 2003

Bend it better than Beckham!

## TIMESPLITTERS 2

The GoldenEye team let loose on Xbox...

PREVIEWED!

## DEAD OR ALIVE XTREME BEACH VOLLEYBALL

Sun, sea, sand and... suncream – DOA gets tanned!





OVER 150 XBOX GAMES INSIDE

RAREWARE™

RARE COMES TO XBOX!

(WE TOLD YOU SO!)

REVEALED!



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Halo 2 trailer revealed! New shots and info!



## MEDAL OF HONOR FRONTLINE

Die English schweinhund!



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One in the GoldenEye for Halo?

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Microsoft buy Rare for $375M, UK Xbox Live prices and dates!

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XBM ISSUE 12



## Playing for keeps.

Who could have predicted it? It was only March when the world's most powerful games console was £300, high speed online gaming was just a pipe dream and Rare was the jewel in Nintendo's weighty gaming crown.

What a difference, er, seven months makes. The Xbox is now nearly half that price, we're on the verge of the greatest leap in online gaming in history and Rare has joined the rapidly-gaining-momentum Xbox bandwagon. And who do we have to thank for this upheaval? Microsoft, that's who. We knew that it was one of the most proactive, ambitious and wealthy corporations in the world. What we didn't know were the lengths that it was willing to go to in order to succeed. And after the X02 announcements we know that it's a case of success by any means necessary.

So why should these events concern you? It's simple: The focus of Microsoft's effort is that box of tricks under your TV, or the box of tricks you haven't yet bought. Assuming that you've not bought into the Xbox dream yet: fool. But what's in store for the future? After the acquisition of Rare... well, anything is possible. One thing is for sure: your Xbox is the place to get your gaming fix, and will be for the forseeable future if Microsoft gets its way. And by the looks of it, it will.

**NICK JONES**
EDITOR








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# QUICK FIX


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**BLINX: THE TIME SWEEPER**
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**UP FRONT:** Potential Xbox mascot Blinx shows everybody how a platform game can be original.



**UNREAL CHAMPIONSHIP**
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**PREVIEW:** The only name you need to know for multiplayer fun. Is Xbox Live going to be any good? Here's the proof...



**MEDAL OF HONOR FRONTLINE**
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**NEWS:** It's taken its sweet time arriving but now you can relax with the knowledge that war is near.

XBM

THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

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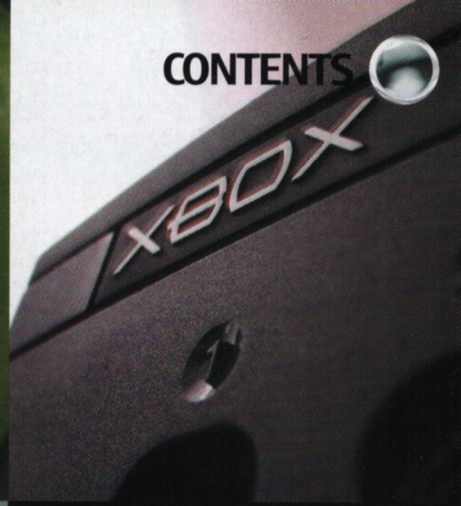

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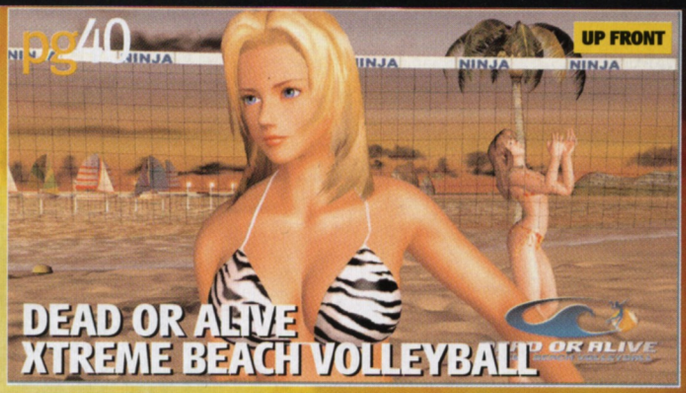






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Take a trip down memory lane with the moments that defined Xbox gaming...


## COLOUR CODES

To make navigating XBM easier we've colour-coded each section for you, so you'll know exactly where you are at all times!

- PREVIEWS
- REVIEW
- FEATURE
- SOLUTION

## UP FRONT

# BLINX
## THE TIME SWEEPER



**INFORMATION**

- **PUBLISHER** Microsoft
- **DEVELOPER** Artoon
- **GENRE** Platform
- **RELEASE DATE** 15 November

**A PLATFORMER STARRING A PINK AND WHITE FLUFFY CAT WITH A VACUUM CLEANER AND THE ABILITY TO CONTROL TIME? SOUNDS BAD. PLAYS AMAZINGLY...**

Words: Mike Richardson

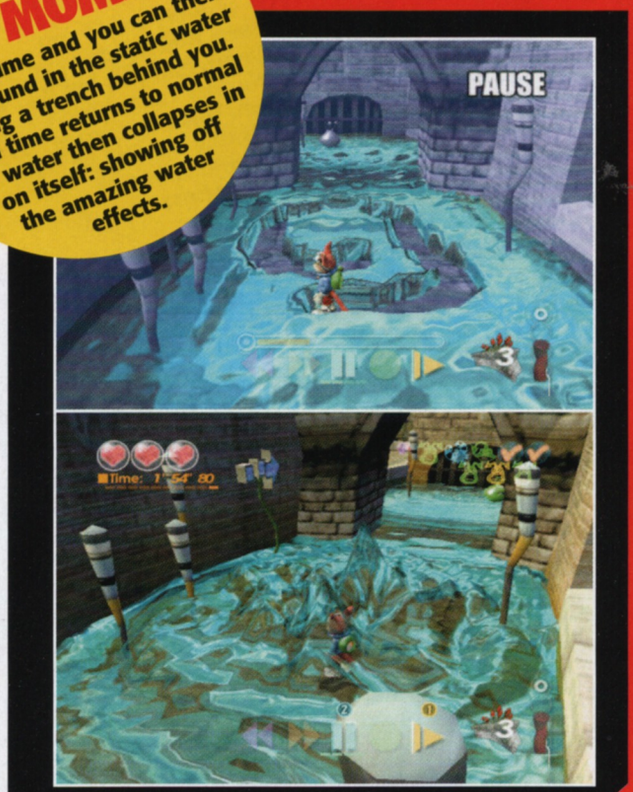
# MOVING PICTURES

**To begin with you only have a handful of time monsters to contend with on each level but later on in the game it's not uncommon to get 14 or more per level. It can get pretty mad when you're against the clock.**




## STAND OUT MOMENT

**Freeze time and you can then run around in the static water leaving a trench behind you. When time returns to normal the water then collapses in on itself: showing off the amazing water effects.**




If you're one of the many that have been crying out for more quality Xbox exclusive games, then prepare to get excited because your cries have been answered. Platform games are a really tough one to get right. Especially on a non-Nintendo console. There are far too many average attempts out there trying to rip off classics like *Mario*, but *Blinx: The Time Sweeper* is going to give developers a whole new standard to aim for.

To label this game 'original' doesn't cover the half of it. We would love to have been there when the development team came up with the initial idea; it all seems so simple it's a wonder that nobody has come up with it before. You play Blinx, a moggy on a mission to sort out time: the story is pretty much irrelevant but suffice to say, the fan has been hit and it's up to you to sort things out.

**XBM INFO**

**The vacuum/time link is not new. Theories exist that a black hole could be used to travel through time, space and to alternate universes.**

## IT'S LIKE...



## 1 BIG AND BOUNCY

☒ The best way to beat this boss is to use a pause or a slow motion to give you that little bit of edge over the battle. Of course, if you're feeling brave you can try to beat him without using any time control at all.



## 3 DARK CRYSTAL

☒ Dotted around each level you'll see these time crystals. Collect at least three of one type and you are awarded a time control. If you manage to get four in a row of the same type you get an extra time control free.



## 2 WHAT A TOOL

☒ You begin the game with the TS1000 that can be used to suck in bizarre objects like fridges and oil drums to fire back out at the enemy. Upgrade it later on in the game to hold more ammo and carry heavier objects.



## CONQUER WORLDS

**At the end of every world you get a huge boss that needs to be defeated. Unoriginal yes, but a classic platformer cannot exist without them. This huge space hopper marking the end of the first world is one of the easier bosses to beat.**

# "TO LABEL THIS GAME 'ORIGINAL' DOESN'T COVER THE HALF OF IT"

## PIGS MIGHT FLY

☒ The first bonus we managed to unlock was this bizarre animation. We're not too sure if this is going to be in the final game but it made us smile!





## MEDAL OF HONOUR

On each world there are twelve bonus medals to be found. These are hidden away all over the place and some you cannot reach until a later stage in the game when you have a more powerful Time Sweeper. Collect them all to unlock bonus extras.



This means heading into a variety of worlds to 'clean up' all of the nasty time monsters using your patented vacuum known as the Time Sweeper, which can suck up a variety of strange objects that are then used as ammo. At the start of each world you get a tally in the top right of the screen showing how many enemies there are to be defeated, and you've got ten minutes in which to make them all sorry they were born.

This is simple enough to start but it gets hectic very quickly.

A few levels into the game and you're constantly watching the clock, as well as the contents of your Time Sweeper, plus the all-important time controls. This is the crux of the game and the reason *Blinx* is so damned addictive to play: to get a time control you need to collect

**XBM INFO**

**Development team Artoon was founded in 1999 by Yoji Ishii and Naoto Ohshima. The same people who created Sonic!**

## DEVELOPER HISTORY



GHOST TRAP (JAPAN ONLY)



GHOST VIBRATION (JAPAN ONLY)



HAMSTER (JAPAN ONLY)



PINOBEE: QUEST OF HEART

## TOP CAT

**OKAY, SO FELINES ALWAYS LAND ON THEIR FEET RIGHT? RIGHT?**

*Blinx* doesn't feature many precarious platform jumping situations but on this level your nerves are tested to the limit as you get higher and higher. Plenty of moving platforms and a few trampolines make this a real nail biter. When you do get to the top you're rewarded with a free balloon ride that shows off the entire level in all its glory.









time crystals of the corresponding colour. But (here's where it gets complicated) you have to collect at least three of the same colour in a row to get the time control.

There is room for error to begin with as the learning curve breaks you in, but later on this changes from a platformer to a puzzle game as you constantly have to check what you're picking up and from where. It sounds annoying but it makes for some really clever gameplay, and as well as this it makes a change to play a game where you actually have to think.

Once you have access to time controls you can use them whenever you want; just hold down the B button to bring up the remote and select the time control you want to use. You then have a short amount of ▶



# TIME BANDITS

**We don't want to know what medication the development team was on when it created the bizarre psychedelic enemies for this game!**







There are a few different types of these weird balloon that you have to face. Most are easy to kill but if you've got loads of other enemies about they can be a pain simply because they limit your ability to jump out of the way of ground attacks.







A smaller version of one of the bosses you have to face, these frogs are slow moving but shouldn't be underestimated. You have to hit them in the back to damage them – shoot them from the front and they eat your ammo, doubling in size!







Looking like something out of a Tim Burton movie this creature fortunately never moves, so if you stay a good distance away you should be fine. Once it has been killed you can use the ball it balances on as a piece of ammo for your Sweeper.







These are the grunts, the basic cannon fodder of the game. The basic space hopper can be taken out with one shot and doesn't pose any threat. Later on in the game, however, you get spiked versions that try to knock you down with rolling attacks.

## YOU'RE NOT THE BOSS OF ME NOW



The boss characters in *Blinx* are themed to each set of levels and usually consist of one of the basic enemies from that particular world pumped up to a ridiculous size!



# TIME TO PLAY

**THE WHOLE POINT OF THIS GAME IS THE TIME CONTROL FEATURE. AN INSPIRED IDEA THAT WORKS REALLY WELL...**

## REWIND

The purple plus symbols provide you with the ability to rewind. Great for reversing the flow of platforms, keeping enemies busy or rebuilding structures. This bridge collapses once you near it but if you activate a rewind it repairs, enabling you to cross.




## FAST FORWARD

This is the only time control that has an effect on both the surroundings and yourself. Once you have enough orange crystals you can use it to blitz through sections of a level. Thankfully, it puts a protective shield around you as well so you cannot be hurt.




## PAUSE

Collect the blue time crystals to get a pause. Very handy when you have an enemy that can only be hit from behind or when you need a breather. It's also good to use to stop moving platforms or, like here, spikes that guard a bonus cat medal.




## RECORD

As talented as Blinx may be there are some things he cannot do alone. Grab some green crystals and you can record a brief sequence of events. Good if you want twice the firepower, need to use a seesaw or simply to hit two switches at once.




## STILL ADVANCE

At several points in the game you're going to come across enemies or objects that are faster than you. This is when the yellow moon shaped crystals are needed. It's especially handy when you've got a room full of enemies to clear like this one.




## RETRY

The red heart-shaped crystals act as your life. Every time you are hit the game rewinds a few seconds and you lose a heart from the top corner of the screen. If you can find more of these around the level you can replenish the health meter.




> **AN INGENIOUS IDEA THAT HAS BEEN WELL THOUGHT OUT**

## COOL FOR CATS

☒ At each shop you can also find an outfit for Blinx to wear. These range from desert rags to zebra skin suits. Unfortunately, they cost an obscene amount.




**XBM INFO**

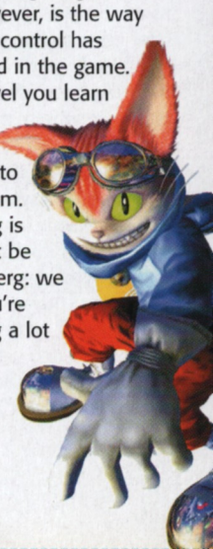
**Another pink and white cat, Bagpuss, was originally supposed to be marmalade coloured, but director Peter Firmin received the wrong colour fabric in the post.**




☒ **CHECK OUT:** On each world you find a shop full of wares for sale by a sexy feline. Items include new Time Sweepers, upgrades and basic goods like a retry heart. You need to find serious amounts of gold in the game before you can even think about getting anything.

time to do whatever you want whilst the world around you is messed up by your time control. An ingenious idea that has been well thought out by the developers as you never have either too much or too little control.

It doesn't really come as any surprise that this game is so much fun to play. After all, it is the brainchild of the creators of SEGA legend *Sonic the Hedgehog*. What does surprise however, is the way in which the time control has been implemented in the game. With each new level you learn of something new you can do or a different way to approach a problem. The worrying thing is that this could just be the tip of the iceberg: we get the feeling you're going to be seeing a lot more of this fluffy pink cat in the future ■



# PURE RACING

SEGA®

NOVEMBER 2002

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# NEWS

## QUICK FIX


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

It's been one of the most exciting months in the life of the Xbox since the console was launched in March. After accusations of abandoning its console to third-party developers and being to monolithic to listen to criticism, Microsoft has turned around public opinion with a number of heartwarming announcements at X02 in Spain. Not only has it announced more first-party games than it has offered us since the launch of the console, but it appears that it *has* been listening to us: the S-controller, (S for smaller), is being released in Europe,

However, all of the new games from Microsoft and every other developer have been overshadowed by the incredible news that Microsoft has bought legendary game developer Rare. This month has seen Microsoft go up in the estimation of the world's gamers tenfold. Oh, and have you heard the rumblings about a possible Capcom buyout?

# IT'S OFFICIAL MICROSOFT BUYS RARE!

## RARE LEAVES LONG-TIME PARTNER FOR XBOX. XBM BRINGS YOU ALL THE DETAILS!




**SAY CHEESE: Ed Fries (centre) announces the acquisition of Rare. Tim and Chris Stamper make a rare public appearance to mark the occasion.**

Back in issue seven of XBM we exclusively revealed that Rare would be moving away from Nintendo and publishing games on Xbox. Now we can confirm that this is indeed true, as Microsoft has announced that it has bought the UK's premier software developers from Nintendo for a price somewhere around the $375 million (£250 million) mark.

Ed Fries, Head of Xbox Games at Microsoft, summed up the importance of the purchase perfectly: "For so many of us, Rare define gaming. The numbers are incredible: for more than 20 years they have been building some of the very best games, and there have been 90 million games sold by Rare in the last 20 years. There is nobody like Rare in this business." There was also confirmation that no one would be on their way out of Rare in light of the purchase.

While Rare, best known for *GoldenEye* and *Banjo-Kazooie* on the N64, will complete the development of several Game Boy Advance titles for Nintendo, work on Xbox has already begun. The first game to appear on Xbox will be *Kameo*, a game originally planned for Nintendo's GameCube. A release date has yet to be announced, although November next year seems likely.

*Perfect Dark Zero*, a prequel to 1999's *Perfect Dark*, was also confirmed for Xbox but Rare refused to confirm exactly which other of their IPs (short for Intellectual Properties) would

## XBM NEWS IN 60 SECONDS...

Every Xbox owner in the world can rejoice at the news that **Microsoft has bought Rare**, the makers of *Banjo, Perfect Dark* and *Donkey Kong*. Rare has five Xbox exclusive games in development... **Xbox Live will launch for 30,000 European gamers on the 30 November**, with the full launch to take place next March... Five titles which support online gaming will launch this year including *True Fantasy Live Online*.. **Controller S launches in Europe** on 1 November...***Metal Gear Solid 2 Substance*** will be an Xbox exclusive.... Epic RPG *Sudeki* was announced and demonstrated... ***Project Ego* has now been renamed '*Fable*'.**

## INTRODUCING...

TO INTRODUCE RARE'S MOVE TO XBOX THEY PRODUCED A SHORT MOVIE STARRING SOME OF THE COMPANY'S BEST-KNOWN CHARACTERS...



The all-new Joanna Dark struts onto the screen, turns and shoots Conker out of her gun.



Banjo appears and mutters some intelligible Banjo speak – Conker's not overly impressed.

# WOT NO DONKEY KONG?

WITH NO MORE NINTENDO CHARACTERS AT ITS DISPOSAL, RARE HAS ITS WORK CUT OUT TO RE-ESTABLISH ITSELF AS ONE OF THE WORLD'S PREMIER VIDEOGAME DEVELOPERS. BUT WITH A BACK CATALOGUE LIKE THIS, THAT TASK SHOULDN'T BE TOO DIFFICULT...



### CONKER

The squirrel with an attitude, Conker originally started off life as a fairly standard platformer character. Unhappy with the game's seeming lack of originality Rare made him an alcoholic, a foul-mouthed, bad tempered, sexually frustrated, toilet humour-loving beast. The level that summed up *Conker's Bad Fur Day* the best was probably the one where Conker has to piss over fire creatures to kill them. You have been warned – any sequel on Xbox will not be for children...



### BANJO

Along with his feathered sidekick Kazooie, Banjo is a platform character in the classic mould: he has personality, he has character and he's likable. A wide range of moves and some sprawling games (and a never-ending supply of collectables) has seen the *Banjo* games become a firm second favourite to *Mario* in the platform stakes. Rare has described *Banjo* as 'the backbone of the company' so expect a third helping of platform japery and intelligible mutterings on its way to Xbox soon.



### JOANNA DARK

The jury's out whether Joanna Dark's new 'cartoony' makeover will appeal to Xbox gamers. Designed to rival Lara Croft, this secret agent has all the qualities of Bond only with prettier 'eyes'. *Perfect Dark* on the N64 was seen as something of a disappointment – not only did it have to out-*GoldenEye GoldenEye* but also to introduce new characters and tell a story. Still, it had arguably the best console multiplayer game ever. Oh and you're wondering where Bungie got the idea for *Halo* co-op from? It was this game...



### SABRE MAN

Rare has already hinted that we may see a revival of Sabre Man – a star of the 8-bit home computer age. He came to prominence in *Sabre Wulf* – a top-down action maze game based on *Gauntlet*. He went onto to star in one of the most original games ever, Nightshade, the first ever isometric 3D platformer and where the central character changed at night into a werewolf. Could Sabre Man be the first of many to be revived from Rare's glorious 8-bit past?





# KAMEO

## XBM TAKES A LOOK AT THE FIRST FRUIT OF THE NEW XBOX-RARE PARTNERSHIP...

Originally slated for release on GameCube, *Kameo* has been in development for around two years.

Named after the game's central character, the game sees you join the roving princess Kameo in an epic adventure that includes elements of exploration, puzzle solving and real-time 3D battles. The Dark King Thorn tried to take over the world and take control of its wildlife, but in an unprecedented act of self sacrifice, Kameo's brothers and sister managed to trap him in stone, trapping themselves in the process. Now it is up to Kameo and her power to capture, develop and control the various beasts of the land. Kameo's abilities develop from baby creatures to huge monsters, all of which fall into the six elemental fields of the land.

Taking Rare's usual development time into account it would seem likely that *Kameo* will be ready for Xbox come November next year.

eventually make the transition to Xbox. However, we can assume from their promotional video (see boxout) that they will include *Banjo-Kazooie* and *Conker*. They also hinted at a new Killer Instinct game and the rebirth of Sabre Man (from ZX Spectrum hit *Sabre Wulf*) who recently appeared in a Game Boy Advance game.

When quizzed on future Xbox projects Tim Stamper, joint head of Rare, told XBM that: "There are five console development teams at Rare. Make of that what you will."

We'll take it there are five games for Xbox in development, then...

The Stamper brothers also expressed their excitement about the prospects of Xbox Live and confirmed that they will be incorporating online features into their future projects. They would not be drawn on which games would be online but you would think that the next *Perfect Dark* release would be ideally suited to Broadband gaming.

The acquisition of one of the world's premier developers can only be good news for Microsoft. Not only does it demonstrate the company's desire to be number one in the videogames market but also reaffirmed that Xbox is here to stay. Whatever the doubters might think, your Xbox is the best console on the planet and will, if not immediately, be home to all the best games and new videogame experiences.

You can read the full XBM interview with Tim and Chris Stamper, and Head of Xbox Games Ed Fries on page 18. The X02 report starts on page 14.

**The Stamper brothers expressed their excitement for Xbox Live**



**WELL-DONE CHAPS:** It's smiles all round as Sandy Duncan joins in the photo fun.



He then pulls out a chainsaw and proceeds to turn his frustrations on the Xbox logo...



Some frantic 'reworking' ensues and, hey presto! Xbox is no more, It would seem that Rare is here!



Just as Conker finishes his handiwork, a lovely fairy from *Kameo* appears – cue Conker's tongue...



But Conker's in for a shock – Kameo scoops the squirrel up, puts him in her hip bag and flies off...

# NEWS

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

## MICROSOFT COMES OUT FIGHTING

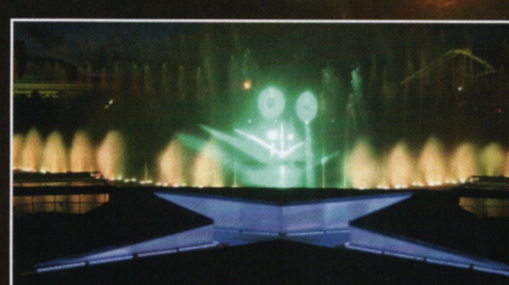
MICROSOFT ANNOUNCES XBOX LIVE LAUNCH DATE AND PRICE, CONTROLLER S FOR EUROPE AND A HOST OF NEW GAMES FOR XBOX!



"2003 should be the year that Xbox Live really takes off"







Microsoft's annual Xbox extravaganza, held this year at the Isla Magica theme park in Seville, was as thrilling as the rides themselves. Not only did it mark the official confirmation of Microsoft's acquisition of Rare but there were also a host of new announcements for Xbox.

The big news is that Xbox Live will roll out, albeit in a minor capacity, on 30 November in the UK. The initial launch will involve 30,000 gamers around Europe and is only available if you pre-register. To take part in this public beta test you will have to register on the Xbox Live Web site. For more details go to www.xbox.com/live

The service proper will launch in March next year – it's then that the Xbox Live Pack will be available. You'll be able to buy this from the usual videogame outlets priced £40. For your money you'll get a one-year subscription to the online gaming service, the microphone headset (which is utilised in every Xbox Live game) and two games – an online version of THQ's excellent *Moto GP* and Microsoft's online party game *Whacked!* Xbox Live will work in conjunction with the BT, NTL and Telewest Broadband services.

Microsoft confirmed that five titles will be available for Xbox Live this year: the two games packaged with the headset, two American sports titles (*NFL Fever* and *NBA Inside Drive*) and this month's cover game, the amazing *Unreal Championship*. 2003 should be the year that Xbox



**CLOSE SHAVE:** Watch out for the blades of the police helicopters.



**A VISION:** Microsoft is pulling out all the stops to crack the gaming market.



**STAGE FRIGHT:** There's nothing more embarrassing than when a guest doesn't show up.

> "Excitement from developers surrounding Xbox Live was high"

# XO2 AT A GLANCE

## THE IMPORTANT ANNOUNCEMENTS IN A NUTSHELL...

- Microsoft acquires Rare for an undisclosed fee thought to be in the region of £250 million. Rare pledges at least five Xbox titles in the next 12-24 months.
- Public beta test of Xbox Live to begin on 30 November. Full service will launch March 2003 and it will cost £40 for the starter pack.
- Xbox Live starter pack will include a year's subscription to Live, the headset and two games. Not bad for 40 notes...
- Five titles will support Xbox Live this year. More than 50 are expected for 2003.
- The Controller S is set to launch later this year – it will sell for the same price as the original controller.
- Epic RPG *Sudeki* announced along with a host of Xbox exclusives, including the news that *Metal Gear Solid 2 Substance* will be an Xbox exclusive.
- It was revealed that *Halo 2* has passed the 'technology' stage and work on the game proper has begun.
- *Project Ego* renamed '*Fable*'. Peter Molyneux promises that the game will be out before the 'end of the century'. Note: he was joking.

Live really takes off with more than 50 games promised for the online service including *Counter-Strike*, *Midtown Madness 3*, *Project Gotham Racing 2* and *Halo 2*. Ubi Soft also revealed that *Splinter Cell* would support the service, offering new levels to download. Peter Molyneux said that he was looking into making an online version of *Fable*, although that would be a long way off if it did indeed happen.

However, the excitement from developers surrounding the Xbox Live announcements was high – this should mean that a lot of games will follow *Splinter Cell*'s lead and adopt the attitude of offering extra levels for Live subscribers.

Microsoft also announced that the Controller S (the Xbox joypad that had been originally designed for the Japanese players' smaller hands and subsequently released in the US) would also be available in Europe from October. It will cost the same as a regular Xbox controller. Proof that Microsoft is listening to complaints about the original launch of the console. It is also looking to package the DVD remote with the Xbox so that you can play DVD movies straight out of the box.

A host of new games were also announced including epic RPG *Sudeki*, from UK developers Climax (see page 28 for more details) and an online fishing game from Microsoft. Sports Interactive also confirmed that a new version of *Championship Manager* will be available next year, although this will not be the much anticipated fourth instalment of the mega popular management series: it will be an update to the 02/03 season. It looks like the fourth game will be put back until next year on both PC and Xbox.

There was also talk of the pricing of Xbox software – Microsoft said that this was an area it was looking into and hinted that there may be a tiered pricing system, with blockbuster games costing full price and more family orientated games coming in at a cheaper price. However, it refused to confirm that a budget label would be introduced.

Microsoft was also keen to stress that it had made mistakes but had learned quickly from them. The recent price cut of the console and the introduction of the Controller S have gone a long way to prove this. And with Xbox Live coming in at an amazingly low introductory price it seems that it is determined to succeed in the console market, whatever the cost.

XBM XTRA

## THE DEATH OF VIDEOGAMES?

A campaign is currently being organised that could revolutionise the videogame industry. Rightly nicknamed 'Fairplay' it is an attempt to bring down the price of videogames into line with other media like CDs and DVDs. The problem is that hardware manufacturers (Microsoft, Sony, Nintendo) charge license fees to software publishers. This has a knock on effect to you the consumer as well as the games companies who can lose millions when a title doesn't do well. The Fairplay Campaign is asking videogamers everywhere to stop buying games for one week between 1-8 December to show the power of the buyer. Go to **www.fairplay-campaign.co.uk** to find out more.



## OUTLAW GOLF SIGNED

When the Americans got a hold of this game we dread to think how many hours we spent playing the import version. Golfing games are always good for a laugh anyway but when the characters include lesbian porn stars and a leather clad dominatrix...well you can imagine how much more fun it becomes! And best of all, the outrageous characters are just an added bonus in what is a superb golfing game. Which publisher has seen the light? None other than TDK Interactive! Fingers crossed this means we'll see *Outlaw Volleyball* as well.



## TWO FOR ONE!

There are some strong rumours circulating at the moment that the highly anticipated *Panzer Dragoon Orta* will include the original *Panzer* game as an added bonus! The epic shoot-'em-up is already looking like an incredibly tempting purchase, but imagine getting the original game for free into the bargain. Hopefully this doesn't mean that the game is so short the developer has felt obliged to give the gamer something more for their money. We'll let you know as soon as this tasty extra has been confirmed.



Silent as a whisper



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XBOX

Ubi Soft ENTERTAINMENT

www.ubi.com/uk

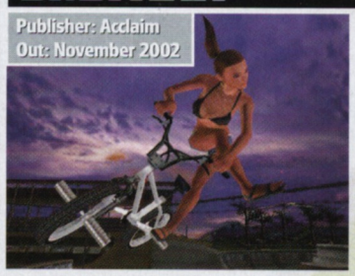


# X02 HANDS ON

## THE PLAYABLE GAMES THAT CAUGHT THE EYE AT X02

### BMX XXX

Publisher: Acclaim
Out: November 2002

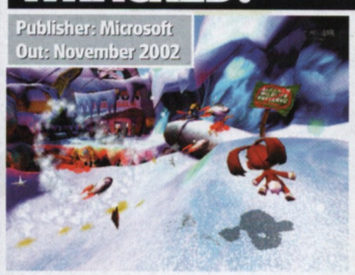




Revealed last month in XBM, this follow up to *Dave Mirra BMX* showed to be less about naked women and more about the core BMX gameplay. Based on the *Aggressive Inline* game engine *BMX XXX* marries solid BMX action with *South Park*-style humour. Oh and strips shows. You have been warned.

### WHACKED!

Publisher: Microsoft
Out: November 2002





Fast and furious combat in which eight demented contestants battle it out in the world's most dangerous gameshow. Power-ups and bizarre weapons including giant staplers and rubber duck grenades are used to flatten opponents. Highly detailed levels and multiple gameplay modes make this quirky fighter all the more playable.

### MIDTOWN MADNESS 3

Publisher: Microsoft
Out: March 2003

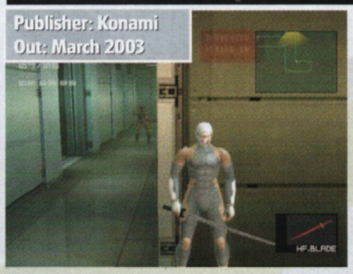




Several cars and gameplay modes were in the demo and a huge (and incredibly lifelike) map of Paris was there to explore. Proved that this is a game to look out for next year. The cars have great handling (ie fun) and there is plenty to see and do. Gameplay included racing, time trials and a career mode where you can play as a taxi driver or a cop.

## METAL GEAR SOLID 2

Publisher: Konami
Out: March 2003





**Confirmed as an Xbox exclusive, although probably in the same way that *Splinter Cell* is an exclusive (it'll be on Xbox first) this was looking superb. Not only does it include the whole game from the original PS2 version but there are a plethora of extras including VR missions and mini-games.**

## KAKUTO CHOJIN

Publisher: Microsoft
Out: 2003





**This fighting game from the makers of the PSone's *Tobal* and *Erghiez* looked amazing. The fighters had muscles that flexed and became bruised and sweaty as the fights went on. The animation and fighting system was also up to a very high standard. A serious rival to *DOA3*? You bet your life it is!**

## XIII

Publisher: Ubi Soft
Out: 2003





**Beautifully stylish first-person shooter which uses cell shading for its visuals. You might think that was a bad idea at first... but it's not. Because this game is based on a French graphic novel it works brilliantly. Some solid first-person shooting married with a gripping story should make *XIII* a sure-fire hit and a serious alternative to *Halo*.**

## XBOX LIVE – A RECAP

### MICROSOFT'S ONLINE GAMING PROJECT.

To play you'll need to have Broadband installed in your home – contact your telephone provider for more details. Broadband has several major advantages over a Narrowband connection: With up to ten times the speed of a 56k modem there is no lag (slow-down) when playing games – vital for playing games like *Unreal Championship* online. You can speak directly to your opponents/team-mates via the headset which comes with every Xbox Live starter pack. It makes downloading extra levels, models and game episodes super quick. You can also have a regular phone line connected at the same time.

• For more information about Xbox Live visit the web site: **www.xbox.com/live**

• For more information about Broadband visit **www.btopenworld.com** or contact your telephone provider. Xbox Live will work with all the major telecommunications companies.

XBOX LIVE




# NEWS

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

XBM XTRA

## BULLETS SLIDE OFF HIM

Publisher Empire Interactive has acquired the rights to the up and coming John Woo Hollywood outing called *The Bulletproof Monk*. The film is based on a popular Manga comic book of the same name. The MGM title, which is ready to hit the cinema in 2003, stars Chow Yun Fat (*Crouching Tiger*) as the monk and Sean William Scott (*American Pie*) as his disciple. At the moment the game is due to be released at a similar time to the film but formats have not yet been confirmed. Expect to see more on this game soon.



## CAPCOM – YOU'RE NEXT!

When the first batch of rumours came in about Microsoft buying Rare everyone said that it would never happen. Well now that it has even more rumours are started to circulate, this time about Capcom! This particular rumour has followed a financial report from the company that stated total losses of around £60 million were likely by the end of the year. Step in Microsoft to save the day? Well don't be surprised. What with the Xbox soon to be sold in Korea and Thailand, Microsoft is looking to strengthen the Eastern market and a quality Japanese developer like Capcom would do just that. Don't worry: *Dino Crisis* will be coming!



## KILL BILL ON BOX

Black Label Games has acquired the interactive rights to the next Quentin Tarantino film, *Kill Bill*. The film will hit cinemas in October 2003, and stars Uma Thurman and Lucy Liu. Thurman is a former assassin who is betrayed by her boss; she survives a bullet to the head and goes on to hunt down 'Bill' and his band of deadly assassins. The game is set for release simultaneously with the DVD and Video when it comes out in the last quarter of 2004. How much control and manipulation of Lucy Liu players will be afforded is as yet undisclosed.



# X02 INTERVIEW

"We reached a point where we wanted to change direction"



**X02 WAS A GREAT OPPORTUNITY FOR US TO TALK TO SOME OF THE LEADING LIGHTS IN THE XBOX SET-UP. XBM SPOKE TO ED FRIES, HEAD OF FIRST-PARTY XBOX GAMES AND CHRIS AND TIM STAMPER, THE BROTHERS WHO FOUNDED AND OWN RARE...**

**XBM: Can you tell us about the circumstances surrounding the acquisition of Rare?**
**TIM STAMPER:** Well, we've always been looking for the right partner. Creativity is a very fragile thing. We want the right environment to make the very best games and we felt that Microsoft offered us the best platform for that. We were impressed by the hardware and the enthusiasm they brought to the table.

**XBM: So was there any bad feeling between yourselves and Nintendo over the deal?**
**TS:** You know people seem to think that there is animosity between Nintendo and Rare, but after 15 years of working with them we built up fabulous relationships with people there and that doesn't disappear overnight. We just reached a point where we wanted to change direction. We still have a great relationship with them and are, in fact, still completing several GBA titles for them.
**ED FRIES:** There were a lot of rumours floating around that there was some kind of massive battle between Nintendo and Microsoft over this... but it couldn't be farther from the truth. We said what we wanted, they said what they wanted and the whole thing was sorted out in less than a day.

**XBM: What qualities would say Rare bring to Xbox?**
**EF:** Fun games! Fundamentally that's it, right? I think though that there are a couple of other aspects: They have a very broad appeal. When you look at the fact that their average title sells 1.7 million copies... Average sales! That's incredible. And that's not just because of the Rare brand, it's because they think about 'how can I make this appeal to the broadest audience?' The second thing is the European aspect – we work with partners all over the world but, until now, this is the one territory we didn't have a first-party studio. Now we have Rare, we have great studios in every territory and that's very important to us.

> **There were a lot of rumours floating around that there was some kind of massive battle between Nintendo and Microsoft**

**XBM: What are your thoughts on Xbox Live and do you plan to support it?**
**CHRIS STAMPER:** We think Xbox Live is a fabulous opportunity to explore all the possibilities that online gaming has. We are all games players and we want to bring that wonderful online experience to our games. All of our key games will be online.

**XBM: Any hints?**
**CS:** I think you can probably guess (laughs). I'm not going to tell you which but one in particular would be ideal for online gaming...

**XBM: So *Perfect Dark*, then...**
**CS:** (silence)

**XBM: How many Rare titles are in development for Xbox?**
**EF:** It's based around six teams (turns to the Stampers) can I say that?
**TS:** Yes. There are six console teams and we still have four teams still working on Game Boy Advance titles. Y'know, make of that what you will.

**XBM: What about *Banjo-Kazooie*... One of your best-loved games, presumably that'll be coming to Xbox?**
**CS:** That game is the backbone of Rare and we do have strong feelings for *Banjo*. So we will return to that in the future.

**XBM: This one's just for Ed. What stage of development is *Halo 2* at?**
**EF:** The core technology changes are complete. The biggest changes are to the lighting model – they now have true dynamic lighting. What that enables them to do is more with the bump mapping, so they can use lower polygon models. I've never seen anything like it. For example, they've got the underside of some piping. And they show it un-bump-mapped and it looks flat. Then they bring in the bumps and wow! There are these huge pipes everywhere! I mean, it's very three dimensional... And now that's done that has freed up people to work on the game itself. In particular the online game – that's where their huge ambition lies.

**XBM: Can you give us any details?**
**EF:** No... (laughs) It's all top-secret stuff. But that's what they're working on.

**XBM: Where would you like Xbox to be this time next year?**
**EF:** In a strong number two position. That's where we'd like to be.




# TIME TO PLAY THE GAME

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# NEWS

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

## BARGAIN HUNTER

XBM'S RESIDENT TIGHT-ARSES TAKE A TRIP TO THE SHOPS AND TAKE A LOOK AT DEALS ON THE INTERNET TO FIND THE BEST XBOX BARGAINS...




### DIXONS

**WHERE:** In-store
**BARGAIN:** Buy one game, and get the cheapest half price.
**INCLUDES:** Any pairing of *Wreckless: The Yakuza Missions*, *NBA Live 2002*, *Mad Dash Racing*, *Tony Hawk's Pro Skater 3*, *Moto GP: Ultimate Racing Technology* and *Max Payne*.
**PRICE:** £44.99
**COMBINED RRP:** £294.96

**SAVING:** **£25.50**




### DIXONS

**WHERE:** In-store
**BARGAIN:** Xbox pack
**INCLUDES:** Xbox, plus *Turok Evolution*, *Halo* and the official Microsoft DVD Remote
**PRICE:** £218
**RRP:** £279

**SAVING:** **£61.96**




### ELECTRONICS BOUTIQUE

**WHERE:** Online at electronicsboutique.com
**BARGAIN:** Xbox Value Pack
**INCLUDES:** Xbox, *Mad Dash Racing*, *Arctic Thunder* and *Dark Summit*
**PRICE :** £259.99
**RRP:** £334.96

**SAVING:** **£74.97**

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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 15 November 2002

"Battle to free mankind from the deadly V-Space Network"







## DRONING ON

### SAVE THE UNIVERSE FROM COMPUTER BUGS

Metro 3D's *Dronez* is due for release in the first quarter of 2003. Set in the future, you play as one of two characters, Sidd or Eva, who are battling to free mankind from the deadly V-Space Network: a vast computer system which controls the present and creates the future. The Dronez are cyber-insects that police the system and forbid people to disconnect. A free-aiming weapon scanner, bonus powers, shield generators and rapid-fire weapons are all at hand to help you as you travel through the system avoiding the Dronez lasers and freeing the population from the shackles of V-Space.

"Splinter Cell is in the 'Most Wanted for Xmas' category"

## AND THE AWARD GOES TO...

### XBOX FLYING HIGH AT THE VIDEOGAME OSCARS!

The nominations for the Golden Joystick Awards, the games industry's own Oscars, have been announced and Xbox has been heavily praised with nominations in the Publisher, Hardware and Game of the Year categories. For the first time ever, you can vote for your favourite Xbox game of the year.

The Golden Joystick Awards will take place on 25 October, with that bastion of celebrity gaming, Jonathan Ross, presenting. Microsoft has been nominated not only for Publisher and Hardware of the Year (for the Xbox itself), but has a few other awards to sweat over too. *Halo* is nominated in the Game of the Year Awards, while *Splinter Cell* is in the 'Most Wanted for Xmas' category.

The nominees for Xbox game of the year are: *Championship Manager*, *Dead Or Alive 3*, *Halo: Combat Evolved*, *Jet Set Radio Future*, *Max Payne* and *Project Gotham Racing*: if you want to have your say, go to www.goldenjoystick.co.uk and place your votes now!



▲ **S&M:** Sam Fisher hopes for a nomination in the 'Kinky Outfit of the Year', but we reckon no chance.

# NEW HALO 2 DETAILS REVEALED

## A SECOND HELPING OF GAMING HEAVEN TO ARRIVE NEXT YEAR!

Following the epic which is still, arguably the greatest Xbox game, was never going to be easy; but Bungie has avoided the 'sling in a few more weapons and levels' option favoured by lesser developers and kept the hallowed pixels of *Halo* sacred.

Sticking with the perfectly balanced weapons parity of the original, *Halo 2* sees the introduction of some new weapons, assailants and vehicles, but sticks closer to extending and deepening the themes and story lines, while creating a multiplayer which captures the action of single-player mode and takes it into the online community.

The sequel investigates the structure of the civilization that has set out to destroy mankind, as well as adding a new breed of enemy to stand against Master Chief, provisionally named the 'Brutes'. Although we had no complaints about the AI the first time, Bungie is planning a major overhaul for this instalment, extending the Covenant's abilities from shooting and skulking to include more complex actions which see adversaries interacting with and effecting the environment in a huge number of new ways.

There will also be three new versions of the Warthog, two designed specifically for different terrain: jungle and snow and one that will carry up to four troopers in the back. *And* there's a totally new vehicle in the shape of a quad bike – promised to be highly manoeuvrable. The Covenant get at least one new flying vehicle, The Shadow, which can carry up to four Covenant Elites into battle.

Two new weapons have so far been revealed: a sniper scope rifle (as seen in these screens) and a new assault rifle/machine gun that will fire ceaseless ammo. Amazingly, the weapons will feature more polygons than the Master Chief himself as he is on screen for less time.

Possibly the most tantalising aspect though is that *Halo 2* will, like the *Star Wars* films, flesh out the universe in such a way that you'll be able to revisit the original game and see hooks and clues that tie the whole thing up nicely.

*Halo 2* is due to be released this time next year. We can hardly wait.




**Bungie is planning a major overhaul for this instalment**

# WORLD NEWS IN 60 SECONDS

Since the Xbox price cut things have picked up a little in the UK – **at last the British public seems to be perceiving Xbox as a fully-fledged rival to Sony's machine**, even if the sales aren't reflecting that yet.

Over in the States focus has been momentarily shifted away from entertainment over the past month what with the anniversary of September 11. However, as things are slowly returning to normal **it's becoming clear just how much noise Xbox Live is going to make**. More than half of the American gamers with Xbox consoles already have Broadband connected in their homes, so **the pricing issues that seem to be affecting people's perceptions on these shores simply aren't an issue in Microsoft's home territory**.

And then, **of course, there's Japan where Xbox is still performing poorly next to the PlayStation2**. In fact, this month has been one of the worst yet, with PlayStation2 sales climbing to over 60,000 a week and even GameCube seeing sales well into the teens. Sadly, Xbox is still hovering around the 5000 a week mark, though **we're fairly confident that that figure will rise as titles such as True Fantasy Live Online, and the new Dead Or Alive come onto the market.**

**Even Japanese developers are catching onto the console now, with more and more big companies piling onboard**. *Metal Gear Solid 3* anyone? We'll just have to wait and see.

# WORLD CHARTS

## UK TOP TEN

Aside from the sports games, it's uncanny how similar the UK charts are becoming to the American ones. *Turok* has performed well (as expected) as has *Bruce Lee*. But the star of the show this week is *Buffy*.

1. Buffy The Vampire Slayer
2. Conflict Desert Storm
3. Turok Evolution
4. Halo: Combat Evolved
5. Commandos 2: Men Of Courage
6. Project Gotham Racing
7. Bruce Lee: Quest Of The Dragon
8. Dead Or Alive 3
9. Championship Manager 01/02
10. Max Payne

## USA TOP TEN

The Xbox has the most comprehensive line-up of American sports games of any of the consoles out there, so it's perhaps not surprising to see not one, but two American Football titles in the charts.

1. Madden NFL 2003
2. Turok Evolution
3. Halo: Combat Evolved
4. SEGA Sports NFL 2K2
5. The Elder Scrolls 3: Morrowind
6. Street Hoops
7. Crazy Taxi 3: High Roller
8. Spider-Man
9. Buff The Vampire Slayer
10. Dead Or Alive 3

## JAP TOP TEN

Despite unspectacular sales of the console itself, a couple of titles have done fairly well this month in Japan, most notably *SEGA GT 2002*, and Capcom's impressive mech game and controller, *Tekki*.

1. SEGA GT 2002
2. Tekki
3. Crazy Taxi 3: High Roller
4. Halo: Combat Evolved
5. RalliSport Challenge
6. Dead Or Alive 3
7. Project Gotham Racing
8. Jet Set Radio Future
9. GunValkyrie
10. Bistro Cupid

# NEWS

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

# SHOWCASE

## THIS MONTH

# HALO 2

| | |
|---|---|
| Running time | 102 mins |
| Rating | PG |
| Genre | First-Person Shooter |
| Producer | Microsoft |
| Release Date | TBA |

IF, LIKE US, YOU'RE DESPERATE FOR EVERY SNIPPET OF HALO 2 INFORMATION AVAILABLE, THEN CHECK OUT OUR OVERVIEW OF THE RECENTLY RELEASED TRAILER. SO FAR THIS IS THE ONLY ACTUAL IN-GAME FOOTAGE OF THE GAME RELEASED, GIVING AWAY VERY LITTLE REGARDING NEW GAMEPLAY FEATURES, BUT HIGHLIGHTING THE STUNNING NEW GRAPHICS ENGINE, AND CONTINUING STORY LINE. ENJOY!

**1**

: MISSION HISTORY
> LOADING ...

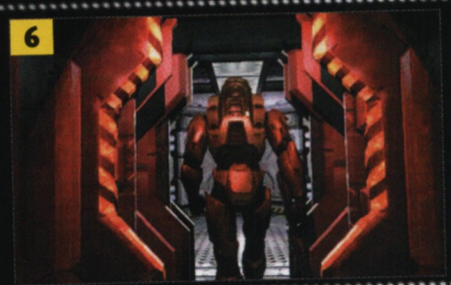
An electronic data bank accesses its files and begins summarising the story so far. It's clear that the war between the humans and the Covenant is far from over.

**5**

: EXPLORE DERELICT RING HABITAT
> COMPLETE ...

The synopsis of the Master Chief's previous mission continues and begins listing the pivotal points from the previous trip to the Halo.

**6**



The Master Chief continues his journey along the corridor, almost disappearing into the shadows, then reappearing as he passes beneath the ceiling lamps.

**10**



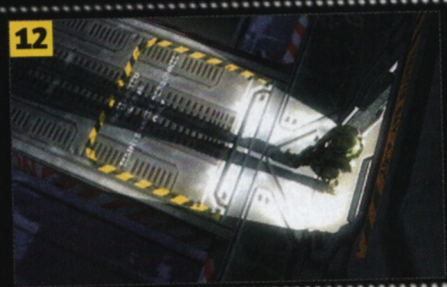
Whatever this new weapon is, the Master Chief looks real mean posing with it in this Arnold Schwarzenegger-in-*Terminator*-esque stance.

**11**

: NEUTRALIZE ADAPTIVE PARASITIC LIFEFORM
> COMPLETE ...

Even more background information is listed, this time regarding the Flood. Once again reiterating that Halo was destroyed, along with all the creatures living on it.

**12**



The lift reaches the bottom and the Master Chief makes his way out into a restricted area. The light from behind him casts his shadow over the intricately detailed floor.

**16**



The Master Chief stops in his tracks as the Earth's light illuminates his body armour. Despite his obvious physical strength, he seems concerned with what lies ahead.

**17**



And this is why – outside the window the surface of the entire Earth is covered with enormous nuclear explosions. Beyond the curve of the Earth's radius, the moon hangs in the sky.

**18**

: STOP DESTRUCTION OF HUMAN RACE
> IN PROGRESS ...

The computer displays an update on the current situation – the human race is still under attack! The fight to keep the species alive is ongoing, and it's up to you...

**22**



As soon as the doors are fully open, the Master Chief makes his move. Pulling himself out of the alcove, he throws himself into the room and launches into space.

**23**



The suction increases the velocity of his movement, and he speeds past the camera, further and further away from the spaceship, until he begins drifting towards the planet.

**24**



As he floats in the direction of the Earth, the full horror of the attack becomes clear. Massive explosions literally cover the planet's surface, and majestic Covenant ships patrol the skies.

2



The mood is tense. There's lots of noise – the wailing of sirens and the hum of a spacecraft's engine. Red warning lights highlight the depressions in the glossy metal walls.

3



The doors to the corridor open, and a bright light floods in. Through this heavenly glare a familiar figure materializes. It's the Master Chief himself!

4



He strides through the doorway and proceeds down the corridor, his green armour turning a dark brown as the beams of red light cover its surface. He continues to the gun rack ahead.

7



At the end of the corridor he enters a lift, turns around and disappears behind the sliding metal doors. The lift makes its descent down towards the lower levels of the ship.

8

```
DESTROY HOSTILE
GROUND FORCES
> COMPLETE
```

The program reminds us that the Covenant was wiped out when the Halo was destroyed. Surely they couldn't be back for a second attempt at destroying the human race?

9



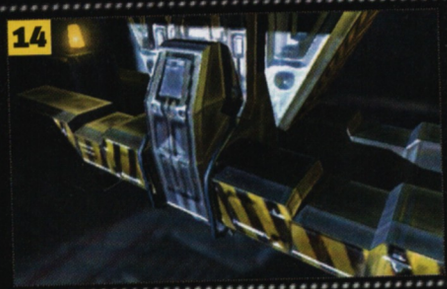
The Master Chief checks his weaponry – a new assault rifle, complete with some sort of scope on the top. Maybe this is for sniping, or perhaps even laser sighting?

13

```
OUTWIT ANCIENT
A.I. CONSTRUCT
> COMPLETE
```

The computer concludes its detailing of the previous Halo situation – confirming that the mystery behind the Halo's existence had been uncovered by the human race.

14



A high camera shot highlights an impressive piece of machinery attached to the ceiling of this new area. Depth of field casts the rest of the room into relative obscurity.

15



As the Master Chief continues into the room, the focus changes – distorting the up-close machinery and revealing the rest of the room in all its glory.

19



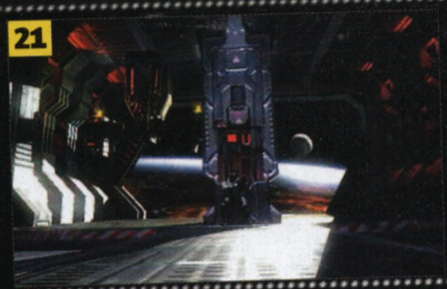
The Master Chief makes his way across to a column in the middle of the huge docking bay he's arrived in and presses a button on the side furthest away from the exit doors.

20



He backs into an alcove in the wall, holds on to a bar above his head, and waits as the enormous doors begin to rumble open.

21



As they do, light spills across the floor, bleaching out the detail on the metal surface. Meanwhile the suction begins ripping fixtures off the walls and out into space.

25



He continues on, as the ships come between him and the planet. Suddenly his intention becomes obvious – he's aiming to land on one of them!

26



And sure enough, another ship appears directly beneath the Master Chief. As he becomes nothing more than a speck the screen fades to black.

27

HALO 2

And that's it! *Halo 2* – only on Xbox in 2003. Now tell us you aren't looking forward to this game!

# NEWS

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

# TRUE FANTASY LIVE ONLINE

## AN RPG SPECIFICALLY DESIGNED FOR ONLINE GAMING...

**Publisher:** .....Microsoft
**Developer:** .....Level 5
**Players:** .....1000's
**Out:** .....TBA

Microsoft has announced a massive RPG designed specifically for online gaming. Developed by the makers of Dark Cloud on the PS2, Level Five, *True Fantasy Live Online* is set in a fantastical world full of wizards on broomsticks and armies of armoured knights working to save the innocents from evil. Players can tailor their characters' appearance and statistics to fit in with their own playing style and personal preferences – making every one of the thousands of characters taking part unique. The game, which you play from a third-person perspective, gives you the option of striking out on your own, or pairing up with other players and working cooperatively. You also get the option of riding about on camels and various other slightly more fantastical beasts.

*True Fantasy* will utilize the Xbox's Broadband and voice chat features, making communication between online gamers as easy as talking on a phone. Xbox Live's unique features will make playing *True Fantasy Live Online* a gaming experience only possible on this console, and these very early screenshots show that, after texturing, this is going to be an amazing looking game too!

"After texturing this is going to be an amazing looking game"







FIRST LOOK

XBOX ONLY

XBOX LIVE



**FACE-TO-FACE:** Every one of the characters created by online gamers is made to your particular specifications – making each one of them virtually unique.

**CHICKEN TONIGHT:** Taking some of their inspiration from Square's epic *Final Fantasy* series, these beasts are reminiscent of the chocobos.

**LICK OF PAINT:** Although this is a screenshot taken from a very early version of the game, judging by the lack of texturing in the backgrounds and characters, we are assured that there *will* be more detail.

FIRST LOOK




"An intensely realistic Second World War adventure"

# MEDAL OF HONOR: FRONTLINE

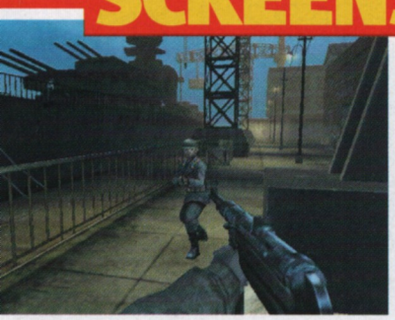
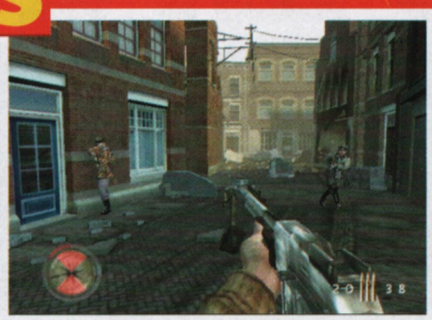
## THE AWARD WINNING WAR GAME COMES TO THE XBOX!

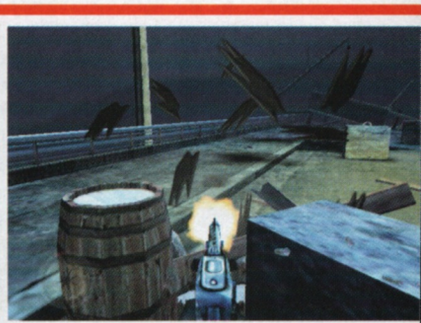
Publisher: .....EA
Developer: .....In-house
Players: .....1
Out: .....22 November

After the success of *MOHF* on the PS2 (the game has been nominated for five Golden Joystick awards, including Game of the Year), it will come as no surprise that it's in development for the Xbox. Featuring a first level almost as horrifically harrowing as the opening sequence of *Saving Private Ryan*, this intensely realistic Second World War adventure sees players travelling through Nazi occupied France to the hub of the German war machine. You take the role of Lieutenant Patterson, having to fight your way through the Normandy Omaha Beach landing and infiltrate the Nazi frontline, aiming to steal a HO-IX flying wing: an experimental Nazi weapon that could win the war for whoever has hold of it.

If you've seen the PS2 version, you will be familiar with the extreme realism of the game: the camera shake that accompanies bombs exploding, the slightly off aim of the sub-standard army-issue rifles and the intensity of the fighting. Unfortunately, there are to be no additional levels or weapons for the Xbox version: but seeing as this is one of the few games on the PS2 worth shouting about, we're still glad it's coming our way.

## EXCLUSIVE SCREENS

# NEWS

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

NEW SCREENS




"Light, shadow and sound affect the way other characters react to you"









XBOX ONLY

Publisher: .....Eidos
Developer: .....Ion Storm
Players .....1
Out: .....2003 TBC

# DEUS EX 2

## IT'S A FIRST-PERSON SHOOTER AND AN RPG? IT MUST BE DEUS EX 2!

If you've ever played the original *Deus Ex* on PC or PS2 you'll be aware of how cleverly the action and story line were blended together. Well, *Deus Ex 2* takes that to a new level, with RPG elements becoming much more integral to progressing through the game. This time round the story is of the government's struggle for power during the mid 21st Century. A war of religion and politics is well underway, and shortages of food, water and other basic human requirements are making life difficult for all but the most upper-classes of society.

This complex tale is just one element of the game – there's just as much emphasis on the action-packed first-person gameplay. Just like every other first-person shooter before it, *Deus Ex 2* features a wide range of powerful weaponry. But rather than rushing into battle with guns blazing, the game encourages a much more stealthy approach. Elements such as light, shadow and sound all affect the way other characters react to you – so it's important that you listen and learn from the people you talk to.

The blend of stealth, action, and the RPG elements should all come together to make *Deus Ex 2* an experience not to be missed. Work on the title has progressed much more quickly than expected thanks to the intuitive design of the Xbox hardware. With any luck this great looking title will be ready in time for Easter next year.

# FABLE

02

## SO THE STORY GOES....

| | |
|---|---|
| Publisher: | Microsoft |
| Developer: | Lionhead Studios |
| Players: | 1 |
| Out: | 2003 TBA |

*Fable* is the final name of the new project from Lionhead studios, which was previously going under the name *Project Ego*. *Fable* has been slated for release sometime in 2003.

The mystical world in which the epic adventure takes place is called Albion, and is inhabited by hundreds of individual characters, each with their own AI and the ability to grow and interact. Albion was once a land of perfection and tranquillity, but has recently been inhabited by an evil force that has turned the once noble race of Heroes into power-crazed, ruthless warriors. When your own mother and sister are kidnapped, you set out on an epic quest to find your father – the one Hero who has so far resisted the dark power of the force. As you travel through the world, you grow from a callow youth into a man, and your actions define what kind of character you become. Similar to the development of the creatures in Lionhead's award-winning *Black and White*, your character changes and develops according to the way you play. If you are ruthless and cunning you will become evil, but if you treat others with respect and help them, you will become good.

Lionhead says that that the game gives the player unparalleled freedom, giving you the chance to travel anywhere in a vast world and choose the path the game takes. With its dark side plus its expansive and richly imagined landscape, *Fable* is starting to look like one of the most exciting games coming up on the Xbox.







NEW SCREENS







XBOX ONLY



**BUILDINGS**: Albion is a vast world with loads of different environments and landscapes. As well as towns and villages, there are ruins, caverns, mountains and forests to explore.

**WISE GUY, EH?**: Every character has their own development path and independent will defined by their AI. The way you interact influences the way they behave and the course of their lives.

**GROW UP!**: You start as a kid, setting off to find your father, grow into a man and eventually become old. There has been no confirmation yet whether dementia or incontinence will be evident.

# NEWS

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

FIRST LOOK




XBM EXCLUSIVE!

# SUDEKI

## EXCLUSIVE SCREENS FROM THIS MASSIVE RPG!

Publisher: .....Microsoft
Developer: .....Climax
Players .....1
Out: .....Christmas 2003

02

Our heroes team up to face a powerful web of deceit that's tearing their homeland apart. You can choose to play as a sexy wizardess (not witch, that's a Nineties term), a top-notch marksman, a sword-wielding man-at-arms and a sinister shape-shifting huntress. The game's developers, Climax, has already had major successes on the Xbox with *GP: Ultimate Racing Technology*, and *Robot Wars*, and look set to follow them up with this far-reaching RPG.

*Sudeki* is created in a Hong Kong cinematic style featuring dozens of moves, slow-motion, bullet time, incredible spell effects and hundreds of destructive melee and long range weapons. Over 100 enemies and CPU's feature, including some terrifying giant arachnids called dread-spiders. The hero's are forged in the traditional RPG style, with skills, spells, powers, weapons, armour and powers that build up as you battle through the game. *Sudeki* has a












**BY THE POWER OF GREYSKULL!** The graphic effects of spells and magical blasts are something the developers are especially proud of.




*Sudeki* sets its heroes on a path which leads them to betrayal, combat and magic



**BIGGER THAN IT SHOULD BE:** The horrific dread spider. Ugly and pretty darn evil with it.



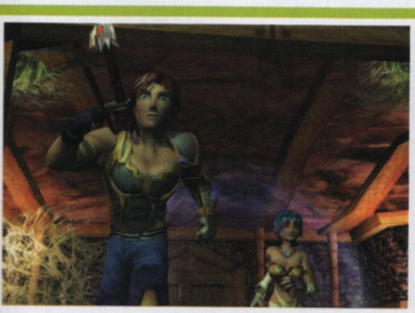
**RECHARGABLE BATTERIES:** The Wizardess takes in some more power, while wearing a metal corset.

brand-new, custom built graphics engine specifically for the Xbox which features detailed facial animation, bump-mapping, and complex lighting and shadows.

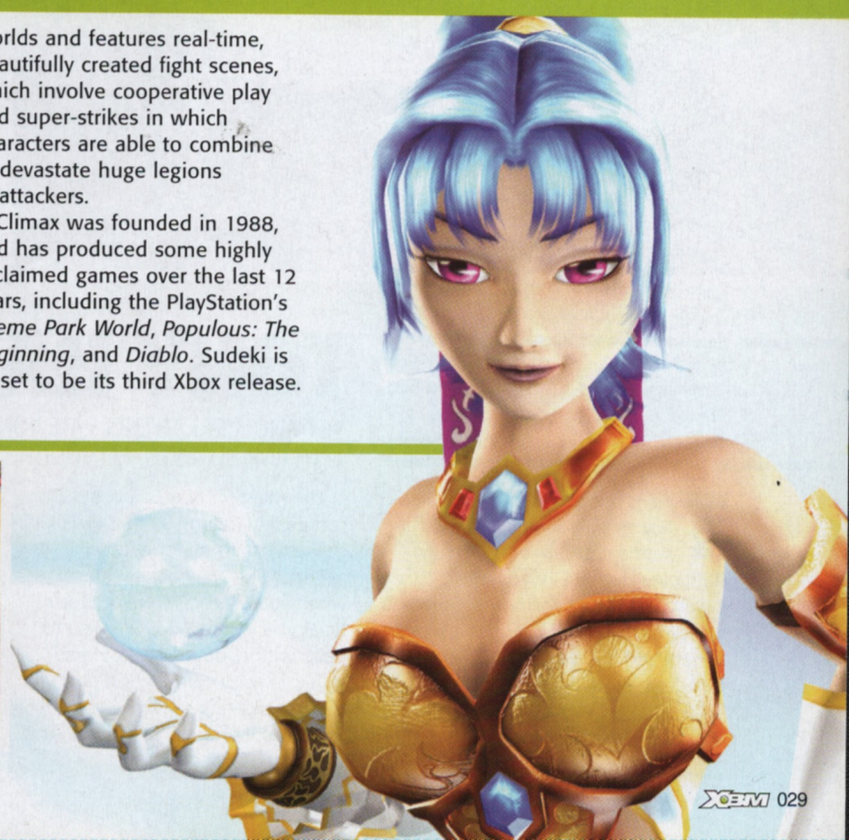
In a world that has been infested with deceit, *Sudeki* sets its heroes on a path which leads them to betrayal, gravity-defying combat and unbelievable magic.

Microsoft chose X02 Europe to reaffirm its support for the console by announcing a huge range of first-party games, in numbers that the Xbox owning public hasn't seen since the console was first launched. In the run-up to Xmas, the console is (finally) absolutely teaming with first-party and third-party games, and *Sudeki* makes a welcome addition to an under-populated RPG catalogue. This should please fans of the genre as well as making an impression on adventure fans. This RPG will take players through enormous worlds and features real-time, beautifully created fight scenes, which involve cooperative play and super-strikes in which characters are able to combine to devastate huge legions of attackers.

Climax was founded in 1988, and has produced some highly acclaimed games over the last 12 years, including the PlayStation's *Theme Park World*, *Populous: The Beginning*, and *Diablo*. Sudeki is all set to be its third Xbox release.







# NEWS

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

02




**WELCOME BACK:** All of the usual pros are in this game to use, abuse and bail with. This includes a welcome readmission to the line-up of Bob Burnquist. He was missing from the previous title.

**EVERYWHERE IS A PLAYGROUND:** The level design is superb. So far we've seen city levels and a zoo which look very interesting, as you've got animals as well as pedestrians to contend with!

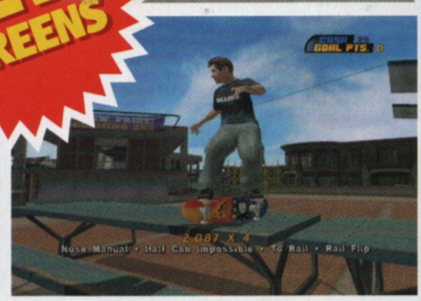
**SURELY THAT'S IMPOSSIBLE?** The physics engine as well as the animation has been revamped. You can't play the 'get out of jail free grind' when you're falling at a funny angle!

NEW SCREENS









| | |
|---|---|
| Publisher: | Activision |
| Developer: | Neversoft |
| Players | 1-4 |
| Out: | 29 November |

## TONY HAWK'S PRO SKATER 4

YET ANOTHER! AT THIS RATE TONY MIGHT SURPASS EVEN FRIDAY THE 13TH FOR SEQUELS, ALTHOUGH THIS ISN'T QUITE A HORROR TO PLAY...

This is the game solely responsible for the extreme sports craze that is currently sweeping through videogame developers across the world. So when a new *Tony Hawk's* title gets announced it is understandably going to receive quite a lot of limelight. And from what we've played so far it's definitely got our attention!

The main Story mode has been completely redone so that the challenges are no longer the restrictive list they once were. Now when you enter a level you decide what you want to do. Go head to head with another skater 'Horse' stylee, enter a competition or go for the pro challenge, which is based on the individual skater's histories. The idea being that depending on how you choose to play the game your skater stats advance in different ways.

Another change to the game that will no doubt please the hard-core skaters is the option to turn off all ramps and placed rails in the levels. What with all the pedestrians and cars this should give gamers the authentic street experience. Of course, if you're not happy with the levels you can build your own and for this instalment of the game the create-a-park feature has been completely revamped. Now the option is there to create your own challenges, place hidden tapes and so on. We've already spent a lot of hours playing *Tony Hawk's* games and it looks like we're not done yet.

# 007: NIGHTFIRE

## BROSNAN SIGNS HIS FACE AWAY

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

Bond fans will be pleased to hear that James Bond actor, Pierce Brosnan, has agreed to have his likeness featured in the upcoming EA game. *007: NightFire* follows a story line set in the Bond universe but created exclusively for the game. In typical Bond style, it includes ten exotic locations from around the globe, as well as an outer space mission, all of which feature enormous and highly detailed environments. The cast of characters will include both familiar and specially created villains and allies, plus several super-intelligent, semi-naked, but rather untrustworthy girls to get it on with.

The game will be released to coincide with the release of the Bond movie with the most foolish title to date, *Die Another Day*, on 22 November.

*007: NightFire* is being developed in a partnership deal between EA and the UK-based Eurocom Entertainment Software.

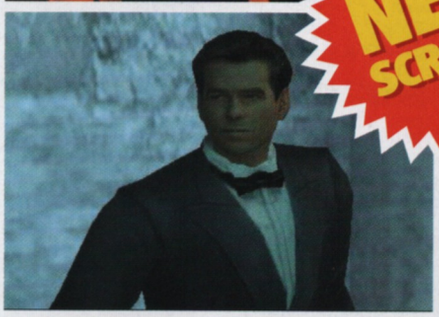
This is Eurocom's first Xbox game, having previously been responsible for *The World Is Not Enough* on the N64 and *NBA Hoopz* on the PS2. EA is said to be 'excited' about having Brosnan on board to help deliver what it promises will be the ultimate Bond experience.



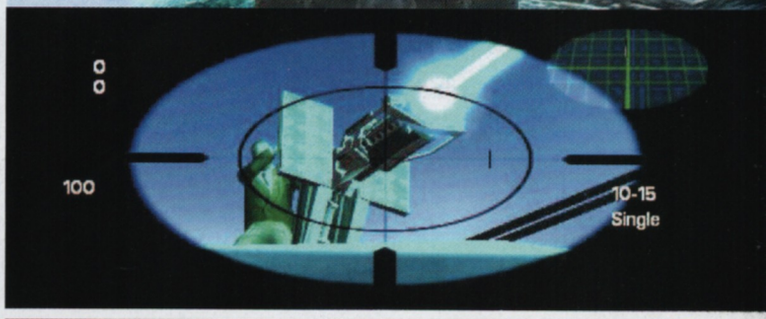



NEW SCREENS










**THE WORLD IS YOUR PLAYGROUND:** There are a number of environments for you to explore: as well as indoor environments, expect missions in the jungle and in space.

**FACE ON:** This doesn't just look like Pierce Brosnan; it IS Pierce Brosnan. And if that doesn't make you feel like James Bond, maybe the lady on the right can help.

**FOXY GALORE:** Well versed in Karate and Tai Chi, this young lady has also been swatting up on the ancient art of love. So you'll be far from alone as you try to save the world.

# RELEASE SCHEDULE

## TOO MANY GAMES AND BLATANTLY NOWHERE NEAR ENOUGH HOURS TO PLAY THEM ALL! THE HUGE LIST OF TITLES RUNNING UP TO CHRISTMAS IS BEGINNING TO SCARE US!

### OCTOBER 2002

| | |
|---|---|
| Colin McRae Rally 3 | Codemasters |
| Evolution Snocross | Konami |
| FILA World Tour Tennis | THQ |
| Ghost Master | Empire |
| Hitman 2: Silent Assassin | Eidos |



**HITMAN 2: SILENT ASSASSIN**

**Publisher:** Eidos
**Developer:** IO Interactive
**Genre:** Shoot-'em-up

☒ A very enjoyable shooter with strong stealth elements. Quite tough as well, so should keep you going for ages.

| | |
|---|---|
| Master Rallye | Vivendi |
| Need For Speed: Hot Pursuit 2 | EA |
| NHL Hitz 20-03 | Midway |
| Quantum Redshift | Microsoft |
| Rally Fusion: Race Of Champions | Activision |
| Reign Of Fire | BAM! Entertainment |
| Robotech: Battlecry | TDK |
| SEGA Soccer Slam | SEGA |
| Taz Wanted | Infogrames |
| Tennis Masters Series | Vivendi |
| Terminator: Dawn Of Fate | Infogrames |

### NOVEMBER

| | |
|---|---|
| 007: Nightfire | EA |
| Batman: Dark Tomorrow | Ubi Soft |
| Blinx: The Time Sweeper | Microsoft |
| Bloodrayne | Vivendi |
| BMX XXX | Acclaim |



**BMX XXX**

**Publisher:** Acclaim
**Developer:** Z-Axis
**Genre:** Sports

☒ The next instalment in what used to be the *Dave Mirra* series and it's getting a a raunchy makeover. Forget all the new tricks, the mere possibility of nudity is enough for us!

| | |
|---|---|
| Brute Force | Microsoft |
| Dark Angel | Vivendi |
| Dead To Rights | EA |
| Evolution Snocross | Konami |
| Fellowship Of The Ring | Vivendi |
| FIFA 2003 | EA |
| Harry Potter And The Chamber Of Secrets | EA |
| House Of The Dead 3 | SEGA |
| Indiana Jones And The Emperor's Tomb | Activision |
| Kakuto Chojin | Microsoft |
| Mace Griffin: Bounty Hunter | EA |
| Malice | Vivendi |
| Marvel Vs Capcom 2 | Capcom |
| Mech Assault | Microsoft |
| Medal Of Honor: Frontline | EA |
| Micro Machines | Infogrames |
| Moto GP Online | THQ |
| NFL Fever 2003 | Microsoft |
| Phantom Crash | Phantagram |
| Rainbow Six: Raven Shield | Ubi Soft |
| Risk | Infogrames |

### NOVEMBER...

| | |
|---|---|
| Rocky | Rage |
| Rolling | Rage |
| SEGA GT2002 | SEGA |
| Shaun Palmer's Pro Snowboarder 2 | Activision |
| Splinter Cell | Ubi Soft |
| Star Wars Jedi Knight II: Outcast | Activision |
| Superman | Infogrames |
| SWAT: Global Strike Team | Sierra |
| The Elder Scrolls III: Morrowind | Ubi Soft |



**THE ELDER SCROLLS III: MORROWIND**

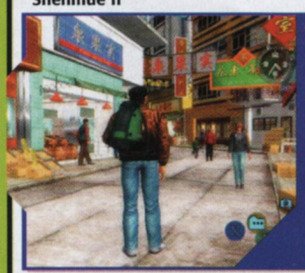
**Publisher:** Ubi Soft
**Developer:** Bethesda
**Genre:** RPG

☒ A huge free-roaming role playing adventure that lets you do literally anything you choose. A good pre *Ego* game.

| | |
|---|---|
| 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 |
| Ty The Tasmanian Tiger | EA |
| Unreal Championship | Infogrames |
| Vexx | Acclaim |
| Whacked! | Microsoft |
| X-Men: Next Dimension | Activision |

### DECEMBER

| | |
|---|---|
| Alter Echo | THQ |
| ATV Quad Racing 2 | Acclaim |
| Battlefield 1942 | EA |
| Big Mutha Truckers | Empire |
| Dead Or Alive Xtreme Beach Volleyball | Microsoft |
| Evil Dead: A Fistful Of Broomstick | THQ |
| Galleon | Interplay |
| Jurassic Park: Project Genesis | Vivendi |
| LMA Manager | Codemasters |
| Maximum Chase | Microsoft |
| Operation Flashpoint: Cold War Crisis | Codemasters |
| Return To Castle Wolfenstein | Activision |
| Robocop | Titus |
| Shenmue II | SEGA |



**SHENMUE II**

**Publisher:** SEGA
**Developer:** SEGA AM2
**Genre:** RPG

☒ A sequel that crowds of gamers are waiting to play. And quite rightly so! Even if you haven't played the previous game this is going to be an absolute must.

| | |
|---|---|
| Starsky And Hutch | Empire |
| Strident Shadowfront | Phantagram |
| Tiger Woods 2003 | EA |
| ToeJam & Earl | SEGA |
| Ultimate: Blade Of Darkness | Codemasters |
| Warhammer 40,000 | THQ |
| XIII | Ubi Soft |
| Yager | THQ |

### JANUARY

| | |
|---|---|
| Battle Engine Aquila | Infogrames |
| Defender | Midway |
| Dronez | Metro 3D |
| Falcone: Into The Maelstrom | Virgin |



**FALCONE: INTO THE MAELSTROM**

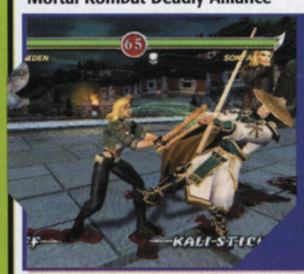
**Publisher:** Virgin
**Developer:** In-house
**Genre:** First-person shooter

☒ A space shooter mixed with first-person elements. Very odd idea but it seems to work well and is good fun to play.

| | |
|---|---|
| Frogger Classic | Konami |
| Monopoly Party | Infogrames |
| Panzer Dragoon Orta | SEGA |

### FEBRUARY

| | |
|---|---|
| Armada 2: Exodus | Metroid |
| Dungeons & Dragons: Heroes | Infogrames |
| Freaky Flyers | Midway |
| Furious Karting | Infogrames |
| Futurama | Sci |
| Kung Fu Chaos | Microsoft |
| Metal Gear Solid 2 Substance | Konami |
| Midtown Madness 3 | Microsoft |
| Mortal Kombat Deadly Alliance | Midway |



**MORTAL KOMBAT: DEADLY ALLIANCE**

**Publisher:** Midway
**Developer:** In-house
**Genre:** Beat-'em-up

☒ This may be old hat but Midway has some new tricks to show off in this reborn fighter.

| | |
|---|---|
| Racing Evoluzione | Infogrames |
| Star Wars: Knights Of The Old Republic | Activision |
| TOCA Race Driver | Codemasters |

### MARCH

| | |
|---|---|
| Deus Ex II: The Invisible War | Eidos |
| Dino Crisis 3 | Capcom |
| Haven: Call Of The King | Midway |
| Lamborghini | Rage |



**LAMBORGHINI**

**Publisher:** Rage
**Developer:** In-house
**Genre:** Racing

☒ In most car games the Lamborghini would be the ultimate goal to aim for. Here it's an obligatory requirement from the word go. Very fast moving and very enjoyable.

| | |
|---|---|
| Rollercoaster Tycoon 2 | Infogrames |
| Steel Battalion | Capcom |
| Twin Caliber | Rage |

# TBA 2003

| | |
|---|---|
| Amped 2 | Microsoft |
| BC | Microsoft |
| Brainbox | Capcom |
| Broken Sword: The Sleeping Dragon | BAM! |
| Charlie's Angels | Ubi Soft |
| Crank The Weasel | Midway |
| Crimson Skies: High Road To Revenge | Microsoft |
| Counter-Strike | Universal |
| Duality | Phantagram |
| Dynasty Warriors 3 | THQ |
| Fable | Microsoft |
| Far Cry | Ubi Soft |
| Fast And The Furious | Vivendi |
| Fatal Frame | Tecmo |
| Four Horsemen Of The Apocalypse | 3DO |
| Freedom: Battle For Liberty Island | EA |
| Gladius | Activision |
| Halo 2 | Microsoft |
| Ironstorm | 4X Studios |
| Kingdom Under Fire 2 | Phantagram |
| Loose Cannon | Ubi Soft |
| Mafia | Take2 |
| Minority Report | Activision |
| Mission Impossible 2 | Infogrames |
| Moto X | Konami |
| MX Superfly | THQ |
| NBA 2K3 | SEGA |
| Nightmare Creatures 3 | Ubi Soft |
| Ninja Gaiden | Microsoft |
| Pac-man World 2 | Namco |
| Phantasy Star Online 2 | SEGA |
| Project Gotham Racing 2 | Microsoft |
| Psychonauts | Microsoft |
| Rayman 3: Hoodlums World | Ubi Soft |
| Robot Wars Extreme Destruction | BBC |
| Shining Lore | Phantagram |
| Shoot To Kill: Columbian Crackdown | Codemasters |
| Soul Calibur 2 | Namco |
| Star Wars Galaxies | Microsoft |
| Sudeki | Microsoft |
| Thunderstrike: Operation Delta | Eidos |
| Tork | Microsoft |
| True Crime: Streets Of LA | Activision |
| Wolverine's Revenge | Activision |
| World Sports Car | Empire |
| WWE Crush Hour | THQ |
| XXX | Activision |
| Zapper | Infogrames |

**▼ MASTERFUL:** Good things come to those who wait so this game should be a blinder!



# TOP 10 MOST WANTED

A COUPLE OF NEW ADDITIONS THIS MONTH, ONE OF WHICH HAS SHAKEN UP THE ENTIRE TABLE ENTERING AT NUMBER SIX. YES, WE KNOW WE ARE WEAK-MINDED MEN...

| NEW POSITION | LAST POSITION | GAME TITLE |
|---|---|---|
| 1 | — | **HALO 2** We'd be lying if we said that not a single day doesn't go by when we're not thinking about this game and what it could mean to our lives. |
| 2 | — | **PROJECT EGO** The information around this game has been starting to dry up a little bit recently but that hasn't hampered our anticipation. |
| 3 | — | **PROJECT GOTHAM RACING 2** There's so much to the first game that many people are still trying to complete it all. Which is a good job really as the sequel is a way off. |
| 4 | — | **SPLINTER CELL** The stealth-'em-up that never ceases to amaze. This is exactly the kind of game you want to be playing on your Xbox. |
| 5 | — | **UNREAL CHAMPIONSHIP** *Halo* may be a sublime single-player experience but the only multiplayer deathmatch you need to worry about playing is *Unreal*. |
| 6 | NEW | **DEAD OR ALIVE VOLLEYBALL** After seeing some images of the *Dead Or Alive* girls feeding each other strawberries our lives were given new meaning. |
| 7 | 6 | **DEUS EX 2: THE INVISIBLE WAR** Nothing new has surfaced on this game for quite a while now and we're getting impatient. It's going to be amazing but we need confirmation. |
| 8 | 7 | **METAL GEAR SOLID 2 SUBSTANCE** With this delayed 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! |
| 9 | 8 | **PANZER DRAGOON ORTA** Breathtaking levels, timeless music, addictive gameplay and some top quality arcade action from the boys that know how. |
| 10 | NEW | **BRUTE FORCE** With this game nearly upon us the very idea of playing four-player co-op is beginning to make us itch with excitement. |

# party at My place...




ARGONAUT GAMES PLC

SIERRA

Malice.sierra.com

PlayStation 2

XBOX

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...come over and get
HAMMERED.
MALICE
BIG HAMMER, EVEN BIGGER ATTITUDE.
RELEASED NOVEMBER

# PREVIEWS









XBM EXCLUSIVE!

# UNREAL CHAMPIONSHIP

IF WORLD DOMINATION IS YOUR THING...

## INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Digital Extremes
- **GENRE** First-person shooter
- **RELEASE DATE** November

## DEVELOPER HISTORY




- **UNREAL TOURNAMENT**

## HARD SELL

**"THERE'S DEFINITELY A MASSIVE IMPROVEMENT IN THE GAMEPLAY"**

JAMES SCHMULZ, DIGITAL EXTREMES

Like Digital Extremes' last outing into console shooters, *Unreal Tournament*, *Unreal Championship* is designed with online play at its heart. It is about tactics, agility, hand-eye co-ordination, quickness of thought and action. Therefore it could only work with the speed that Broadband Internet can bring and with Xbox Live. When you're playing online you'll be playing for personal kudos, to pit yourself against




"THE WINNER OF THE 'MOST DESTRUCTIVE VIDEOGAME WEAPON IN HISTORY' AWARD GOES TO THE ION CANNON"



UNREAL CHAMPIONSHIP
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DEAD OR ALIVE VOLLEYBALL
pg40



BIG MUTHA TRUCKERS
pg44



SUPERMAN
pg46



MECH ASSAULT
pg47










# XBOX LIVE

**How will *UC* work with Xbox Live? Will it be any good? Of course it will! We had the chance to sample the game online and... it's brilliant. Here are some of the features that plugging your Xbox into a Broadband connection will get you:**

## VOICE CHAT AND MASKING

How this is used depends on the playing experience you're after. Deathmatch is unlikely to offer little more than players taunting one another using one of the standard voice masks – Child, Robot, Anonymous (sounds neither male nor female), and various other comedy voices. The serious players are likely to stick with their normal voices, however, as the masking can make it difficult to hear exactly what's being said.

## COMMUNITY SUPPORT

So what do you get for free? The community support for *Unreal Championship* promises to be what PC players have enjoyed for years. Digital Extremes is promising free downloads such as new character models and new maps. It's also looking to set up official online tournaments for *UC*. This could be massive!

## MULTIPLE PLAYERS ON THE BOX

You don't need Xbox Live to sample *UC* – just a friend that has. You can play *UC* on Xbox Live with up to four players on one Xbox – with or without the headset. And it's very easy to get into – all you have to do is plug in a controller while someone is playing, press the Start button, the screen splits mid-game and you're away!

the world's best online FPS players and see exactly where you rank on the *Unreal Championship* ladder: You'll be scored on number of kills, on accuracy and on fewest suicides.

You can also play in a clan. A clan is the name given to teams playing in this kind of game. The PC's *Quake 2* started the whole thing off – players would get together and form a team, give the team a name and a logo, and then play against other clans. *Unreal Championship* is specifically designed to encourage this. Although it will be informal (there won't be an official 'clan list') it is very easy to set up using Xbox Live's in-built friends list – your personal list of friends, which will tell you who's online at any given time.

This will be a major part of *Unreal Championship* because the emphasis is firmly on team play. This is the major leap forward that Broadband online

**IT'S LIKE**

☒ Intense FPS shooting with online chat. Quite simply brilliant.




**"DIGITAL EXTREMES IS PROMISING FREE DOWNLOADS LIKE EXTRA LEVELS"**





"PIT YOURSELF AGAINST THE WORLD'S BEST FPS PLAYERS"

chat enables – talking directly to other people instead of typing commands on a keyboard. It frees the whole thing up. As such more successful teams will be the ones who use the headset to their tactical advantage: Turn off the voice masking, and co-ordinate attack and defence with communication and co-operation.

It's a shame then that *UC* is released approximately a month before Xbox Live is launched in the UK. Fear not though, because there is still a significant single-player game in there as well. Digital Extremes has endeavoured to bring the online multiplayer experience to the single player and it works amazingly well. The idea is that you work your way up the Championship ladder – playing games against other (computer controlled) players and against other teams – for this you'll need your own team. You can pick from a massive roster of different players with their own stats, their own weapon preferences, different attitudes (psycho, cool-headed, stealthy) and they're all rated on accuracy, agility and team play. Before you begin a match you can tell your team members how to play: defensive, attacking or freelance, where they make up their own minds depending on how the game is going.

For all this to work the AI has to be nothing short of spectacular and we think that they've succeeded admirably. Apparently the bots will 'see' and 'hear' other bots and play according to the game's status. They also display all the traits of human players: they'll make mistakes, commit suicides, get lucky and follow your commands. As long as their personality allows them to…

The weapons in *UC* have also been significantly tweaked and improved. Certain weapons have been toned down or beefed up a little. A good example is the sniper rifle. In order to prevent people from hiding the shadows and picking off players without fear of detection, the sniper gun in *UC* is also a lightning gun. So if you fire, you'll be seen. No sneaky sniping for you, sonny!

There's also a weapon that has been designed specifically for team play. The Link Gun (the name's a bit of a giveaway) cannot only be used by a single player but can also be linked with two other Link Guns to fire an incredibly destructive beam of energy. The winner of the 'most destructive videogame weapon in history' award goes to the Ion Cannon. To fire this you have to throw a marker on the floor – a few seconds later an orbiting satellite fires on the marker obliterating everything in the surrounding area. Sheer genius.









And there are a couple of new features to the gameplay that, while small, make a massive improvement over *Tournament*. Your agility has been improved with a two new moves – a double jump (think platform-style game) and a speedy sidestep move. The latter is performed by double tapping in the direction that you want to go, making avoiding enemy fire that little bit more successful. The other new addition is an adrenaline power-up.

By collecting special pill pick-ups and killing other players (you get 10 points of adrenaline for a kill) you can access special abilities. By hitting various combos on the analogue stick you can become invisible, have regenerative health and add extra power to your attacks – all for a limited period. This feature adds even more to the tactical possibilities of the game. And to top it all off there's a neat Modifier option. This enables you to change the rules of any game type. These include a Vampire mode where you can suck life from the other players, a Big Head mode where the player with the most kills has a, er, big head and is easier to hit plus a Single Kill mode where it's one hit, one kill. All adding even more to the huge variety already on offer.

To get the most out of *Unreal Championship* you will have to get Broadband and Xbox Live. But it will be well worth it. Not only will you be playing a brilliantly addictive and intensely satisfying game but you'll be a pioneer at the dawn of a new gaming age. And you couldn't want any more than that now, could you?

# GAME TYPES

**Instead of bombarding you with countless game types to play, Digital Extremes has concentrated on five brilliant games that could and should remain classics for years.**

**DEATHMATCH**



**Deathmatch: the classic – an all-on-all frenzied killing spree, score the most kills and win the game.**

**BOMBING RUN**



**Based on the Capture the Flag idea – but kind of like football. The team that takes a ball through the opponent's goal scores points. Cleverly, the ball can be passed between team members.**

**TEAM DEATHMATCH**



**Exactly the same as the Deathmatch above but with team members. This is where your tactics and communication will really come in to play. Co-ordinate attacks, warn fellow members, ask for help.**

**CAPTURE THE FLAG**



**Two bases, two flags – steal your opponent's flag and return it to your base to score. We found the best way to play was with defenders, attackers and 'floaters' – people who do both. Communication via the headset made it much more satisfying.**

**DOUBLE DOMINATION**

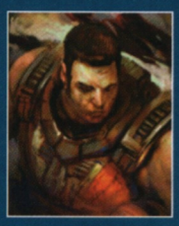


**Two 'domination' points are on the map – the team that is able to secure both of them for ten seconds will score. Similar tactics to the Capture the Flag game can be employed here in Double Domination.**

> **"THERE'S DEFINITELY A BIG IMPROVEMENT ON THE GAMEPLAY"**
> **James Schmulz**

# DEVELOPER INTERVIEW

## JAMES SCHMULZ, CREATIVE DIRECTOR



**XBM: What are the main improvements over *Unreal Tournament*?**
**JAMES:** I think for me it's the refinement on everything. There were some problems in *UT* with some of the weapons – a lot of balancing things, it's much more refined in terms of balance. I think that these things, I guess that's why I say that they're the biggest things, for me because these are the things that the expert players will notice.

**XBM: It seems like there's much more subtlety in the game now...**
**JAMES:** Yeah. Basically in every single area of the game we've added a lot I think, I guess it depends on what you like. If you love visuals then you'll find a big visual increase in detail, there's definitely a big improvement on gameplay... We hope that we've kept all the core fun stuff from *UT* and then improved it in every single area.

**XBM: How has Xbox Live influenced your design of the game?**
**JAMES:** We wanted to have the game more team-based overall and convey that more into the single-player game. To get the multiplayer experience, the 'four guys on a couch' thing and transfer that to the Internet. So one of the biggest gameplay improvements there is having the voice communicator, being able to talk to people on the other end of the game...

**XBM: It's a massive leap forward...**
**JAMES:** For sure. You can either treat that as a novelty, as a way to chat while you're playing or you can treat it as a tactical advantage for people who are using it to communicate with other team members and co-ordinate their attacks. So it definitely adds a new layer to the gameplay when you're playing over Live.

**XBM: Is there going to be ranking system on Xbox Live so that you can play against players of similar skill?**
**JAMES:** We have a global ranking system so you'll be able to see who's in your range. We want people to informally work that out. You might say, 'here's a guy who's number ten, I gotta play him' and see how good he is. We wanted to keep it informal.

**XBM: Will you be setting up special *UC* tournaments?**
**JAMES:** We'd love to. Absolutely. We've been talking to Microsoft about having a big formal event – I don't think anything is set in stone yet but we'd absolutely love to do that kind of stuff.

**XBM: What kind of community support will there be?**
**JAMES:** Right now we're working on a bunch of levels that should be ready at launch for people to download. And then we'll be monitoring the community, to get feedback, and then if people want new skins, we'll be happy to do that. We imagine that new levels will be what people really want.

**XBM: Are you expecting clans to form?**
**JAMES:** Absolutely. All the tools are in place for that. You've got the ranking system, you've got the friends list and you've got the voice communicator so you don't even have to go outside the game to formalise you clans. And it's an experience that people who have just stayed on console have never had before, even the PC players don't have this experience, but this experience (voice chat) is even better...








XBM EXCLUSIVE!

# DEAD OR ALIVE XTREME BEACH VOLLEYBALL

SOON WE'LL BE CALLING IT THE TRIPLE-XBOX!




## IT'S LIKE

☒ It's just like Aqua said: "You can brush her hair, undress her anywhere..." And that's even before playing volleyball.









"YES, IT IS THEORETICALLY POSSIBLE TO CREATE A SKIN-COLOURED BIKINI"



**ITSY BITSY:** With so many costumes to choose from in *Xtreme Volleyball*, those long winter evenings should just fly by.

When *Dead Or Alive Xtreme Beach Volleyball* was unveiled earlier in the year, it immediately became one of the most wanted games on Xbox all around the world. And it's easy to see why. Designed by the guys behind the *Dead Or Alive* fighting series, the game features some of the most realistic polygon ladies ever created. Even now at this late stage in development the graphics are still the main selling point, especially seeing as Tecmo is still being highly secretive on almost all the gameplay details. The only thing that's clear right now is that the analogue control is said to be extremely advanced, and that the game plays a little like a fighting game – whatever that means! But with the company's heritage, we're confident that the gameplay will turn out to be just as good as the stunning visuals.

The game takes place in the sun-drenched fantasy paradise that is Zack Island, and has a humorous story line to go with it. Zack (a fighter from the previous *DOA* games, and the owner of Zack Island) has sent out invitations advertising that the fourth Dead Or Alive fighting contest is about to be held on his island. But when the guests arrive, they discover that he's only invited girls, and that there are no plans for a fighting contest at all. So stuck on this dream tropical island (as if they'd mind), the girls are going to have to find other ways of amusing themselves. And so they discover beach volleyball…

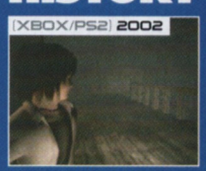
Fortunately, American newcomer Lisa is a former Olympic volleyball player (as well as being a stockbroker in Manhattan) and is always on hand to give the other girls tips on their ball belting technique. Word has it that she'll be making an appearance in *Dead Or Alive 4* next year too.

## INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Tecmo
- **GENRE** Sports
- **RELEASE DATE** 6 December

## DEVELOPER HISTORY

[XBOX/PS2] 2002



**FATAL FRAME**

[XBOX] 2002



**DEAD OR ALIVE 3**

[DC/PS2] 2000



**DEAD OR ALIVE 2**

## HARD SELL

"WITH THIS GAME, WE ARE GIVING FANS WHAT THEY HAVE BEEN ASKING FOR ALL ALONG – THE ABILITY TO ADMIRE GORGEOUS LADIES AT PLAY"

TOMONOBU ITAGAKI, DOA CREATOR



**YOUR FLY'S OPEN!:** This cheeky little number shows that she's clearly been working out on the Abmaster 2000. Good work girl!

# DEAD OR ALIVE XTREME BEACH VOLLEYBALL



## GIVE IT YOUR BEST SHOT!

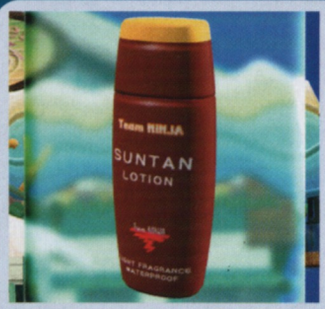
**Top-notch animations guarantee smooth and realistic movement!**

Tecmo has spent a considerable amount of time perfecting the graphics, as you can see in these screenshots. But what you can't see is how fantastic the animation is, and how the characters react differently to virtually every shot played. This organic movement covers all aspects of play, from the player reaching for the ball, through to the opponents preparing for the return.

To increase the relaxed atmosphere of the island, all the games in *Xtreme Beach Volleyball* take place down by the water's edge, rather than in a stadium. You can choose to play at any time of day, right from the first blinding glimmer of sun on the horizon, through late into the lazy summer evenings. The screenshots even indicate that it's possible to get a tan if you're out in the sun for lengthy periods – perhaps that's why the local shop sells sun tan lotion? You can also change the design of the net and the ball, completely customizing each game until it's exactly how you want it.

And that isn't where the customizing segment of the game finishes either. The local watersports store stocks well over 100 different swimsuits to choose from. All the patterns and colours imaginable are available, though it's even possible to create your own designs if your artistic skills are up to it. And before you ask, yes, it is theoretically possible to create a skin-coloured bikini, though it may not be necessary... You see the Art Director of the project has gone on record to say that they're working on a topless mode, though it's unclear at this stage whether or not it will make it into the final game.

The store also sells hats, sunglasses, shoes, nail varnish and other such paraphernalia that can




## GOLDEN BROWN

**It's the little details that impress us...**

It's not entirely clear how this is going to work right now, but we've discovered that it's actually possible to get a suntan. Perhaps this increases your chances of winning the beauty contests held on the island, or perhaps it's purely aesthetic? Either way it's a great little touch. It's also possible to buy suntan lotion from the local beach shop, but there are no details on how this is applied. Maybe you have to get your volleyball partner to rub it on for you, as part of the all-important female bonding element of the gameplay?
















## SEE THE SIGHTS

**There are so many different places to visit on Zack Island. Check these out...**

Aside from the actual volleyball, there are a whole host of mini-games to participate in around the island, including beauty contests and dance competitions. There's also an arcade, a casino and a movie house. Many of these extras are being kept under wraps for the moment, but there are, however, a few other interesting locations that we've discovered...

be used to further accessorize your player. But these items also have a much more innovative use too: they can be bought as gifts for your volleyball partner to strengthen your relationship, both on and off the court. This kind of RPG element will undoubtedly make the game appeal to Japanese gamers.

Another feature that will further the appeal of the game is the inclusion of other activities that can be enjoyed elsewhere on the island. You can take a visit to the arcade to play on a mini-game of *DOA3*, go to the movie theatre to watch clips from Tecmo's other games (including the much-anticipated *Ninja Gaiden*), or play slots, poker, blackjack and roulette at the casino. Plus there are a selection of rhythm action games, including a lifeguard drill, dance competition and beauty contest.

The package is finished off nicely with a local radio station that plays over 20 licensed songs. It's even possible to select the music saved in your hard drive as part of the station's play list.

We can't wait for *DOA Xtreme Beach Volleyball* here at XBM. The game is currently due for release at the beginning of December, so it should be the perfect title to get us through the cold winter months, until the sun starts shining again next year.

# ON THE CATWALK

## ☒ It's just like Malibu Barbie... but for boys!

The island stores sell over 100 swimsuits and bikinis, as well as more than 50 other accessories to dress up your character. Buying them as gifts for your volleyball partner strengthens your bond with her, resulting in better team spirit both on and off the court. You can even try your hand as a fashion designer – create your very own logos and patterns. Our models on the catwalk today are Hitomi, Kasumi, Christie and Tina...





**CHIC AND SOPHISTICATED:** Our first model is Hitomi who is wearing a black baseball cap, sunglasses, and a lavender bikini from Z-Sports. This stylish four-piece is perfect for the sporty woman, whether she's at work, rest or play.











**NAUGHTY, BUT NICE:** Next up we've got Kasumi who's wearing a traditional straw hat and chequered bikini. This eye-catching combination is perfect for relaxing by the poolside on those hazy summer afternoons.





**NAILS AND BEAUTY:** And lastly, please welcome Christie, who's modelling Z-Sports new shocking pink nail varnish, guaranteed to catch the eye. The new range also includes other more subtle colours for the less daring.



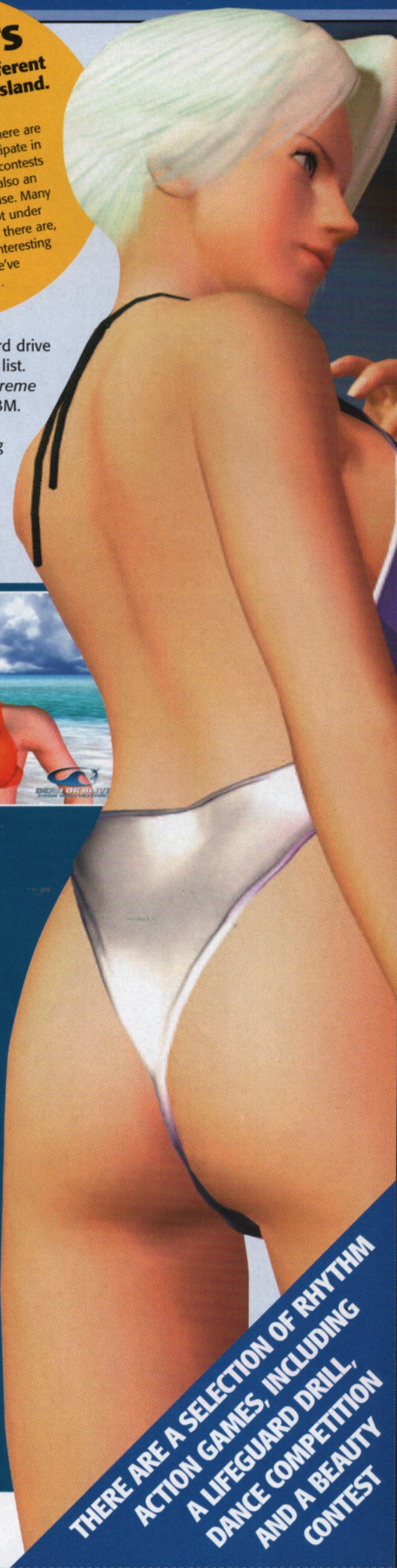


**SLICK AND SPORTY:** Please welcome back Hitomi who's wearing a black baseball hat, black on white polka dots and a pair of trainers comprising of a delicate mushroom canvas and a white rubber trim. Ideal for beach sports.





**FELINE FREAKY:** Next up is Tina, wearing a cheeky little headband complete with pussycat ears. A simple white bikini keeps the image clean and fresh, making this the ideal look for the summer.



**THERE ARE A SELECTION OF RHYTHM ACTION GAMES, INCLUDING A LIFEGUARD DRILL, DANCE COMPETITION AND A BEAUTY CONTEST**






FIRST PLAY!

# BIG MUTHA TRUCKERS

## OH STOP SNIGGERING, IT'S NOT THAT FUNNY...

"ONE OF THE MAIN BOASTS IS THAT BMT OFFERS OPEN-ENDED GAMEPLAY"

### INFORMATION

- **PUBLISHER** Empire Interactive
- **DEVELOPER** Eutechnyx
- **GENRE** Driving
- **RELEASE DATE** December

### DEVELOPER HISTORY




- MAX POWER RACING




- LE MANS 24 HOURS




- 007 RACING

### HARD SELL

"BMT... WILL CAPTURE THE HEARTS AND IMAGINATION OF DRIVING GAME ENTHUSIASTS WHO ARE LOOKING FOR AN ORIGINAL GAMING EXPERIENCE"

BRIAN JOBLING, MD EUTECHNYX

How we laughed! Not since *Ring of Red* came out on the PS2 has a game title managed to raise so much as a titter in the XBM office. However, it takes a bit more than a rude play on words and a couple of nob gags to impress us, so the fact that this game actually brings something new to the driving genre did hold some sway...

Big Mutha Truckers (oh, our sides) Inc is the name of the Hick County haulage company run by the Jackson family matriarch. When she realises its time to throw in the towel and pass the company to one of her kids she decides to put

"THE HICK COUNTY LOCAL RADIO STATION FEATURES SOME BRILLIANT REDNECK LISTENING"

**DESERT TURNS TO SNOW:** There are loads of different environments and climates to get to grips with, including this snowy town, some dusty desert tracks and some really big, modern cities.






them to the test: whichever makes the most cash from trucking and trading over 60 days will inherit the company.

The game not only features the opportunity to ride around in an 18-wheeler truck with heavy steering, a heavy back end and the power and weight to plough through scenery and virtually any other vehicle on the road, but there is strategy involved too. You can maximise your profits by talking to people in bars about what is selling for the highest prices in particular towns, enter into road races for cash bets, and carry cargo for unscrupulous haulage sharks.

## IT'S LIKE

☒ *BMT* takes a family of Deep South country hicks, and puts them into the large load, cross-country haulage business.




The concept is a grand one, and the musical accompaniment on the Hick County local radio station features some brilliant redneck listening, including Butthole Surfers tracks, fiddle-playing classic *The Devil Went Down To Georgia*, and *Rawhide*. With all this on offer, you would hope that the game would be a surprise Christmas chart stormer in the making: but there are several elements which will no doubt be smoothed out before the task can reap its rewards. Aware as we are of the effort involved in stopping a 22-tonne truck in its tracks, the brakes in the current version are remarkably ineffective, and some of the towns you drive to fail to give you an indication of where your destination is – leaving you to pass through without even encountering the truck stop. Although one of the main boasts of the publishers is that *BMT* offers open-ended gameplay, we are hoping that the signposting will be improved before final code so that you can actually locate the booty-bar and trading post in the larger cities. Whatever the outcome, rest assured this will offer the Xbox gamer an element of *18Wheeler*, plus a good medicinal dose of Deep South humour for good measure.

## BACK IT UP

**Getting into that parking space is even more difficult than you first thought!**

If you've ever tried to reverse a car with a trailer on it, you will be aware of the fact that it's very, very difficult. You have to reverse steer to counteract the fact that the trailer moves, not just independently of the car, but in the opposite direction to it. Reversing a truck with a trailer on it is much the same, and Eurtechnyx have utilised this and made it into a mini-game challenge!




## XBM INFO

☒ Each character has their own fully custom made cab, decorated in the style of the driver. You can continue to customise your rig if you go into the garage and get a paint job.



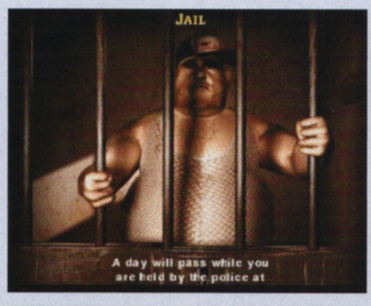



**TAKE IN THE VIEW:** Take a moment to observe the snack box in the corner of the windscreen labelled with the legend 'boner'.

## BANGED TO RIGHTS

**Boss Hogg catches road hog!**

Although time is of the essence, you can't just plough through everyone else on the road and expect to get away with it just because you're big. If you total other road users and drive on the wrong side of the road, you will soon be involved in what we believe Americans refer to as a 'high speed pursuit'. If the cops catch you, they will lock you up for a day, depriving you of 24 hours worth of moneymaking time!














FIRST PLAY!

# SUPERMAN: MAN OF STEEL

IF ONE MAN CAN SAVE THE WORLD THEN MR KENT IS THE ONE TO DO IT!

For many gamers the idea of a *Superman* videogame died when the complete tragedy of a title was released on the N64. Now, just like the real superhero, Superman has come back from the dead to show that he actually can get the job done with *Man Of Steel*.

Let's face it, to make an improvement over previous *Superman* efforts was already an easy task for developer Circus Freak, but thankfully sights appear to have been set a little higher. Everything has been done to ensure you get the full, authentic superhero experience. The story has been co-written with DC Comics, the special powers implemented and the levels in the game created to a scale befitting the red-caped legend.

The very fact that you are able to fly meant that the developer couldn't get away with simply offering small environments. The areas you can cover are, at times, quite substantial and the simple control system means you can look the part jetting around, saving the day, using laser eyes, super breath and so on. And yes, just in case you were wondering (who wouldn't?) you can use X-ray vision. Now where was that shower block?

## INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Circus Freak Studios
- **GENRE** Adventure
- **RELEASE DATE** November

## PUBLISHER HISTORY




- **TAZ WANTED**




- **GUNVALKYRIE**

## HARD SELL

"NO OTHER GAME FEATURES A SUPERHERO WITH SUPERMAN'S ABILITIES"

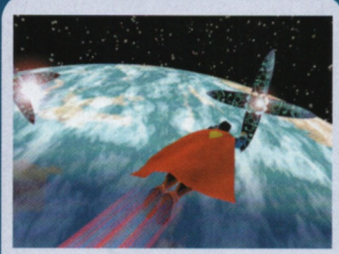
CIRCUS FREAK STUDIOS



"THE AREAS YOU CAN COVER ARE, AT TIMES, QUITE SUBSTANTIAL"

YOU GET THE FULL, AUTHENTIC SUPERHERO EXPERIENCE



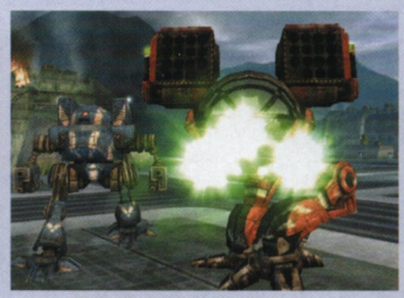


## SPACEMAN

**Why is it that all these evil corporations have to send satellites into space?**

A few of the missions in *Superman* take place in the expanses of outer space – it all looks very *Star Wars*. This is. of course. a no-sweat situation for a man who is essentially an alien anyway. When you're up there you can see the Earth spinning beneath but, sadly, you cannot fly down to any country at random. Now that would make an excellent game in itself.



FIRST PLAY!

# MECH ASSAULT

## A SHOOTER TO MECH YOU SMILE!

### INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Day One
- **GENRE** Shoot-'em-up
- **RELEASE DATE** 22 November

When this game was first announced and the screens of shattering glass, falling rubble and futuristic warfare were shown we knew *Mech Assault* would be fun. Nothing could prepare us however for a massive cathartic effect that results from playing. Just think of it as an over the top stress ball.

Go into one of the built-up city levels and you can spend a good hour playing Godzilla, destroying anything that you can see. Oh, and don't worry about all of the innocent families who are losing their homes, they get them all right back when you restart the level again to begin afresh.

Of course, although this is fun, mass destruction isn't the main point of the game. There are other mechs in the game to kill and missions to be completed through a variety of fantastic environments that include locations outside of built up areas. This doesn't offer anything incredibly original as far as mech shooters go but it does have something that many other games of its type seem to struggle with. A decent control system. This is smooth to play, not slow and cumbersome. Which should make all of that mass destruction, sorry mission completion, all the more fun.

### PUBLISHER HISTORY




- **HALO**




- **DEAD OR ALIVE 3**




- **AMPED**

### HARD SELL

"WE ARE GOING TO BLOW ACTION GAMERS' MINDS WHEN THEY UNLEASH THE MASSIVE FIREPOWER AND MILITARY STRENGTH OF MECH ASSAULT"

PETE PARSONS, MICROSOFT



"A MASSIVE CATHARTIC EFFECT RESULTS FROM PLAYING"

### IT'S LIKE

- A mech game with something that everyone wants – city-levelling mass destruction!






FIRST PLAY!

# XIII

YOU JUST KNOW IS GOING TO BE AMAZING BEFORE YOU EVEN PICK UP THE PAD!

## INFORMATION

- **PUBLISHER** Ubi Soft
- **DEVELOPER** In-house
- **GENRE** First-person shooter
- **RELEASE DATE** December

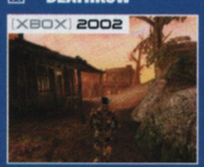
## PUBLISHER HISTORY




- **BATMAN VENGEANCE**




- **DEATHROW**




- **MORROWIND**

## HARD SELL

**"XIII IS A FPS WITH A BRAND-NEW FUNKY STREAK THAT CLOSELY MIRRORS THE COMIC BOOK STYLE"**

ALAIN CORRE, MD AT UBI SOFT

With so many first-person shooters either already out or on the way for the Xbox it doesn't really come as any surprise that some companies are trying to be a little bit different. After all, the hard working development teams hardly want to be put up against *Halo* with every release. The incredibly stylish *XIII* has no danger at all of falling into this shadow.

The story itself is hardly an original idea. The conspiracy/presidential assassination story is very engaging but this doesn't hold anything beyond a good excuse for some quality action. In fact, the story could be applied to almost any first-person shooter. But as you may have noticed this isn't just your average fps! What does make this game stand out as an original and creative piece of video gaming are its handsome looks.

Take a gander at the screens and you'll see that the game uses cel-shading to deliver the game to your eyes. This looks great but it is difficult to see from these still images just how great it does look. The character models and the environments do not look flat or lifeless. This is something that has




**PUSH THE BOAT OUT:** When we first heard about *XIII* we weren't sure how good it would look but even the exterior levels look amazing.

**"THE GAME ALSO ALLOWS YOU TO USE THE CEL-SHADED PIECES OF FLESH AS HUMAN SHIELDS!"**







**ADULTS ONLY:** This may be a cartoony looking game but that hasn't stopped the developer from including blood.



dogged previous games like *Cel Damage*. What makes *XIII* different is the fact that it uses cel-shading in combination with some fantastic shadow and lighting.

It may come as a surprise but the game uses the *Unreal* engine! Not quite what you'd expect from a stylish shooter like this. Despite the cool cartoon looks, this game does take itself very seriously. The developer has clearly spent as much time on the looks as it has on the gameplay because this is one of those games that you just want to play over again.

**IT'S LIKE**

☒ Cel-shading appears to be all the rage. Even *House Of The Dead 3* contemplated using the technique for a while.




The stealth elements, like being able to hide bodies, work really well and the interaction with the environment is superb. Play this game and you soon realise that most objects can also be used as a weapon. This includes chairs, broken bottles, fire extinguishers and even a pen should you so desire! This alone should make for some entertaining deathmatch games with the 16-player Xbox Live game mode. Imagine the embarrassment of being killed with a Parker pen!




**DESPITE THE COOL CARTOON LOOKS, THIS GAME DOES TAKE ITSELF VERY SERIOUSLY**



## SHAKE THE ROOM

**Not exactly the kind of explosion you'd expect to see in *Halo* 2!**

When anything important happens in this game you get silly words popping up on the screen. Everything from footsteps to huge explosions are given the cheesy *Batman* TV series treatment. It may sound like a stupid feature but it works well and gives the game a very distinct style.

**GLASSY:** You should never be short of cool ways to kill a target. This broken bottle should make for some painful deaths!





**SUB WAY:** With no immediate threat in sight this looks like a free submarine – be very suspicious!

## BETTER THAN KEVLAR

**The enemy may have to die but at least they will be going to a good cause...**

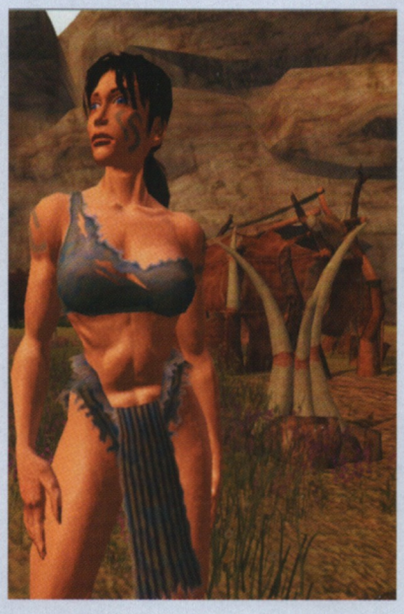
Not only can you search and carry bodies but the game also allows you to use the cel-shaded pieces of flesh as human shields! Good for when you need to beat a hasty retreat. This is a feature that is appearing in a lot of games now – another up and coming Ubi Soft title, *Splinter Cell*, even allows you to interrogate subjects in this way!













EXCLUSIVE!

# BC

## LOINCLOTHS AND DINOSAURS. DO YOU NEED ANYTHING ELSE?

After *Turok* we're not too sure if we can cope with playing a game with dinosaurs in it again. No really. It's not funny. We've been emotionally scarred. If there's one game that could treat this phobia with it's *BC*. A huge action/adventure game where you have to save the human race from extinction.

Sadly, keeping the human race alive is not an easy thing to do. There are some rival ape men intent on wiping you out, dinosaurs who often like to sample the free roaming buffet and numerous natural disasters to contend with. As you might guess, your tribe turns to you for answers, help and the saviour of mankind. No pressure or anything!

The game is being developed by Lionhead (*Black & White* and *Fable*) so you can expect some seriously addictive and very deep gameplay. The playing area in particular seems to be massive and the interaction within that area is of a standard we've come to expect from Lionhead. Your tribe that you lead through the game evolves with each new incident and, like everything else in *BC*, it also has its own place in the food chain. Put yourself on the menu next year.

### INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Lionhead Studios
- **GENRE** Adventure
- **RELEASE DATE** 2003

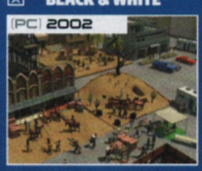
### DEVELOPER HISTORY

[PC] 2001



☒ BLACK & WHITE

[PC] 2002



☒ THE MOVIES

[XBOX] 2003



☒ FABLE

### HARD SELL

"BC IS AN ACTION-PACKED REVOLUTION IN CONSOLE ACTION/ADVENTURE GAMES"

MICROSOFT PRESS RELEASE

"YOU CAN EXPECT SOME SERIOUSLY ADDICTIVE AND VERY DEEP GAMEPLAY"

"YOUR TRIBE THAT YOU LEAD THROUGH THE GAME EVOLVES WITH EACH NEW INCIDENT"

### XBM INFO

☒ There are no guns in this game so you have to use your brain when it comes to taking care of hostile creatures.



### TYRANNY

**Which dinosaur has the best agent in the business?**

If there's one dinosaur that has received far too much press it's the Tyrannosaurus Rex. It's almost as if everybody expects to see it in videogames or films that feature dinosaurs. There are loads of other dinosaurs but this is one (along with those pesky velociraptors!) that keeps coming back to take a few more bites. We blame *Jurassic Park*.

# 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

Commandos 2: Men of Courage™ ©Pyro Studios 2001. Published by Eidos Interactive. Developped by Pyro Studios. Commandos 2: Men of Courage is a Trademark of Pyro Studios.

# REVIEWS

YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS



**WHAT A** time to own an Xbox! With the machine almost a year old now and loads of games out already the fun doesn't appear to be stopping. Far from it in fact, as loads of new games have been announced recently and the coming months are sure to force the shops to rethink shelf space allocation! This month is a great taster for that as you have some quality titles to choose from including a couple of Xbox exclusives in *TransWorld Snowboarding* and first- party title *Quantum Redshift*. It's good to see some software support from Microsoft again.

*Mikee*

**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.

## TIME SPLITTERS 2

Monkey murdering madness – yes!

pg54




## TRANSWORLD SNOWBOARDING

pg64

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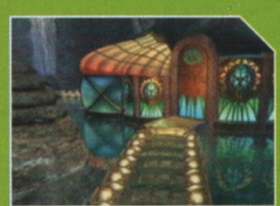

**"THIS TIME ROUND DEVELOPER FREE RADICAL HAS GOT THE BALANCE JUST RIGHT"**



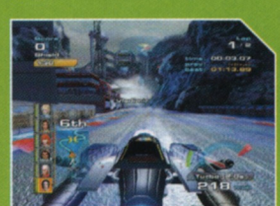

LMA MANAGER pg60



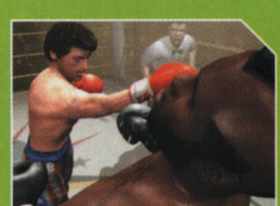
FIFA FOOTBALL 2003 pg68



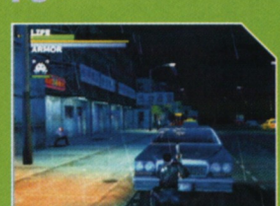
MYST III: EXILE pg72



QUANTUM REDSHIFT pg76



ROCKY pg80



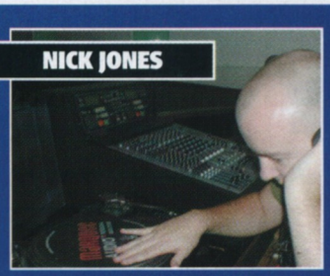
DEAD TO RIGHTS pg88



# HAPPY BIRTHDAY TO US!

**Here it is, issue number 12. Which means the very first birthday for the country's longest running and finest dedicated Xbox magazine! Definitely something worth celebrating, or so we thought...**

### NICK JONES



Laying down some phat tunes to the birthday venue on the evening was three-time break beat champion Jazzy Jones. Working the decks like a like he was born to scratch Nick delivered an eclectic mix of tunes to an eager throbbing dance floor that replied with screams of joy. But then Keith always was far too easily pleased.

### NERYS COWARD



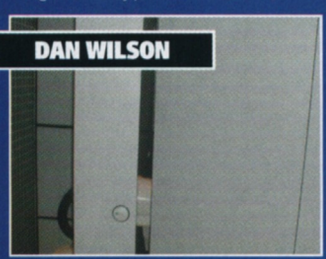
Renowned throughout the south and banned from many a public house, Nerys was on true form for the evening – grabbing the asses of men wherever she could find them. Her speedy attacks often left the targets confused and this breakdancer was certainly surprised at the warm feel of a hand mid way through his carefully practised routine.

### MIKE RICHARDSON



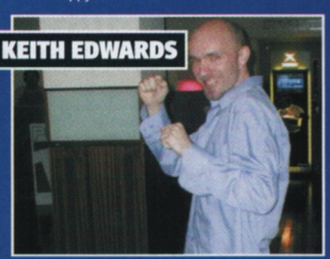
With his parents not approving of his fellow colleagues or this so-called partying business, Mike ended up spending the evening at home. He celebrated the magazine's birthday by reading a few chapters of *Watership Down* and sipping a warm mug of cocoa before dropping off to sleep to dream happy dreams.

### DAN WILSON



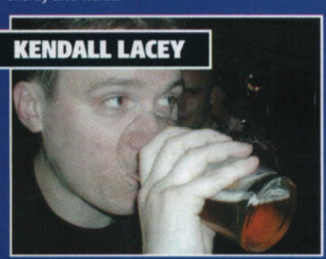
There's always one that just cannot keep up with the pace and Dan was that unlucky person for the evening. After a couple of alcopops he was seen rushing to the toilets and from the resulting noise that came (unfortunately between tunes) we're guessing that things were not going well. A swift exit followed rather shortly afterwards.

### KEITH EDWARDS



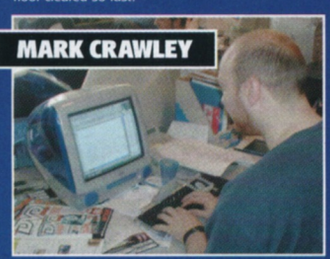
The dance floor was thriving and, with a few orange juices inside him, Keith started to fancy himself a bit. A man on a mission he launched into a group of girls and started to work his magic calling on every move learned from *Dance Dance Revolution*. The resulting effect surprised many – you've never seen a dance floor cleared so fast!

### KENDALL LACEY



Although everyone else was raising merriment with cocktails and champagne Kendall refused to join the party. He preferred to stay away from the collective and spent the evening sat in the corner sipping real ale. A drink he claimed was only for real men. After shaking his head a few times he left to hunt down a bag of pork scratchings.

### MARK CRAWLEY



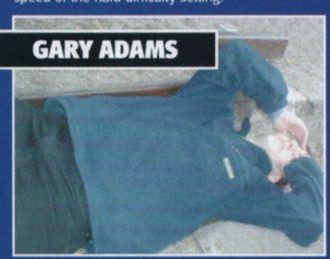
Too concerned with magazine deadlines to celebrate the birthday of XBM, workaholic Mark spent his evening sat at his desk battling away at the *Quantum Redshift* review. Even across the other side of town and over the noise of the party he could be heard cursing about the ridiculous speed of the hard difficulty setting.

### ROB BURLEY



Despite the fact he is the youngest member of the group Burley has an amazingly weak bladder. This rare disease is apparently passed down through the cursed generations of his family. It was more than a little scary to see him stood in the toilets all night long whilst beer runners kept topping him up.

### GARY ADAMS



Not living in Bournemouth the over confident Gary decided to bypass arranging any accommodation, assuming he would have the pick of any girl's bedrooms for the night. Despite many vain attempts he was forced to brave it alone in the park with only squirrels for company.



# TIMESPLIT

## MAKE THE MOST OF YOUR TIME BY PLAYING

XBM BIG GAME



## INFORMATION

- **PUBLISHER** Eidos
- **DEVELOPER** Free Radical Design
- **GENRE** First-person shooter
- **PRICE** £44.99
- **PLAYERS** 1-16
- **WEBLINK** www.eidosinteractive.com
- **RELEASE DATE** 18 October




## DEVELOPER HISTORY

The first *TimeSplitters* game had an incredible amount of hype surrounding it prior to release and was sadly a little bit of a letdown. The multiplayer side of the game was great but it failed to offer much else for a single-player experience.




TIMESPLITTERS

# TERS 2

We were a little bit dubious about *TimeSplitters 2*. The previous game on the PlayStation2, although playable, was limited to being nothing more than a party game. This sequel came as a massive surprise. In fact, this game is the attractive naked girl jumping out of the cardboard cake at your birthday party.

The main problem with the original *TimeSplitters* was that it failed to offer anything in the way of value for money for the lonely single player. The Story mode felt like it had been thrown together at the last minute to justify the existence of the split-screen chaos. Sadly, this meant the game only came off the shelf when the beers were taken out of the fridge; the sofa loaded with victims and the pizza delivery guy was knocking at the door.

The multiplayer side of the game is still a big thing but this time round developer Free Radical has got the balance just right. The main Story mode (which can be played in co-op) may not spin the greatest of tales but the level design and the mission structure on each of the levels is extremely well devised. This is something you don't get to appreciate fully until you play the game on the harder difficulty settings.

Blast through the game on easy and you can get past the entire Story mode in an afternoon or two with little or no problem. Especially if you're playing in Co-operative mode. Switch up to the normal or hard settings, however, and the challenge rises massively. You also

## GAMES LIKE THIS...

XBOX.TOTALGAMES.NET

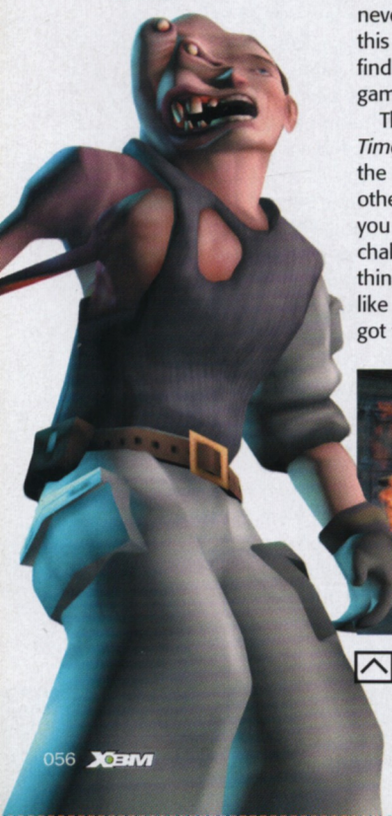
TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES




## XBM INFO

The classic tale of HG Wells's time machine has recently been remade into a Hollywood film, aptly called *The Time Machine*. The Director of that film Simon Wells is the great grandson of the author.



get an extra few mission objectives per level, which sometimes includes an extra area to visit. Completing *TimeSplitters 2* on hard does take some doing. But you never get too frustrated trying because this is one of those games where you find yourself dipping into and out of game modes at random.

The most appealing feature about *TimeSplitters 2* is the fact that alongside the main Story mode there are plenty of other decent excuses for killing to keep you busy. There are 21 against-the-clock challenge games ranging from destroying things right through to more bizarre tasks like smashing panes of glass. Then you've got the 45 bot-filled league games that take advantage of the multiplayer games from a single-player perspective. Just in case you need it spelling out, this is serious value for money!

Of course, the Challenge and League game modes make perfect training grounds for the extremely addictive Multiplayer mode. This is great fun and the number of game modes on offer means you aren't going to get bored of playing it in a hurry. There are the usual Deathmatch and Capture The Flag game modes which can be played with a combination of bots and humans. Then you've also got the sillier games like Virus where the only one not to be infected is the winner and Monkey Assist where a player is occasionally helped out by rocket launcher-armed primates.

The whole point of *TimeSplitters* is that you're supposed to have fun. This cannot be compared to *Halo* or *Unreal Championship* because it is a game that doesn't take itself too seriously. In the Monkey Assist game for example, the backup arrives by falling from the sky to the tune of a cavalry charge. This is something you're not likely to see in another first-person shooter anytime soon. Which is a bit of a shame really because you can never have enough monkeys in a game.

If you do have a surround sound system we can heartily recommend that




**HOT AND COLD:** The effects used for fire and water in this game do look a lot nicer than the PlayStation2 version.



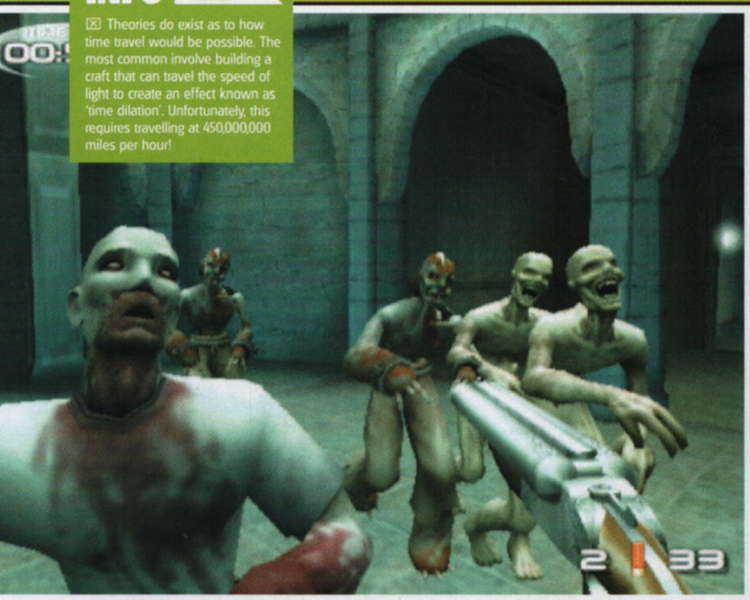
**PASS THE PORTAL:** Get to the end of a level and this is your reward. A fairly average looking time portal!




**PLAY DEAD:** You get a variety of weapons in different time zones but you're always guaranteed one with a decent zoom.

**XBM INFO**

☒ Theories do exist as to how time travel would be possible. The most common involve building a craft that can travel the speed of light to create an effect known as 'time dilation'. Unfortunately, this requires travelling at 450,000,000 miles per hour!



**HOUSE PARTY: All that's missing from this part of the game is a lightgun and a SEGA logo slapped onto the side.**







you turn the speakers up loud. Having the sound of monkeys running all around you is something that has to be experienced by gamers everywhere. The rest of the noises in *TimeSplitters 2* are going to sound very very familiar to a lot of people. Every time you reload a gun, pull the trigger, open a door, examine a bullet hole or pick up a flak jacket one infamous game keeps appearing on your shoulder like a guilty conscience. Of course, we're talking about what was arguably the greatest game on the N64 – *GoldenEye*.

This isn't really a surprise considering the fact that the development team consists of some ex Rare staff. Some of the level design feels the same and the circular damage display HUD you get on the pause menu is simply blasphemous. This isn't necessarily a bad thing – if you're going to rip off a game it might as well be an all-time classic like *GoldenEye*. This doesn't mean that the game falls into a rut of being completely unoriginal. Take the weapons, for example. Sure the game features silenced pistols and timed mines, but the developer has taken time to create an incredibly varied set of tools for each themed time zone.

Throughout *TS2* you'll visit a gangster-riddled Chicago, futuristic neo Tokyo and other fantasy locations – some of which look superb. The rain and blur effects in Tokyo could've easily come straight out of *MGS2*! Then you've got some other levels

# SPOILT FOR CHOICE

**With so many characters to choose from it's a wonder how any multiplayer game gets started!**



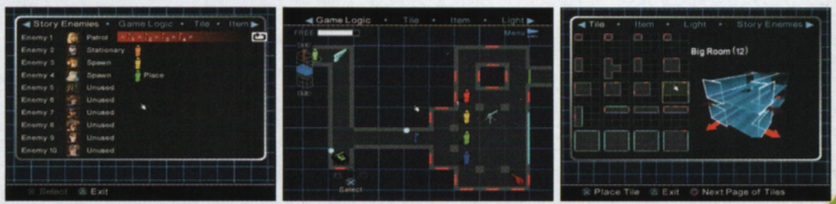

**When you first turn *TimeSplitters 2* on you get a handful of the usual quirky cartoon characters to choose from. Play through the main game and all the extra game modes though, and you start to unlock all kinds of silly character models. There are 126 in total! Some of these come from the enemies you face in the game whilst others have been put in for sheer comedy value.**



# THE NEVERENDING STORY

**Surely one of the reasons the hard drive was invented!**

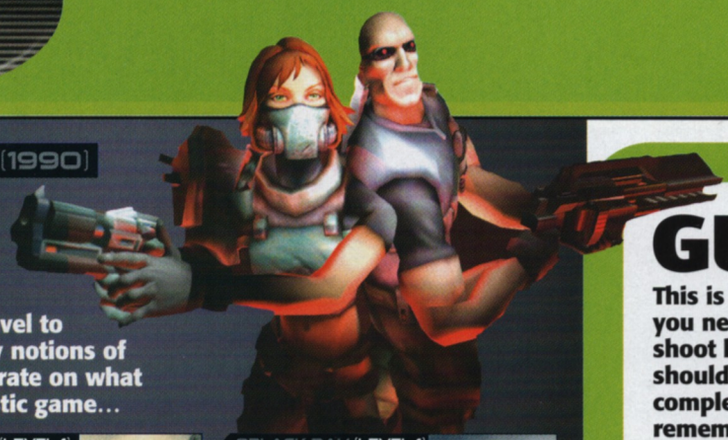
To extend the hours you spend sat in front of the telly, this game features a level editor. This is nothing original – even the first *TimeSplitters* game had one of these. However, this time round a lot more work has gone into it to give you what can only be described as the greatest level creation systems in the world ever, part two. The number of pieces waiting to be used is huge. Combined with the effects, pick-ups and features you can add to each room, you can create some most impressive houses of pain. You can even design your own one-player missions to challenge your mates.



## [LEVEL 1] OBLASK DAM, SIBERIA [1990]

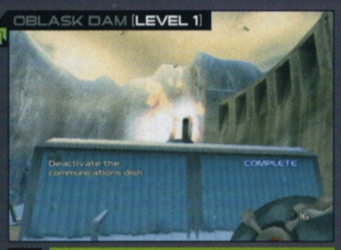
# GOLDENEYE TAKE TWO

**There's nothing quite like a decent dam level to open up a first-person shooter! Forget any notions of unoriginality for the moment and concentrate on what is a fantastic opening to an equally fantastic game...**





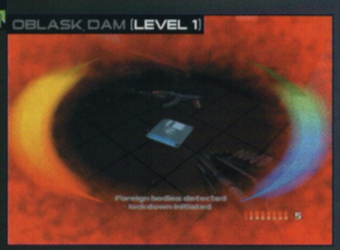

**1** ☒ Your priority through most of the level is keeping enemy awareness to an absolute minimum. This is a must on the harder difficulty settings.




**2** ☒ Once you've cleared out the first area you can concentrate on the first objective: blowing up the satellite communications disc.




**3** ☒ A secondary objective on the easier levels (compulsory on hard) is to find and destroy five file filing cabinets.




**4** ☒ Inside the main complex you realise that you need power to get to the top of the dam. You need to find this disc to reboot the systems.




**5** ☒ Use the disc to get everything working again and receive a mission update. You've now got to find and destroy some biohazard materials.




**6** ☒ Deep beneath the main complex, in a mysterious digging site lies the object of your desire. A rather anti-climactic time crystal.




**7** ☒ Also handily located at the digging site are the bizarre materials that need to be destroyed. This is where the timed mines come in handy.




**8** ☒ By this point you realise that something is not quite right. In fact, there are loads of zombies and mutants roaming around!




**9** ☒ With power restored and the time crystal retrieved you can head up to the top of the dam and the end of the level. Nothing it appears is that easy...




**10** ☒ With the gunship destroyed you can finally exit the level, escaping via the time portal that springs into life at the top of the dam.




# GUN CLUB

**This is a pretty basic game. All you need to do is run around and shoot lots. Which means skill should rule over remembering complex controls. Some points to remember though...**




**1** When you get a hold of a duplicate of a gun you get the option of doubling up. The Left Trigger controls the left gun whilst the default Right controls the right. Makes sense.




**2** The game generally selects the best tool for the job but you can use the D-pad to cycle through weapons and non-lethal items.



**3** A is used to open doors and activate switches. More importantly it's used to hook you up to fixed gun placements for mass carnage sections of the game.



**4** A lot of the weapons include a zoom function, the best being the sniper rifle. Click in the right thumbstick to bring up the scope and then adjust zoom with the D-pad.



ROCKET MAN: The homing missile version is a sure-fire way to rack up kills.



TIME TO BOLT: Whatever you do make sure you never fire arrows into a Golem. It tends to annoy them somewhat.



THE X FACTOR

The challenge and multiplayer games can get very manic with loads of weapons, and explosions going on all around. Perfect for the trigger-happy gamer.

**XBM INFO**

The development team for *TimeSplitters* consists of a handful of ex Rare staff. Including ex members of the *GoldenEye* development team. Something that is particularly evident in *TimeSplitters2*.

that look a little bit poorer with some dull, low quality, pathetic excuses for textures that simply should not be on the Xbox at all. The only thing that holds it all together is a distinct, cartoon-like style that helps you ignore such imperfections.

It's a shame that more use hasn't been made of the Xbox but on a multi-platform release like this it doesn't come as too much of a surprise. The only major grudge we have against this game is with the control system. Movement is overly sensitive and the way the cursor moves towards the edge of the screen before you turn will annoy some. Then there is the lack of a jump button. You do get used to it all fairly quickly but this shouldn't have to be the case at all.

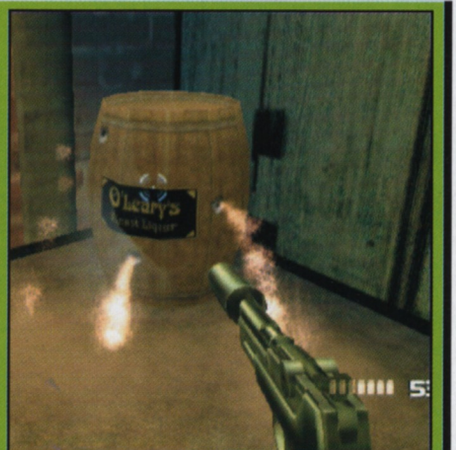
The problem is it's difficult to hate a game that's so much fun to play and *TS2* is just that. Pure undiluted fun. After an hour or so of play any grudges with the control system or the textures are soon forgotten. Excellent value for money, this is well worth getting – there is no such thing as too much mindless killing.

**MIKE**

## TRAINSPOTTER

### Forget the Pop Up Pirate; this is officially the most fun you can have with a barrel!

We're slightly embarrassed to admit that we even noticed this, but it's the small details like this that need shouting about. One of the missions on the Chicago gangster level is to find and destroy five whisky barrels. To do this you have to drain all of the whisky out by shooting holes. Obvious yes, but it is cool when you realise that the whisky always drains to the point of the hole. Shoot a higher hole after the flow stops and nothing will happen but shoot a lower hole and the whisky continues to pour. Yes, we know we're sad!




## VERDICT

TIMESPLITTERS 2

### SECOND OPINION

Yes, *TimeSplitters 2* is a superb game. Yes, it's chock full of gameplay with tons of stuff to unlock. Yes, it has a wonderfully quirky look and sense of humour. What it does lack is a decent aiming system. Call us picky but surely the most important part of any shooting game is to be able to aim accurately... Aiming is hampered becasue you're not always pointing your gun at the dead center of the screen – this can be unacceptably frustrating, especially when there are a load of bad guys on the screen. Still, if you can get past that then *TS2* is great.

**NICK**

### ALTERNATIVELY

**HALO**
Microsoft

It goes without saying, but the only other FPS worth playing on the Xbox is the launch classic.



### XBM RATINGS

**LOOKS**
Some of the textures are a bit poorly turned out but overall the game isn't an abhorrence to watch.

**SOUNDS**
The sound effects have *GoldenEye* written all over them but the use of surround sound is good.

**GAMEPLAY**
A well constructed one-player game and a quality multiplayer experience gives this some solid gameplay.

**LONGTERM**
There is an obscene amount to do in this game and it's going to take you quite some time to crack it all open.

| Why we'd buy it | Why we'd leave it |
|---|---|
| + Fantastic gameplay | − Controls can take getting used to |
| + Good multiplayer game | − Not as visually stunning as could be |
| + Loads to do | |
| + Cool level editor | |

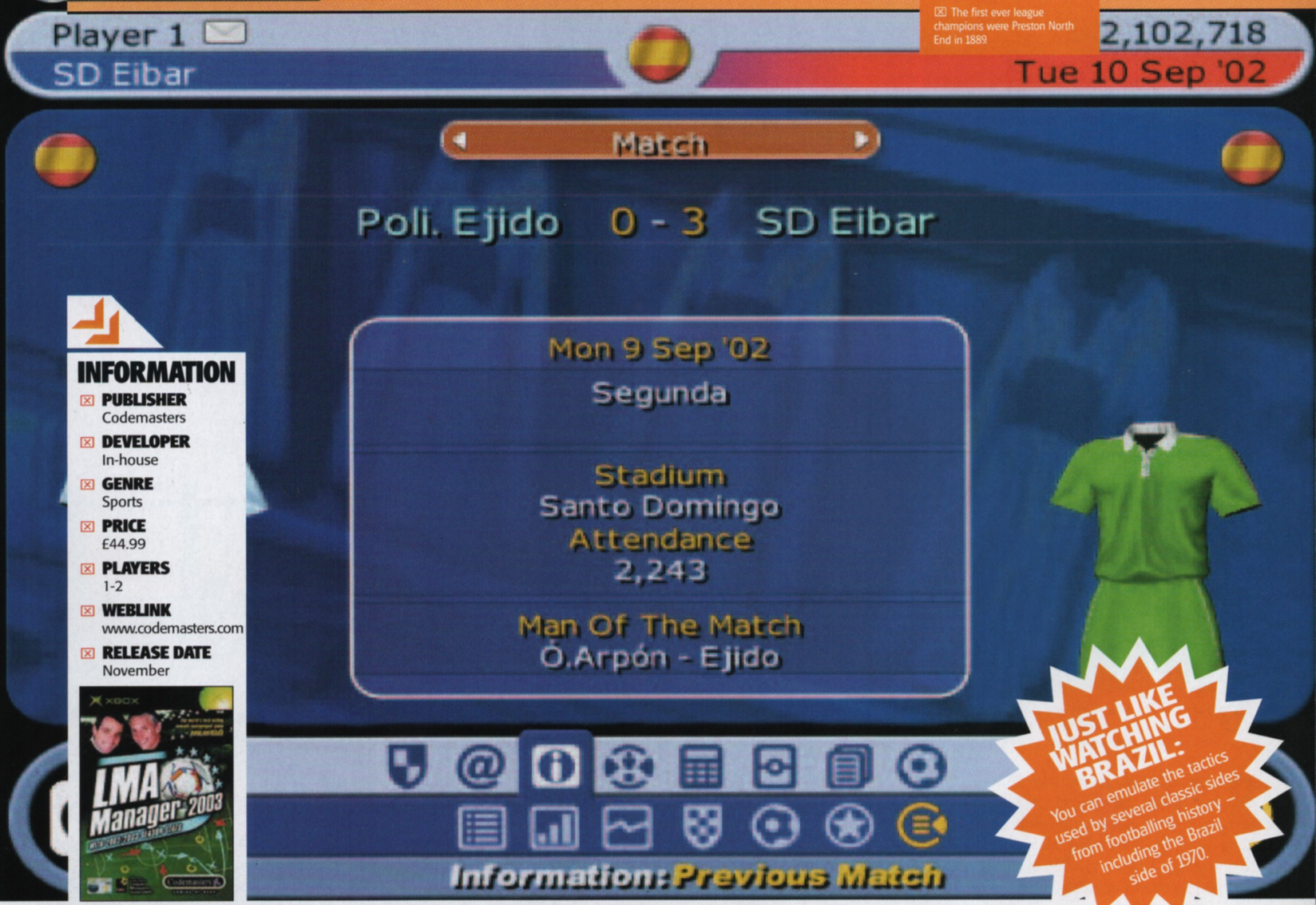
**Overall**

A massive improvement over the original, *TS2* is an absolute blast to play alone or with mates.

**9** OUT OF TEN

XBM INFO

☒ The first ever league champions were Preston North End in 1889.




## INFORMATION

- ☒ **PUBLISHER** Codemasters
- ☒ **DEVELOPER** In-house
- ☒ **GENRE** Sports
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.codemasters.com
- ☒ **RELEASE DATE** November



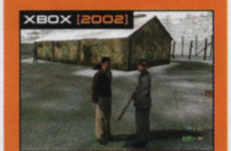

**JUST LIKE WATCHING BRAZIL:** You can emulate the tactics used by several classic sides from footballing history – including the Brazil side of 1970.

# LMA MANAGER 2003

## DOES CHAMPIONSHIP MANAGER FACE ITS FIRST REAL CHALLENGE?

### DEVELOPER HISTORY

☒ Gaming legends Codemasters scored a bit of a hit with one of its first efforts for the Xbox. *Prisoner of War* challenged you to escape from a POW camp, and required more brains than brawn




PRISONER OF WAR

XBOX.TOTALGAMES.NET
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WALLPAPER
INTERVIEW
MOVIES






Football is a game that sparks fierce passions among those who follow the sport, provoking heated debate between fans. Of the myriad of elements that make up the game, there is one thing that most football fans agree on; that they could do a much better job of managing their favourite team than whoever is currently in the role. It is for this reason that football management simulations have always proven incredibly popular with your average football fan. The fact that the results are fictional and that the footballing empire you rule exists only within the computer is irrelevant – what matters is that at long last, Scunthorpe United have made it into the Champions League where they belong…

The *LMA Manager* series is a long-running one on the PlayStation and Playstation2, and is generally regarded as the best football management title on Sony's console. As such, its appearance on the Xbox was almost inevitable, although there is one very clear reason why it may not prove as successful as its PlayStation predecessors. That reason is that the Xbox has something that no other console does – something that raises the stakes considerably when it comes to football management games. That something, if you haven't guessed already, is the behemoth that is *Championship Manager*. Whilst *LMA* faced no competition elsewhere, on Microsoft's machine it needs to be better than Sport Interactive's effort if it is to earn the undying respect of the XBM team, and unfortunately, it falls short of emulating the daddy of them all.

However, this is not to say that *LMA Manager 2003* is a bad game – far from it, this is a welcome addition to the Xbox gaming stable and one that is well worth a look by all football fans.

To begin with, the team behind the game has really done its homework. The players are all at the right clubs, with accurate statistics and the teams

# GETTING STARTED

**Running a football club your way may mean having to introduce a few changes – here's how to go about it.**



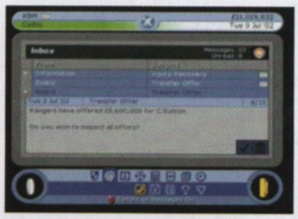
**1** You don't want to get caught cold at the start of the season, so arrange a few friendlies.



**2** To make personnel changes, get the computer searching for players who might be good.



**3** Once you've tracked down the players you want, you'll need to decide who to bid for.



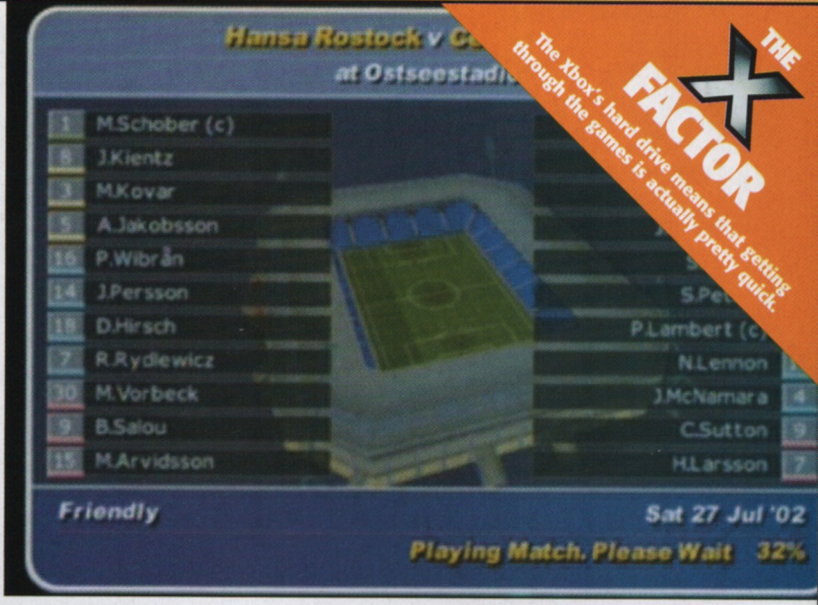
**4** Transfers work both ways, you might want to raise capital by selling some of your own squad.



**5** Tinkering with tactics will be your next job – figure out how to accommodate new signings!





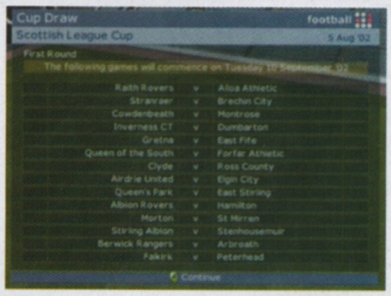


**THE X FACTOR**

The Xbox's hard drive means that getting through the games is actually pretty quick.



**BOB THE BUILDER:** You can increase the capacity of your ground if you want to attract more fans to games.





**FACTS AND FIGURES:** There's more than enough to help you decide who to buy.

have the right kits. You're not just restricted to managing an English club either – you can choose to run a side in Scotland, Spain, Italy, Germany or France as well, with the leagues running concurrently so that you can change nations if the mood takes you – walking out on Manchester United to take the reigns at Barcelona, for example.

There are an almost unlimited number of tactical options for prospective managers to try out – you can choose your own formation and approach or imitate those of some great sides from history – the Liverpool side of the Eighties, for example, or Brazil of 1970.

Jobs are based on a contract system – do well and you'll be rewarded with a new deal, but under-perform and you'll be out on your ear. As a manager, you'll also have the power to improve the ground, increase





## TALKING BALLS



### Expert analysis from the housewives' favourites...

In order to help create the feeling of realism that a game like *LMA 2003* thrives off, Codemasters enlisted the help of Alan Hansen and Gary Lineker to provide expert analysis of the highlights in the game. Unfortunately, they are not exactly on top form, and Hansen in particular barks out random phrases like 'Time on the ball there' that bear little or no relation to what you see on screen. Probably best to play it with the sound off...




**SOME PRETTY BIG NIGGLES STOP THIS ACHIEVING CLASSIC STATUS**



## GOALS GALORE

### If only real football was this much fun!

One of the more dubious aspects of *LMA 2003* is the somewhat unrealistic set of scorelines that you're bound to encounter. These seem to bear little relation to the tactics you use or the abilities of the respective sides on display. Taking over Juventus, we tried making no changes to the side whatsoever, and just flashed past the myriad of menus. The result? A league championship and some huge wins along the way. Who says football management is a difficult job?

**XBM INFO**

You're spoilt for choice when it comes to transfers – there are over 17,000 real players included in the game.

capacity and hire and fire staff (although you can automate some functions if you'd rather concentrate on the football side of things alone).

So, with options galore you'd be forgiven for thinking that this is a possible *Championship Manager* beater, right? Wrong. There are some pretty big niggles that, whilst they don't destroy the fun altogether, do stop this achieving true classic status.

The first problem is one that is inherent in the approach that Codemasters has taken to the management sim, namely the highlights engine. Whether you watch the full game or skip to the highlights (with expert analysis from messrs Lineker and Hansen), the action you end up watching is a bit, well, crap. Because *Championship Manager* is text based, the player ends up imagining every shot, save and clearance in their mind but when you see the rather dubious action unfolding in this game, it can rather ruin the illusion. Seeing the international striker you have spent £10 million on round the keeper then put the ball over the bar really rather ruins things for you, as does the fact that the grounds you play at all feel rather samey.

What's more, the results are really incredibly random and bear little or no relation to real life. If you are playing as a decent side, then expect to see a number of 7-0 wins over the course of a season, with some equally heavy defeats cropping up from time to time.

The differences between the countries is also too vague. If you use a formation that works well in the Premiership whilst in charge of a Serie A side, you'll fall flat on your face in *Championship Manager*. In *LMA Manager 2003*, you'll enjoy just as much success.

As such, this is a game that fails to threaten *Championship Manager*'s supremacy, but might still find a home in the games collection of big football nuts. If you only buy one football management game, get *CM*. If you get two, then this is a worthy second choice. **MIKE**




## VERDICT

XBOX

**LMA MANAGER 2003**

### SECOND OPINION

The crux of a good football management game is whether or not it can fool you into thinking it's the real thing. Without successfully blurring the boundaries between fantasy and reality you might as well be looking at a *Microsoft Excel* document. *LMA* does manage some success here but with seemingly random results (yes, we know football can be an unpredictable game) and the illusion-destroying highlights it does just enough to convince you that it isn't real. Stick with *Champ Man* – after all nothing can better your imagination...

**NICK**

### ALTERNATIVELY

**CHAMPIONSHIP MANAGER 01/02**
Eidos

Simply the most fanatical football management game of all time.



### XBM RATINGS

**LOOKS**
The menu screens are clear and readable, and the highlights look reasonable enough.

**SOUNDS**
Hansen's commentary is appalling, and other sound is sparse.

**GAMEPLAY**
Fun enough, but sometimes you feel as though your decisions have little effect.

**LONGTERM**
Plenty of challenge, with the chance to build a long career for yourself in the game!.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Up-to-date player lists | ⊖ Crazy results |
| ⊕ Plenty of options | ⊖ Crap commentary |
| ⊕ Decent alternative to *CM* | ⊖ Decisions have little effect |
| ⊕ Easy to use | ⊖ No difference between nations |

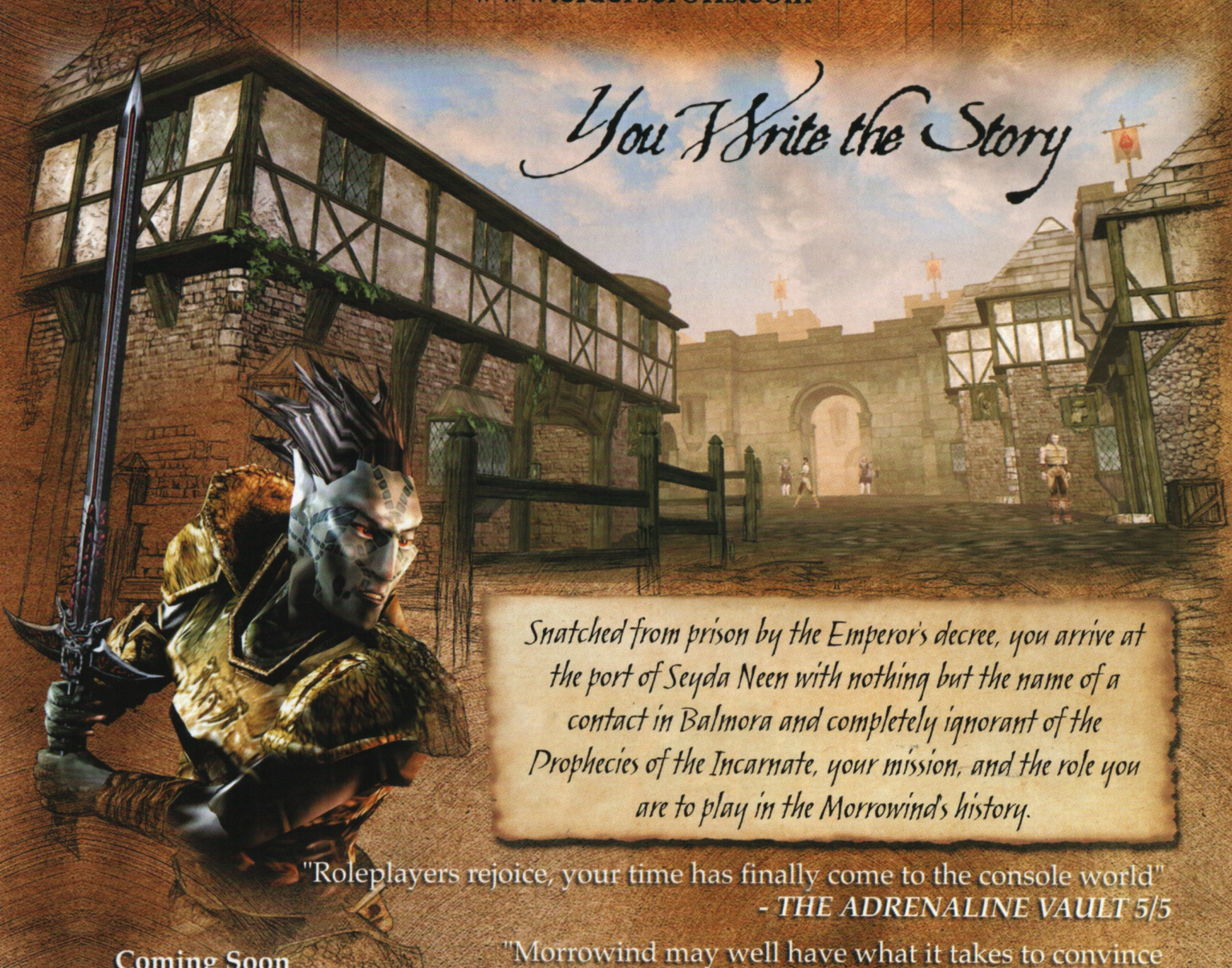
### Overall

**7** OUT OF TEN

Whilst it does suffer from some pretty big flaws, *LMA 2003* is still an enjoyable enough effort. Still not a patch on *Championship Manager* though.

# The Elder Scrolls III
# MORROWIND™

www.elderscrolls.com



## 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*

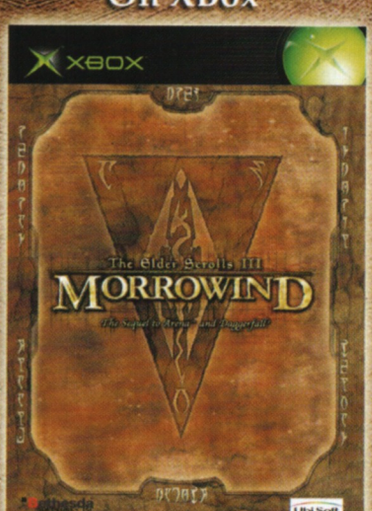
"it borders on a work of art. You have to play it"
*- THE ARMCHAIR EMPIRE 10/10*

"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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Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.

**XBM INFO**

Peter Line has said that his main aim in life isn't to become a Winter X Games champion but to just have fun on his board. Funny that seeing as he's won six Winter X medals, four of which are gold coloured!

THE ADRENALINE-BASED BOOST METER WITH THE HEARTBEAT SOUND EFFECT IS COOL




## INFORMATION

- **PUBLISHER** Atari
- **DEVELOPER** Housemarque
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-4
- **WEBLINK** www.transworldsnowboarding.com
- **RELEASE DATE** 15 November




# TRANSWORLD SNOWBOARDING

## BETTER THAN A USING A TEA TRAY DOWN THE STAIRS!

### DEVELOPER HISTORY

The developer first tried its hand at snowboarding a while back on the PC. The result was a very playable white powder surfer that provided a good taster of things to come in *TransWorld*.




SUPREME SNOWBOARDING




**BRIDGE TOO FAR:** This ghetto-set level is littered with burning car wrecks and joyriders!





Snowboarding is not an easy sport to get in to. First of all you have to have a stable enough financial situation to be able to afford all the equipment that is required. Then you need to be able to get to a snow-covered slope – something of a rarity in this country. If you manage to do all this you then need to be able to actually ride the damn thing in style on a slippery surface!

Which is why we have respect for the people like the pro riders featured in *TW Snowboarding*. Like all sports it requires a massive amount of dedication and hard work to excel in. This is something that is done away with completely in this game. Any muppet could pick this game up and pretend like they're the dog's swingers.

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TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

# SHOW PEOPLE

**Fans of the sport will be pleased to hear that there are ten lovely pro riders to choose from in this game. Each of which come with plenty of video footage showing you why they are called pros. Here's a selection of them...**









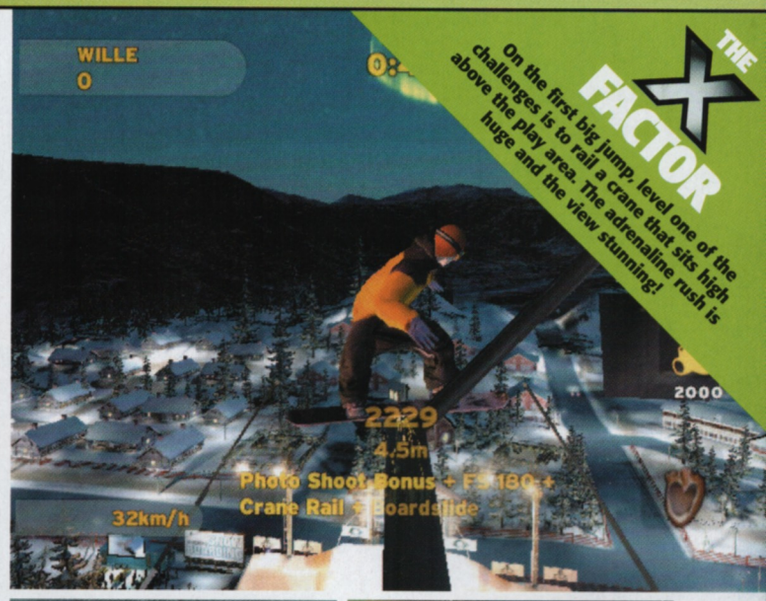













**THE X FACTOR**

On the first big jump, level one of the challenges is to rail a crane that sits high above the play area. The adrenaline rush is huge and the view stunning!









BOARD SLIDE: Reflections warn of hard-packed, icy snow.

RING OF FIRE: This indoor stage reminds us of the Megaplex in *SSX*.







Developer Housemarque has definitely gone for arcade simplicity over hard-core simulation. This does have its drawbacks, but for the initial wow factor *TransWorld Snowboarding* is superb. This is something that was sorely lacking from *Amped*, which required some serious hours logged before you could start to feel at one with mountain. It's actually a surprise this game didn't turn out more like *Amped* because of the official *TransWorld* name.

As it is the license holders must be happy with the final product and who can blame them? This game looks like what it is – an Xbox exclusive title. The character models are superb, the lighting over the top, textures crisp, draw distance impressive, (take a breath) attention to detail ridiculously high, animation smooth and the particle effects are more than pleasing on the eye. We thank you lord for the food on the table, the drink in our pint glass and the nVidia chip in our Xbox.

Unsurprisingly, with so much beauty going on all around you the game does occasionally drop a frame or two on the bigger levels. Thankfully this is rare and never ruins the gameplay to the point where anything is to blame for your mistakes other than you. The control system certainly cannot be cursed as making your rider perform feels about as natural as you can get from a control pad. It's a brilliant idea to use the right stick for grab moves and having to push it in to access a further eight tricks isn't as awkward as you might think. The best part of the control system is the fact that you don't have to think too hard about what you do. If you push right on the stick your rider is going to grab the right edge of the board. Simple but inspired. This means you're left to link tricks together and concentrate on the level rather than what you're going to do next on the controller.

Like we said before though, this arcade simplicity has its ups as well as its downs. The control system is a major up and the adrenaline-based boost meter with the heartbeat sound effect is cool, but the fact that the game is so easy to get into is actually annoying. *Amped* was an immense amount of fun to play because it was rewarding, you actually felt like you had achieved something. You still get

TRANSWORLD SNOWBOARDING CANNOT BE FAULTED ON LOOKS AND THE CONTROL SYSTEM IS DIVINE




**1 ALL THE WAY**
☒ One of the most impressive features of this game is the draw distance. When you start a run from the top of a mountain you really feel like you are standing on the top of the world.

**2 THE TRICK IS**
☒ All of the tricks flash up on the bottom of the screen as and when you perform them. Hold the board long enough and the points start to tick upwards. Just make sure you let go before you land.

**3 THAT'S SNOWBIZNESS**
☒ Being a pro snowboarder is great. You get sponsorship deals thrown at you for clothing and you also get free boards. Some riders even have planks named after them.





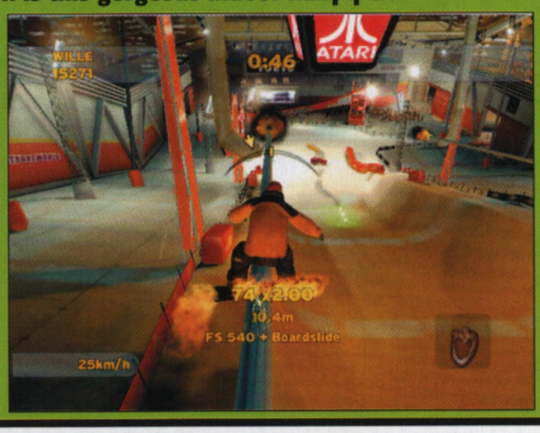




## HALF PIPE. FULL ACTION.

**One of the last stages you get to mess around on is this gorgeous indoor halfpipe...**




some notion of satisfaction after completing a decent trick in this game but extreme sports fans might be disappointed by the lack of challenge.

There are 16 levels in this game, each one split between race, freestyle and halfpipe. In textbook format all have a set of very unoriginal challenges that need to be completed. You know the score: perform a trick, rail an elaborate piece of scenery, beat a certain score and so on and so on. Yawn. More depressing than the challenge list however, is the fact that it's so easy to (snow) plough through the actual game.

It only took us a day to open up all but the last few levels. We're guessing that a regular extreme sports aficionado would be able to get the game finished

# LEVEL 01: BAVARIA

**This game is pretty easy anyway but you should have no problems at all cracking the 11 challenges in the opening level.**

### RAIL 20M



Pretty much every level in the game includes a rail challenge of some sort or another. There are plenty of places to grind on this level and racking up 20 metres is easy enough. On the later levels you have to hold your balance for much longer.

### LAND A 30M-DROP



These drop challenges can be really tough but, although it sounds bad, 30 metres isn't too high and there are few places on the level where you can achieve the height. On later stages you have to land 90m drops – which is far easier said than done.

### PULL A PERFECT INDY



Push right on the right thumbstick to grab the board Indy style. All you need to do now is make sure you hold it long enough for it to become a 'perfect' Indy. The game doesn't let you get away with a quick tap of the board.

### PERFORM AN FS720



So long as you prewind for the jump and get ready to spin as you leave a ramp it's surprising how easily you can rack up 720°. The difficulty is not going too far – odds are high that you'll do a few 900° spins by mistake before you get this one.

### PERFORM A BS360



A simple yet stylish trick, this is similar to the 720° only in a different direction and not quite as fast. You don't need massive air to get this one and so long as you're spinning the right direction it should be an easy one for you to get right.

### PULL A BACKFLIP



Once you've got the rotation challenges out of the way you can concentrate on something a little bit more complex. If you're lucky you can get away with pulling this off on flat land, but it's better to try it off a ramp to ensure success.

### SCORE 10,000 POINTS



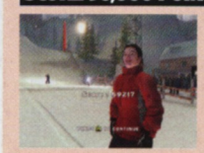
Every level has a selection of point challenges that need to be reached. The first marker is always very easy to hit and it's likely that you'll pass this challenge without even noticing. Unless, of course, you manage to mess up every single trick.

### SCORE 15,000 POINTS



A little bit tougher, the 15,000 point challenge is nicknamed the 'Pro Score' but don't let that put you off as it is a piece of cake to reach. Throw in a few big tricks here and there alongside the normal stuff to guarantee getting this challenge done.

### SCORE 30,000 POINTS



The final score marker on each level is the 'Super Pro Score' which, on the later levels, can be tricky to get. On the first level, however, it's a cinch. So long as you link tricks together you can not only get but also pass way beyond the 30,000 points.

### GET THE TRANSWORLD COVER



As you ride down the slopes in this game you'll notice some photographers on the slopes. A camera icon pops up in the corner to warn of them so make sure you achieve the required score to make the cover. The target for this level is 2000 points.

### FIND THE HALFPIPE



On each level you'll eventually find at least one hidden route or area. In Bavaria there's a hidden halfpipe waiting to be found. So long as you stay over to the right of the run on the way down and you shouldn't have any trouble finding it.



**CABLE GUY: Yet another snowboarding game that's going to cause a fatal accident when a kid tries the same.**



**DOWN THE LINE: Keeping your speed up on the halfpipe is essential. Mess up and you'll never fully recover.**



within a couple of days with one character without too many difficulties. Of course, then you've got the task of going through it all again with the other riders but the challenges stay the same and the difficulty level never increases to a sufficient level. The multiplayer is good for a laugh but we want value for money in the single-player side of the game to keep us coming back.

This is without a doubt the biggest problem with the game. The crap sound effects of the boarder as they bump into objects on the slope pale in comparison. At least these can be drowned out with the games nu metal music. But why make the game so easy? It almost seems like a waste of 16 utterly gorgeous levels. Surely it wouldn't have been too hard to add some more challenges in to spice things up? Even an extensive list of simple challenges would've helped the game out massively.

Still, this is what you get and depending on how many hours you spend sat in front of your games this might appeal. After all *TransWorld Snowboarding* cannot be faulted on looks and the control system is divine. Just make sure you treat this like the arcade game it is. As things go there's probably more to do in this than most basic arcade ports so we guess we shouldn't complain too much. Just sit back, switch your brain off, chill out and enjoy what you'll find is a fine snowboarding game. **MIKE**

## VERDICT

XBOX

*TRANSWORLD SNOWBOARDING*

### SECOND OPINION

☒ It really is a close call. Which game is better? *Amped* or *TW Snowboarding*? We just about come down on the side of the former. Only just, mind. *Amped*'s structure is punishing, admitedly, but feels more refined and is far more rewarding because of that difficulty. You feel a real sense of progression. *TW Snowboarding*, on the other hand, is a little too easy, it goes a bit too far in the arcade style approach for our tastes. It does remind us of the Nintendo classic *1080°* and that should tell you something: this game is worth your money.

**NICK**

### ALTERNATIVELY

**AMPED: FREESTYLE SNOWBOARDING**
Microsoft

☒ Another quality snowboarding game, *Amped* is tuned more towards simulation style gameplay.



### XBM RATINGS

**LOOKS**
The levels are breathtaking to look at and a lot of the features that have been added are way beyond the call of duty.

**SOUNDS**
Whether you choose the unoriginal music you get or some of your own make sure you play it loud to drown out the sound effects.

**GAMEPLAY**
The challenges may be uninspiring but the gameplay is consistently smooth, making *TransWorld* a joy to play with.

**LONGTERM**
It doesn't take too long to crack open most of the levels in this game but to do it with each character will take ages.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Huge open levels | ⊖ A little bit on the easy side |
| ⊕ Intuitive controls | ⊖ Unoriginal challenges |
| ⊕ Detailed character models | ⊖ Cheesy sound effects |
| ⊕ Stunning visuals | |

**Overall**

A seriously intense snowboarding experience that should not be missed.

**8** OUT OF TEN



### 1 WHO ARE YA?

☒ *FIFA 2003* features club specific chants and real stadia, making the atmosphere at matches intimidating and uplifting. Try taking your team to Galatasaray's infamous Stadium of Hell and you'll understand the meaning of pressure.

### 2 POWER BOOTS

☒ The only part of the play which slows down the action as far as passing goes is the power bar, which appears when you lob or go for a long pass.

### 3 ACTION REPLAY

☒ Feel like gloating? Now you can really go to town, with all new half-time and end of match highlights, which let you revel in every single moment of glory again and again.

## INFORMATION

- ☒ **PUBLISHER** EA Sports
- ☒ **DEVELOPER** EA Canada
- ☒ **GENRE** Sport
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.ea.com
- ☒ **RELEASE DATE** November




# FIFA FOOTBALL 2003

## IT REALLY IS A BEAUTIFUL GAME NOW! JUST LOOK AT THAT SOFT FOCUS...

### DEVELOPER HISTORY

☒ Another day, another dollar in the hands of gaming monolith EA. As a tournament comes up, time to ship a version of *FIFA* with whichever cup it happens to be. Fair enough though, this wasn't a bad game. We're just waiting for the Worthington Cup edition.




FIFA WORLD CUP 2002




Of the football games that have so far been released on the Xbox, the universal complaint has been that they have failed to utilise the Xbox's potential. Well, it looks like that is about to change with the arrival of a new *FIFA* game, which boasts an all-new game engine which is designed to work with the Xbox's hard drive and graphics capabilities.

*FIFA* has always had the advantage of ownership of the license, giving it the rights to all the correct names (therefore never having to resort to players called David Bakeham and the like), every single kit and a huge number of stadiums. There are 175 licenses wrapped up in the *FIFA* package, but the authenticity doesn't stop there. This game offers the most realistic facial

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## THE X FACTOR

**Each striker even has their own signature celebration and with the luscious looks of the game, they all look joyfully like the real thing.**



**FIFA HAS LEARNT FROM THE LYRICAL SIMPLICITY OF THE CONTROLLER SET-UP OF ISS**

## HOLE IN ONE




### Stepping up to the box!

One major change in the set up is the way that free kicks are taken. Instead of just kick and hope, the free kicks are given a far more accurate aiming system, similar to the way golf games work. You can now choose where to kick the ball to produce the correct amount of curve, as well as aiming it to go straight into the back of the net or to the feet of a waiting striker.



**OOFFF! WATCH THE KNACKERS!:** With this new and accurate aiming system, it's easy to aim straight for the nuts.



**THE REFEREE'S A BANKER:** It's all too easy to foul when you go for a late tackle – don't expect any leniency from the ref either.



### XBM INFO

☒ Ahn Jung-Hwan, the Korean striker who scored the goal which knocked Italy out of the World Cup was sacked by Perugia, the team he played for in Italy.

models to date, with every single hairdressing error and facial tick of the FA and the 450 worldwide team members featured in stunning detail.

The first thing that hits you about the reworked AI engine is the fact that the beautiful game play is much more smooth and fluid than its previous outings on the PS2, and even on the Sony console's version of this game. The focus of the new engine is team play and team tactics: the passing, through balls and lobs all move through a team which has the ability to anticipate passes, as well as having a remarkable ability to fluff easy balls and foul up tackles – just like the earners of preposterous pay cheques on the field.

*FIFA* has learnt from the lyrical simplicity of the controller set-up of *ISS* and dropped the 'button tapping to run' move favoured in earlier outings, using instead the Right Trigger to help players sprint up the field. Overall, control has been tightened up and simplified to make playing *FIFA* on the Xbox as fast and fluid as the game itself and as accessible as an arcade game. But alongside the simplicity of the controller set-up, there are features which pleasingly give the game more depth and style than we have come to expect from EA's 'chuck out a new *FIFA* every year' franchise. If you press the right thumbstick when your player is in possession of the ball, he can pull off several tricky moves. If he's dribbling the ball and approaching another player, a quick flick of the left stick and he moves onto advanced dribble, kicking the ball out in front of him, running round his opponent, and picking the ball up on the other side – giving you the glow you can only get from running rings round your mates in the heat of a game. If you use the right stick when you have one of your star players on the ball, you really start looking good: the Beckhams, Owens and Ronaldos of this world pull off dummies, step overs and a myriad of tasty moves put there to outfox and fill the opposition with quizzical and irritated wonderment.

*FIFA* retains its slightly less than believable goal count, but aside from that, it manages to come across as a realistic, dynamic and fluid game which will keep every single footy fan in the country up well into the wee hours: or maybe just until England beat Brazil in the World Cup semi finals. **NERYS**

## VERDICT

XBOX

**FIFA FOOTBALL 2003**

### SECOND OPINION

☒ When this one dropped through the office letterbox, it hardly had us rushing to the big black machine in a state of frenzied anticipation. To our great pleasure, however, once we did start playing several noticeable improvements over previous incarnations became apparent. The gameplay, visuals and general feel of the game has stepped up a few notches, and while this still falls short of the the yardstick that is *Pro Evo*, it seems that *FIFA* is headed in the right direction. Footy simulation fans should enjoy this one.

**DAN**

### ALTERNATIVELY

**ISS2**
Konami

☒ Without many licenses and with poorer graphics, this is still a pretty good kick about.



### XBM RATINGS

**LOOKS**
Authenticity, plus atmosphere, added to beautifully rendered players equals one hell of a good-looking game.

**SOUNDS**
The chanting and cheering is fantastic and the commentators, including Ally McCoist, never miss a beat.

**GAMEPLAY**
An easy to use controller set-up, smooth passing and some stunning ball skills are only slowed down by the outdated power bars.

**LONG TERM**
The inclusion of so many tournaments, including new addition the Champions League, makes this a keeper.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Fantastic graphics | ⊖ Power bar for long passes |
| ⊕ Improved free kick taking | ⊖ No first division teams! |
| ⊕ Improved passing and shooting | ⊖ Player select slow |
| ⊕ Advanced moves | ⊖ No license for silverwear |

### Overall

A fantastic comeback for the *FIFA* series which will no doubt have the *ISS* team on the ropes. Addictive, accurate, highly playable, and with plenty of substance.

**8** OUT OF TEN




**UP AND AWAY**

The game is won when the first silly egg character makes its way to the top of the level, away from the water and catches hold of a waiting hot air balloon. It's all very *Rainbow Islands*.

**XBM INFO**

A hen requires around 25 hours to produce an egg. In the US alone over 60 billion eggs are produced each year. That's a lot of hens.

**IN THEORY AT LEAST THIS IS A DECENT IDEA FOR A PUZZLE GAME**

# EGGO MANIA

## ONE OF THE FIRST PUZZLE GAMES ON XBOX AND WE GET THIS?

**INFORMATION**

- **PUBLISHER** Kemco
- **DEVELOPER** Hot Gen Studios
- **GENRE** Party/Puzzle
- **PRICE** £44.99
- **PLAYERS** 1-2
- **WEBLINK** www.eggomania.com
- **RELEASE DATE** Out Now




The whole point of a puzzle game is that it's supposed to be addictive to the extent where you cannot imagine a day going by without a quick play. It should also be incredibly simple to pick up, whilst requiring a lifetime's dedication to master – and even then it should surprise you! *Eggo Mania* is simple to pick up but you do feel like you've mastered it within a few goes.

This is bizarre really because compared to most other puzzle games there is an incredible amount going on. The aim of the game is to get your egg character to the top of the arena (away from the water) by building up layers of *Tetris*-style bricks. At the same time you have to scupper your opponent by throwing bombs and other such spanners, avoid random attacking animals and ensure no gaps are left for the water to seep through.

The problem is, with all of these elements in the game you don't feel anywhere near as connected to the gameplay as you do with *Tetris* or *Bust-A-Move*. Another problem is that despite all of the chaos going on around you the game feels quite slow. Since the top is your goal and it would take a very stupid player to crumble to water level – all sense of urgency is lost. This means even the Two-player mode isn't quite all it should be. In theory at least, this is a decent idea for a puzzle game but all experienced puzzle players should avoid. **MIKE**

**PUBLISHER HISTORY**

After playing the above average *Batman* debut on Xbox we're not too sure what to expect of the up and coming *Dark Tommorow*. But from what we've seen so far it is a distinct improvement over the original.

XBOX [2002]



**BATMAN: DARK TOMMOROW**

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## VERDICT

XBOX

**EGGO MANIA**

**SECOND OPINION**

A bit like *Worms Blast* on the PS2, *Eggo Mania* has too many different elements, making it less of a puzzle game, and more, quite frankly, of a mess.

The power of the hypnotic thrall of *Tetris*, *Bubble Bobble* and the sublime *Pop'n'Pop*, lies in their simplicity, and that leaves creators of new puzzle games with something of a 'puzzle': if all the best, most simple ideas are taken, where now for the genre?

We're sure that there is a a way ahead for puzzle games, but unfortunately, this isn't it.

**NERYS**

**ALTERNATIVELY**

**FUZION FRENZY**
Microsoft

A fairly average multiplayer collection with some redeeming games amongst the crap.



**XBM RATINGS**

**LOOKS**
Puzzle games rarely wow and this is no exception. In fact, the overly bright colours and garish backgrounds can distract from the game.

**SOUNDS**
The super cute music is a wrong 'un but you can at least play tunes saved to your hard drive.

**GAMEPLAY**
It's nowhere near as addictive as *Tetris* but get a two-player battle going and you can drag some wholesome fun from this game.

**LONG TERM**
You'll soon grow tired of this in one-player leaving it on the shelf to collect dust until your friends feel like a break from *Halo*.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Good for short bouts | ⊖ Can get boring |
| ⊕ A nice idea in theory | ⊖ Bright colours can distract |
| ⊕ Fun two-player | ⊖ Annoying music |

**Overall**

A decent enough idea for a puzzle game but it's not really a patch on *Tetris*.

**4** OUT OF TEN

## XBM INFO

☒ An online feature with tournaments for up to 64 players and with over 200 computer opponents was mooted for *FILA*, but this seems to have been shelved during development




**2 SERVE'S UP DUDE**

☒ Timing is of the essence when you serve – get the power bar on full and you'll unleash the strongest of serves, needless to say they'll be less powerful as you hit further down the bar.

**1 SUPER COMPUTER**

☒ Watch out if you choose to play with a computer-controlled partner. If you're not careful they'll steal all of the shots, so get to net and make sure that you get in on the action.

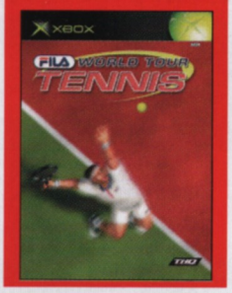



**IT'S NOT THE WORST WE'VE PLAYED, BUT WE'RE STILL WAITING FOR MUCH BETTER**

# FILA WORLD TOUR TENNIS

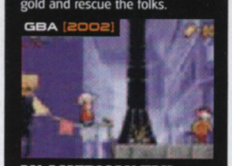
## INFORMATION

- ☒ **PUBLISHER** THQ International
- ☒ **DEVELOPER** Hokus Pokus
- ☒ **GENRE** Sports
- ☒ **PRICE** £29.99
- ☒ **PLAYERS** 1-4
- ☒ **WEBLINK** www.thq.com
- ☒ **RELEASE DATE** October




## DEVELOPER HISTORY

☒ The rodent is on the trail of some gold using pieces of a map to get to a gold mine. Add the fact that some cats have kidnapped his family and the objectives are simple: Get the gold and rescue the folks.




**AN AMERICAN TAIL: FIEVEL'S GOLD RUSH**

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## IT'S NOT ON THE LINE · IT'S OUT!

There's not really a lot to the sport of tennis – serve, outwit opponent and claim the winning points. Simple. And so should making a damn good game of this sport be… you'd have thought.

*FILA* does not include any licensed players so some poor soul has had to go through the painstaking task of making up 100 names for you to choose from. Immediately this was a shame but one that we found we were able to get over.

In terms of graphics it really is a rather bland effort. That's not to say it looks awful, but having seen what developers are becoming capable of doing on this machine it is lacklustre visually in terms of both the player models and the environments. Sure you can play on different surfaces and locations but there's nothing in the animation to shout about.

*FILA* isn't helped out much by its gameplay to balance its graphical shortcomings. While play is actually quite fluid there isn't a whole lot to it once you're on the court. Off court there are the usual exhibitions, tournaments and training features that you'd expect, but the matches aren't that exciting. A limited number of shot types combined with the fact that it is difficult to play the ball anywhere other than straight until you have built your character up makes this a bit of a chore. Granted, once your stats are up it gets better but how many people will persevere and achieve this we wonder. It's not the worst of its type that we've played and at least it's being released at a cut price, but we're still waiting for much better. **DAN**

## VERDICT

XBOX

**FILA WORLD TOUR TENNIS**

### SECOND OPINION

☒ With no licensed players, you can't help but feel this game started on the wrong foot. Tennis is a game of big names and without the explosive Venus sisters and Pete Sampras, the gameplay and graphics have ground to make up. It's a great shame, then, that *FILA* demonstrates none of the graphical prowess or the playablility of *Slam Tennis* or the Dreamcast's beautifully addictive *Virtua Tennis*. Not even being able to suppass the graphics in *Virtua* is a shameful position for an Xbox game to be in.

**NERYS**

### ALTERNATIVELY

**SLAM TENNIS**
Atari
☒ Not anywhere near perfect but the gameplay improves on *FILA*.



### XBM RATINGS

**LOOKS**
Hardly ground-breaking in the visual department – it wouldn't look too out of place on much lesser systems.

**SOUNDS**
There is a generic background tune, standard sound effects and the umpires sound like Hal from *2001*.

**GAMEPLAY**
Not a lot of variation – win lots of points at the net or lose a lot on the baseline. Gets a bit better as you build your characters.

**LONG TERM**
There's training, exhibitions, shopping and tournaments on offer, but the gameplay may deter much replay for many.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ It runs fairly smoothly | ⊖ Looks bland |
| ⊕ Plenty of players to unlock | ⊖ Lack of shot variety |
| ⊕ Challenge mode | ⊖ Poor sound effects |

### Overall

Tennis is all about craft and out-thinking an opponent with cunningly placed shots. Why has this prerequisite seemingly been omitted then?

**4** OUT OF TEN



**1 DISTANT LANDS**
Though the levels are fairly large, you can actually make your way right across the landscapes. This sort of exploration is needed to solve some of the puzzles.

**2 LIVE ACTION**
Real-life performers add to the mysterious atmosphere of the game by acting as strangely as possible. You never know when another odd character will pop up and take you by surprise.

**3 STRANGE MACHINES**
Advancing through the game usually revolves around solving puzzles. Most of these involve learning to use the ancient mechanical devices that lie dotted around the various locations.

## INFORMATION

- **PUBLISHER** Ubi Soft
- **DEVELOPER** Presto Studios
- **GENRE** Adventure
- **PRICE** £39.99
- **PLAYERS** 1
- **WEBLINK** www.myst3.com
- **RELEASE DATE** Out Now




# MYST III: EXILE

## PUZZLE SOLVING IN A MYSTERIOUS WORLD, FULL OF ANCIENT INVENTIONS...

### DEVELOPER HISTORY

*Rayman* is one of the most popular series ever to come out of France. The second game in particular had the perfect balance of innovation, comedy and great design – making it a hit with gamers of all ages. *Rayman 3* is due out on Xbox next year.




**RAYMAN 2: THE GREAT ESCAPE**

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It's hard to believe that *Myst* was once the biggest selling PC game of all time. In today's videogame market it's hard to believe that any 2D games topped the charts for that matter. But then the rendered graphics used to create the landscapes in *Myst* certainly gave the impression of being in a 3D world – which was perhaps an important factor regarding the overall success of the title. Of course, the fans would argue that it was all about clever puzzles and a strange fantasy atmosphere, and if that truly was the case then *Myst III: Exile* should prove as popular as ever.

Firstly, fans of the series will be pleased to hear that this is faithful to the previous two games, even though it was created by a different development house. You still enter the worlds through the pages of magical books, and this



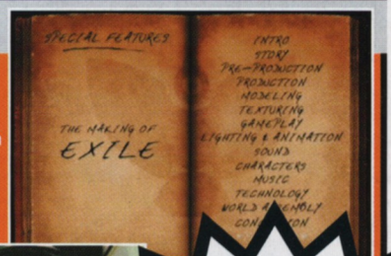
### XBM INFO

The Xbox version of Myst *III* was converted to the console by only two programmers. Apparently the entire translation only took them just a few months.

## SPECIAL FEATURES

### Myst III gets the DVD treatment!

A rather nice little extra included on the disc is the Making Of *Myst*. The documentary focuses on all aspects of the creation process, right from early designs through to the orchestral soundtrack. Many interviews are included, resulting in an interesting featurette for all you budding game designers out there.








**IF YOU'RE THE KIND OF PERSON THAT ENJOYS BRAIN-TEASING GAMES, YOU'LL PROBABLY ENJOY THIS**



**GREEN FINGERED:** Surely no harm could come to a small child in a greenhouse-type building with a suspicious looking woman? Could it?

**XBM INFO**

In Japan a limited edition box set was released, complete with a soundtrack, guide book and picture postcards.

**THE X FACTOR**

FMV over the top of pseudo 3D backgrounds – how did they do that?







**LEARNED CHAP:** This man has all the trappings of a university professor – and yes the suspect smoking device on the table all but confirms it!

time the adventure starts off in Releeshahn, the new world written by Atrus – the author who wrote the books in the previous two games. This time round he and his wife Catherine have settled down and had a child, but because Atrus is becoming increasingly concerned for the welfare of the people in the new book, Catherine feels that a holiday would help him to relax. As his friend, you're invited on the holiday, but as the two of you are about to leave a strange man appears in Atrus's home, smashes the protective casing around the book and disappears into the pages. With Atrus in a state of panic, all you can do is follow him and try to figure out the mysteries that will soon make themselves apparent.



From here the structure and gameplay is virtually the same as it was before – you're still in control of an icon shaped like a hand, and can point at items you wish to interact with. However, this time round each of the pre-rendered screens is stretched all around you, enabling you to look in any direction, even though the image is essentially2D. Because of this new system, you can aim in the direction you wish to move and press the action button to progress to the next screen. Much of your time is taken up progressing in this manner to solve puzzles. This often consists of learning how to use ancient mechanical devices to unlock doors and pathways – a task that often requires a lot of exploring to locate the instructions, which are usually encrypted within the scenery itself.

If you're the kind of person that enjoys brain-teasing games, you'll probably enjoy this. The locations are beautifully realized, and the atmosphere is enhanced by a stunning orchestral music score and great art direction. While this certainly isn't for everyone, it is a good game that will bring you hours of entertainment if you're prepared to put the work in. **KEITH**

## VERDICT

XBOX

### MYST III EXILE

### SECOND OPINION

The first time you see *Myst* the initial reaction is somewhere in between 'that's amazing' and 'where's the receipt?' Unfortunately, most gamers are probably going to lean towards the latter after a very short bout of play as this is one strictly for the niche market. It certainly seems an odd choice of game to release on the Xbox as the only people who are going to really appreciate it are those that have played the previous *Myst* titles. If you don't fit into this bracket you need not apply.

**MIKE**

### ALTERNATIVELY

**ODDWORLD: MUNCH'S ODDYSEE**
Microsoft
A superb platform adventure set on a strange planet.



### XBM RATINGS

**LOOKS**
It might only be 2D but the style and quality of the visuals is second to none.

**SOUNDS**
A fantastic orchestral score on some fantastic spot effects keep things exciting.

**GAMEPLAY**
The sedate pace of the game will bore some gamers, but the puzzles are great.

**LONG TERM**
It's not a particularly long game, but chances are that the tricky puzzles will keep you going.

| Why we'd buy it | Why we'd leave it |
|---|---|
| Superb fantasy atmosphere | Too slow for some gamers |
| Clever use of 2D graphics | Puzzles can be too obscure |
| Tricky puzzles | Some ropey acting |
| Bonus 'Making Of' featurette | Not a huge step on from *Riven* |

### Overall

**7** OUT OF TEN

It's unlikely that *Myst III* will do well at retail, but for gamers who want something thought-provoking and deeply engaging, this will suit you perfectly.



**1 ONE GEM TO RULE ALL**

☒ Obtained near at the beginning of the game, this red gem holds many secrets that will be unveiled to you as you piece together the story. Trust no-one!

**XBM INFO**

☒ The player's actions throughout the game have repercussions in the future, some changing history while other alter the landscape and even the lives of others!





**A RATHER UNIQUE GAME WHICH OFFERS HOURS OF GAMING WITH AN INTERESTING REPLAY VALUE**







# SHADOW OF MEMORIES

## KONAMI TAKES YOU ON A MURDER MYSTERY THROUGH THE AGES...

**INFORMATION**

- ☒ **PUBLISHER** Konami
- ☒ **DEVELOPER** In-house
- ☒ **GENRE** Adventure
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1
- ☒ **WEBLINK** www.konami.com
- ☒ **RELEASE DATE** Out Now



*Shadow of Memories* opens with the lead character, Eike, being murdered by an unknown party. Eike soon wakes from his slumber and discovers he has ended up in limbo, where the Homunculus (a time travelling entity) offers him the chance to return, prevent his murder and change his destiny. Soon after returning to his normal life with no real memory of what has just happened, our hero finds himself in the possession of a red gem, which unbeknown to him will play an incredibly important role as his fate unfolds.

As you progress through the various time periods you will encounter numerous characters who you can interact with, with many helping you solve puzzles and piece together Eike's hazy past. Many of the actions caused by you as you travel through the various time periods will alter various features within the town, from taking a Royal Crest from off the front of the town manor, to telling a builder to build a monument rather than plant a tree. When released on the PlayStation2 back in 2000, *Shadow of Memories* failed to impress the masses due to its slow gameplay and lack of action, blood and guns. However, this is certainly not a title to be overlooked – if you can see past the dated graphics you will find a unique game inside which offers hours of gaming with an interesting replay value – that being that you need to unlock all five endings in order to piece together the story. Not a game for everyone, but if you fancy a change of scene to your gaming activities you should certainly consider taking a look at this one. **ROB**

**PUBLISHER HISTORY**

☒ Taking the original PS2 version of *MGS2: Sons of Liberty, Substance* promises to deliver the same gaming experience with a slight difference, by letting the player control other characters so as to see the story from their perspective.

XBOX [2003]



**METAL GEAR SOLID 2: SUBSTANCE**

XBOX.TOTALGAMES.NET
TOTAL GAMES .net XBM
EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES

**VERDICT** XBOX

**SHADOW OF MEMORIES**

**SECOND OPINION**

☒ When this game first came out on the PlayStation2 it did not get the respect it deserved. A very original game, it amazed many by the fact that you did not have to use violence to solve any of the problems in the game! Brainpower is needed and the game plays all the better for it. Sadly, it doesn't take too long to finish the game once and few would bother playing through it again just to see all the different endings. Especially since the developer hasn't bothered to update the game engine. An above average conversion.

**MIKE**

**ALTERNATIVELY**

**GENMA ONIMUSHA**
Capcom

☒ Samurai, demons and spells in feudal Japan – one of the best action/adventure titles on Xbox.



**XBM RATINGS**

**LOOKS**
Nothing to write home about, but with enough style to keep the eye interested.

**SOUNDS**
You wouldn't need to buy a Digital 5.1 surround system to get the best out of this one, but some nice touches nonetheless.

**GAMEPLAY**
Not a revolutionary system, but one that works well enough for this style of game.

**LONG TERM**
You'll need to unlock all five endings to piece together the entire story, prepare to look at a good 20-30 hours of gaming!

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Time travel | ⊖ A bit too repetitive |
| ⊕ Alter the future | ⊖ Not enough action |
| ⊕ Change history | ⊖ Too much dialogue |
| ⊕ You can borrow a kitten | ⊖ Price |

**Overall**

One very unique title in its own right, although it will only appeal to a niche market. Worth checking out if you're after something different.

**7** OUT OF TEN

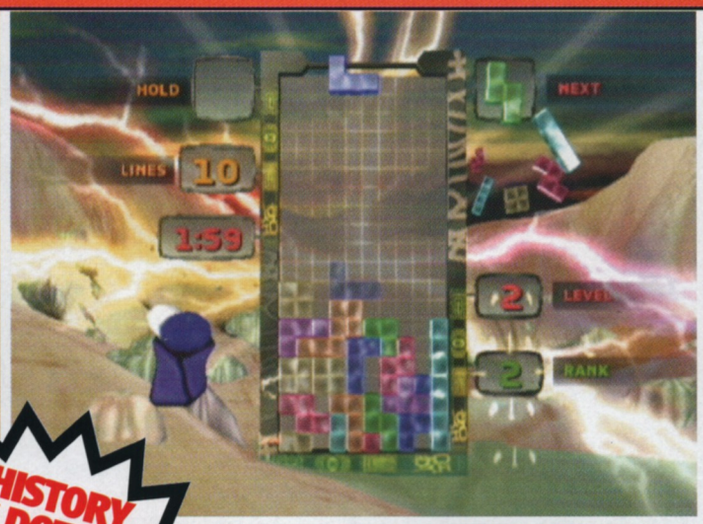
## XBM INFO

☒ An American university used *Tetris* to prove that the human brain learns whilst sleeping! Test subjects who had more sleep showed a dramatic increase in skill level at the game.




**1 I SEE DEAD PEOPLE**

☒ The slightly transparent block you see here is the 'ghost block'. This tells you exactly where the falling block will end up if you intend to drop it in this spot.

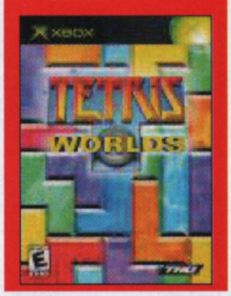



**HISTORY IS DOTTED WITH FAILED ATTEMPTS AT SPICING UP THE TETRIS STYLE**




## INFORMATION

- ☒ **PUBLISHER** THQ
- ☒ **DEVELOPER** Blue Planet Software
- ☒ **GENRE** Puzzle
- ☒ **PRICE** £19.99
- ☒ **PLAYERS** 1-4
- ☒ **WEBLINK** www.tetrisworlds.com
- ☒ **RELEASE DATE** October




## DEVELOPER HISTORY

☒ A much better offering. Simple graphics and upgraded gameplay options secured this as one of the better versions of the classic game. Two-player mode was what it was all about though, and no match was ever dull.

PSONE (1999)




**THE NEXT TETRIS**

XBOX.TOTALGAMES.NET
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INTERVIEW
MOVIES

# TETRIS WORLD 2

## RESPONSIBLE FOR SELLING 100 MILLION GAME BOYS, TETRIS IS BACK!

It's possibly the most simple game concept ever devised, and a staple addition to every console line-up since Nintendo's Game Boy. Although the Xbox is a very powerful machine, to fiddle with the purity that is *Tetris* would be a crime, so to see that the core of the game retains the purity and simplicity of its earlier incarnations is a relief.

History is dotted with failed attempts at spicing up the *Tetris* style with bomb blocks, power-ups and other such things. However, that's not to say that there's nothing extra here. The expected extra modes are all present with story modes and arcade modes to choose from, but the most noticeable differences are in the game itself. First off is the 'ghost block' which acts as a guide as to where the current dropping block will end up on the board. Initially it's confusing and will put you off more than anything, but as you become more accustomed to it, it proves to be a great asset – though maybe more for beginners than anybody else as it does make the game significantly easier. Purists have the option to turn this of, luckily.

All good so far, but the question has to be asked – do we need another *Tetris*? No matter how good *Tetris* is, the simple fact that it was conceived in 1989 is a big kicker. Cutting edge software this is not, and when you consider that it's a port of existing PS2 and GameCube titles, you realise that this is a simple cash-in. **GARY**

## VERDICT

XBOX

### TETRIS WORLD 2

### XBM RATINGS

**SECOND OPINION**

☒ It would be a travesty to soil the perfection of *Tetris* with an attempt to update it, and this version features modes which leave the beauty of the original untouched, but adds a few modes for players who feel the need for more spice. Although the main reviewer questions the need for another *Tetris* game, perhaps every console needs *Tetris*, and the Xbox is no exception. This game fills the hole admirably, with a nice one-player and the ever hypnotic Two-player, which gives it an even longer lifespan.

**NERYS**

**LOOKS**
The backgrounds are pretty, if a little basic. There's not much else you can do with *Tetris* really.

**SOUNDS**
Forgettable is the only word to describe the light trance that accompanies your play.

**GAMEPLAY**
*Tetris* is *Tetris*. The basic game is addictive beyond comprehension, but the added modes don't really add anything.

**LONG TERM**
You'll play like mad for the first few days, but the interest soon begins to wane.

**ALTERNATIVELY**

**COMMANDOS 2**
Eidos Interactive
☒ Okay, it's a strategy game but its also part-puzzler. Far more involving.



| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ It's *Tetris*! | ⊖ It's *Tetris*! |
| ⊕ Plenty of modes | ⊖ Doesn't exactly push the Xbox |
| ⊕ Pleasing on the eye | ⊖ The music is dull |
| ⊕ They haven't ruined it | ⊖ Multiplayer fails to excite |

**Overall**

Make no doubt about it – *Tetris* is a classic. However, it's been done so many times now that there's really no point in this.

**4** OUT OF TEN




## INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Curly Monsters
- **GENRE** Racing
- **PRICE** £39.99
- **PLAYERS** 1-4
- **WEBLINK** www.curlymonsters.com
- **RELEASE DATE** Out Now










# QUANTUM REDSHIFT

## YES, IT ALL LOOKS A BIT SHIFTY TO US...

The scene: a television studio somewhere in the heart of England. As our attention brings events into focus the forced applause has already subsided, the pleasantries have been done with and the host is about to ask the vital question of the guest who accompanies him centre stage. "So *Quantum Redshift*, who are you going to be for us?" The guest pauses and the audience, already seeing the inherent resemblance, mouth the name in anticipation – "Well tonight, I'm going to be... *WipEout*!"

And so it begins. The disc disappears into your XBox, the screen goes momentarily black and then *Quantum Redshift* bursts into view, doing its very best impersonation of one of the PlayStation's founding franchises. But *Quantum Redshift* isn't *WipEout*, and although it tries its very best to sing from the same songbook, its very first bum note causes the facade to crack as the audience winces uncomfortably, wishing the promise of tea, cakes and a rub of Matthew Kelly's beard hadn't been enough to entice them into the

### DEVELOPER HISTORY

Curly Monsters released *NGen Racing* in 2000. It stood out due to the fact you raced planes, which should tell you something about the risks developers are (or rather, aren't) willing to take these days.




NGEN RACING

### XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

# LEADING LAP...

**It's going to take some practice before you're regularly bringing home the gold so let XBM guide you through your first race:**




**1** Let's select our pilot – ooh, she looks frisky! Here's a tip folks – those pervy developers always spend more time 'tuning' their female characters, so anything with jabberbangers is always a good choice.




**2** Off we go and... hey, come back everyone! Although good control will come with time, wibbling from side to side like a loon is not uncommon for rookies. At least, that's what we keep telling ourselves.




**3** Oh my God... off we go to certain doom, and all for merely attempting a handbrake turn at twice the speed of sound (note to thickies: your futuristic craft doesn't really have a handbrake). Can we start again?




**4** And around we go again – can't understand what went wrong ourselves... eh? What do you mean the development team is all female? Quick, let us choose a man!

**SKIMMING ALONG, JUST ABOVE THE SURFACE, REALLY DOES GET THE ADRENALINE GOING...**




**THE X FACTOR**

Just look at those sweet, detailed textures and revel in the graphical prowess of the Xbox.

**XBM INFO**

The game's soundtrack was written by Junkie XL. Y'know... JUNKIE X-L, the famous progressive dance act from Holland. Yeah that's right... they did that Nike advert.

studio. It's the first corner, and already the game is, sadly, faltering...

That You could forgive simplistic control, of course, so long as the weapons were sufficiently demanding to justify such a threadbare system. Unfortunately Curly Monsters' creativity here proves equally sparse with only the most basic effort in design being evident. Offensive and defensive capabilities fall into four basic categories: Your turbo – which is topped up, *F-Zero X*-style, at the beginning of each lap (although, pleasingly, hitting the loony juice isn't done at the expense of your craft's vital energy); a shield – which requires quick reactions to deploy skillfully as you're given precious little warning as to imminent attacks; a laser – which looks and sounds for all the world like it belongs on the 3D0 and which makes about as much impact as a wet fart in a rainstorm; and a rockety-type-thingy (technical term) which, hallelujah, actually manages to give some impression of power when sent screaming down the track towards an opponent's rear-end.

But whilst, unlike *WipEout*, the latter three categories of weapon can be collected and stored simultaneously (turbo is built into your craft, remember), the sheer lack of variety inherent in them really makes a mundane and predictable affair of on-track combat. This isn't reduction in the *Halo* sense of the word, in which consequence-loaded restrictions are thrust at the player who can, in turn, invoke a completely different experience based upon his method of attack; these are lazy, bare-bones, creatively bereft, placeholder-like




**CAN YOU SWIM?:** Don't worry, futuristic racing craft are dead light and can float...




**ACTION WITHOUT TRACTION!:** Watch out for the slippy ice... heh, got you, you loon!

## UP, UP 'N' UP-GRADE!

### Pick your weapo... er, oh.

Complete a race (as either a success or failure) and the option to spend the cold hard cash won on-track presents itself. That you can't buy anything new or different but only upgrade is a bit sucky, yet the chance to keep re-trying difficult races with steadily improving hardware at least ensures that progression is not unduly hindered.






**1 THE SHIELD**
☒ The lack of rear attacks in *QR* ensure that hiding behind a 'field' of protective 'force' is more necessary than cowardly. When at the front of the pack, these are to be prized beyond all other trinkets of destruction.

**2 SET LASERS TO 'STUN'**
☒ If etching your initials on the enemy's rear was how you won, the laser would be king, sadly, blowing them up is preferable and in this endeavour the light beam is crap.

**3 LOVE MISSILES**
☒ Rocket, plasma, a concentrated laser blast, we don't care what this beauty is. We love it. It's worth holding back just so you can fire one up someone's tailpipe.

# MODEL BEHAVIOUR

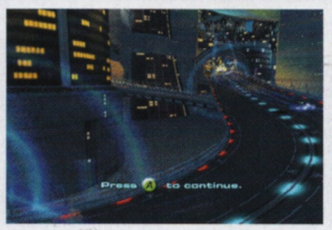
## Everything ship-shape?

Hmmm. It has to be said that some of the ship models in *QR* are, thanks to the relatively ambitious craft design, overtly angular. Had Curly Monsters gone for more straightforward, triangular designs it would have granted the game an exceptionally lax, 'me-too' look… so well done, but a bit of extra detail (even if just in the textures) wouldn't have gone amiss.













weapons which remain depressingly constant in style and substance no matter how they're upgraded.

Of course, one of the reasons the combat's potential for monotony is so apparent is the dependence upon such an insubstantial racing field. You don't get *F-Zero X*'s sheer volume of traffic here, nor *WipEout*'s evenly spread competitors; rather you spend the entire race vying for power within a teeny pack of six, the end result often being determined by a quick dodge towards the final straight than a constant sustained campaign of excellent piloting. In short, *Quantum Redshift* fails to deliver the immense satisfaction associated with slowly and steadily working one's way to pole position as the metres tick by… the insistence that you finish first in order to proceed (rather than having a 'proper' points system implemented) only adding to the ad hoc aura which surrounds progression.

The scenery through which all this averageness speeds is, by Xbox standards, also a touch disappointing. The potential geometry the machine can handle should ensure an awe-inspiring ride but, beyond matters of basic theme, little attempt to steal one's breath appears to have been made. A singular exception to this can be found in the bodies of water which pepper the tracks – splashing into these and skimming along, just above the surface, really does get the adrenaline going and it's a real shame that this couldn't have been built upon and maintained over a wider (or, rather, longer) area. The colour scheme on show does much to affect the tenor of proceedings also,




**STOP THE BUS!:** We really want to get off. Now please.




**ALWAYS FLAKY:** That's snow – and each flake has an individual pattern. Probably.




## RIVAL GAMEPLAY

Oooh, now this reminds us of *Monaco Grand Prix* on the MegaDrive, but of course having a rival doesn't quite work as well in *Quantum Redshift* as the pack tends to race as one amorphous blob any way. Still it's nice to see some characterisation sneaking in on some levels at least, and doing its bit to drag you into the gameworld without being obtrusive.










lending an almost Nintendo-like feel reminiscent of *Wave Race 64*... whether this is to your liking or not is subjective but, on the whole, there's nothing overtly objectionable to cause your eyes to bleed. Other than the sheer speed, that is.

Indeed, when it comes to pace *Quantum Redshift* can hold its head up remarkably high, although slightly uncharitable collision detection with the edge of the track ensures that speed-freaks will really have their work cut out for them should they insist upon clocking the thing. Combine this with the pack mentality of the field – which ensures that you're almost constantly either firing at someone, dodging a competitor or scrambling for your own shields – and the game's capacity to envelop you in exhilarating chaos becomes evident.

And so we near the end of what has been, for the most part, a wholly discouraging review... because although *Quantum Redshift* is far, far from awful, the most pertinent thing about the game is what a superficial facsimile of *WipEout* it is. The differences between this title and its template don't exist in order to differentiate it, but rather take from an unwillingness to make a thorough exploration of all associated gameplay avenues. What you get for your money, then, is a nippy, futuristic, weapon-toting racer which epitomises competence without ever once daring to startle with ingenuity. For the 'quick go' crowd it's a dreamy proposition; those in search of a forum for extended skills, however, should look to their (t)rusty ol' PlayStation and *WipEout*.

**MARK**

# VERDICT

XBOX

## QUANTUM REDSHIFT

## XBM RATINGS

### SECOND OPINION

After playing *WipEout* every other futuristic racer doesn't seem to compare. However, if you can look past this comparison there is a lot of fun to be had. The game looks stunning and, once you get into the later stages, *Redshift* gets very, very fast. This is good. We like fast racers that get our pulses racing. But (and there had to be) the dedication required to race on the harder settings will put off a lot of players. Cornering takes ages to get down and memorising the tracks is compulsory. A definite try before you buy.

**MIKE**

### LOOKS

Neat-o textures can't hide the fact that the architecture lacks va-va-voom.

### SOUNDS

The 5.1 digital presentation is commendable and should be the de facto standard from now on.

### GAMEPLAY

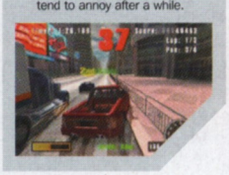
Futuristic racing with everything included in a 'by the book' fashion.

### LONG TERM

Multiplayer, as always, offers extended life but there's just not enough depth overall.

### ALTERNATIVELY

**BURNOUT**
Acclaim
An obscenely fast arcade racer with spectacular crashes that tend to annoy after a while.

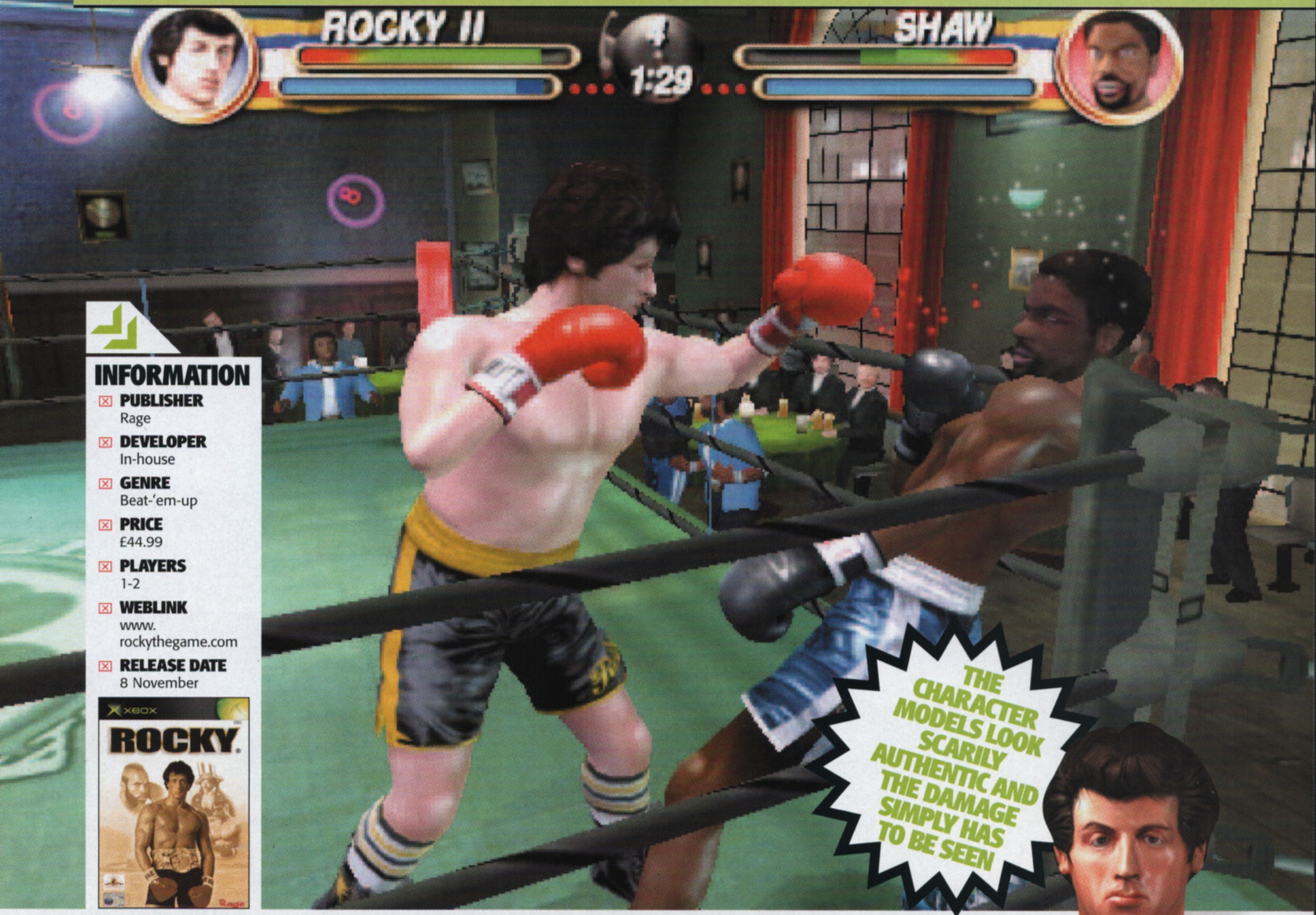


| Why we'd buy it | Why we'd leave it |
|---|---|
| Very fast indeed | Doesn't progress the genre |
| Not offensive to behold | There's better on PSone |
| Fat enough character roster | Angular craft models |
| | Lacks depth |

### Overall

The kind of game that's great... if your mate buys it.

**6** OUT OF TEN




## INFORMATION

- **PUBLISHER** Rage
- **DEVELOPER** In-house
- **GENRE** Beat-'em-up
- **PRICE** £44.99
- **PLAYERS** 1-2
- **WEBLINK** www.rockythegame.com
- **RELEASE DATE** 8 November




THE CHARACTER MODELS LOOK SCARILY AUTHENTIC AND THE DAMAGE SIMPLY HAS TO BE SEEN

# ROCKY

## ADRIIIIIIAAAAAAAAAAN!

### PUBLISHER HISTORY

An enjoyable mech shoot-'em-up with a twist, *Gun Metal* surprised many when it was released. The ability to change between plane and robot may have ripped off *Transformers* but it made for good wholesome fun.




GUN METAL

XBOX.TOTALGAMES.NET

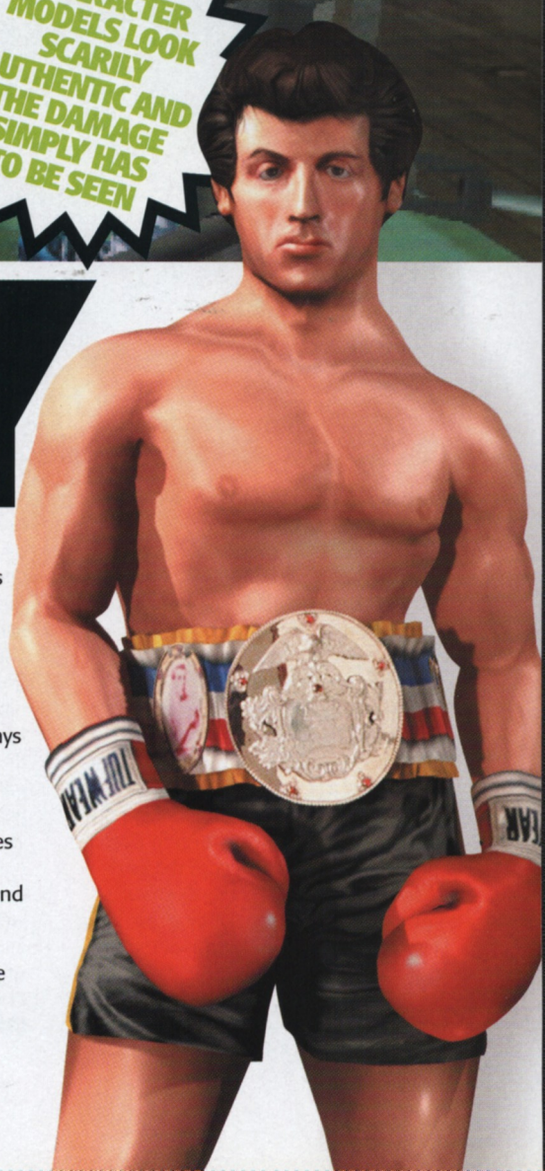
TOTAL GAMES net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

Boxing games aren't like your usual beat-'em-up. They don't have the same mass appeal, and as a result usually end up falling way short of being fun to play because they simply try too hard. Then just every so often you get one boxing game that gets it right, a game that manages to find that mystery addictive ingredient. *Rocky* is one such game.

This isn't just because of the film license either. Sure it's fun to play as Balboa, Lang or Drago but at the heart of *Rocky* is a boxing system as buff as Sylvester Stallone himself. There is a good rhythm to the gameplay and (surprisingly) it very rarely descends into an all out button basher. This is a problem that often appears in boxing games, just play *Mike Tyson Boxing* for a few minutes to get an idea of what we mean. It may happen once or twice during each epic fight in this game but skill always wins over sheer random play.

This is thanks largely to a well thought out control system. The X and Y buttons control high punches left and right whilst the A and B buttons handle body punches left and right. This is nothing original, but simplicity always works so why change it? Once you get used to the game you can start using the Right Trigger to make use of uppercut



# PRACTICE MAKES...

**In-between rounds you get to train Rocky in a variety of mini-games. You need to do well to build your stats up.**



**1** The speedball requires precise timing to get right but is one of the easier mini games.



**2** This training game is all about reaction time. As soon as you see the move, make it.



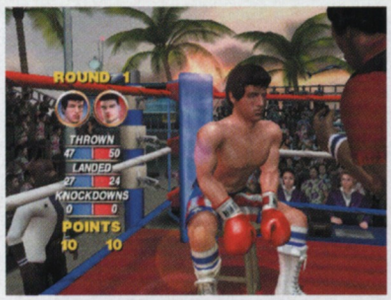
**3** Rattle buttons to perform sit-ups. Easy until you have to brace for a punch or two.



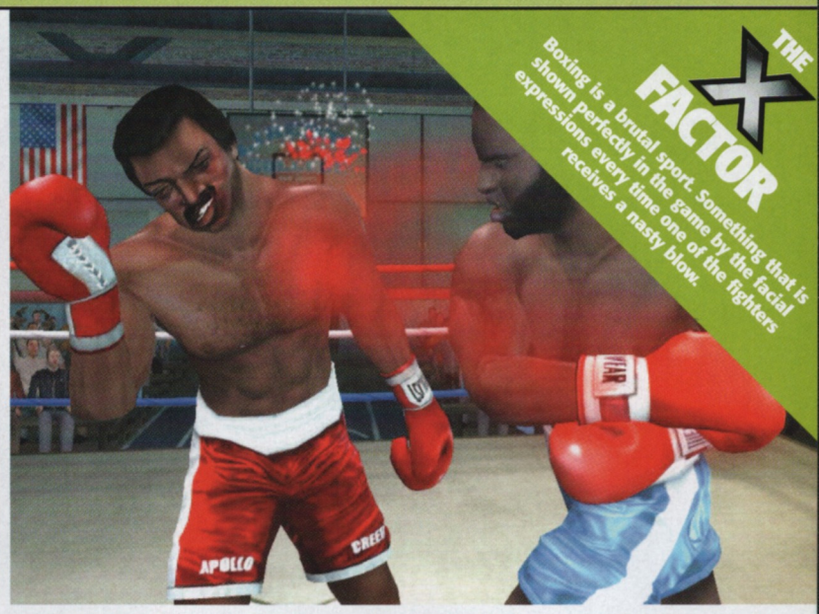
**4** The dancing-style skipping game is simple, but to do well you need good co-ordination.



**5** There is a punch bag to fool around with, but it's not as much fun as punching the meat.

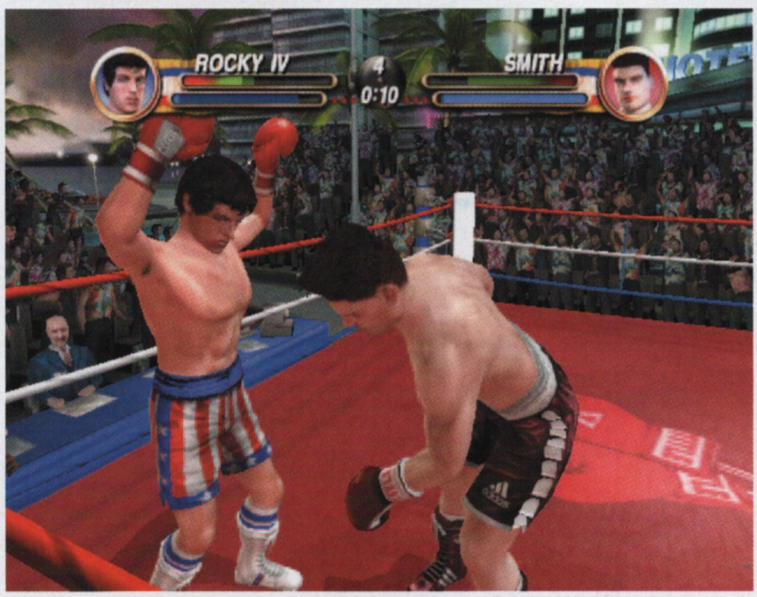




THE X FACTOR

Boxing is a brutal sport. Something that is shown perfectly in the game by the facial expressions every time one of the fighters receives a nasty blow.










**FALLING DOWN:** When you knock an opponent out they sometimes stumble around like a drunk before dropping to the mat.

**SNIFF THIS:** Once you've learnt a few of the combo moves you can really start to force the energy bars down.

modifiers and special moves. Then, of course, you've got those all-important combos to learn.

If you're going to tackle the main Movie mode of the game on the hardest 'Champ' setting then combos are one thing you need in abundance. The game gets pretty tough to say the least. This is a good thing, however, because on the easier settings you can get through *Rocky* in a couple of days with few problems. The main Movie mode has pretty much everything you could ask for. Every boxer that gets even a small mention is in here, the music is in place (although no *Eye Of The Tiger*, damn it), cut-scenes show rendered versions of classic scenes and you basically get to be Rocky.

The Movie mode basically consists of fight after fight, split up by training and the occasional cut-scene, but you get a good feel for the five films represented in the game. A lot of this is down to the stunning visuals. The

## WHO'S A PRETTY BOY THEN?

**Slam someone in the face and you'd be disappointed if they didn't bleed. Well you would, wouldn't you?**





The most rewarding feature of this game is the damage system. Now this is something you'd expect to be said about a car game – not a boxing game! But see *Rocky* in action and you soon realise that there is every reason to rave about the damage. Hit an opponent enough and they bruise, but beat them some more and cuts appear. Fantastic...er...not that we'd ever condone such violence in games. In fact, Rage you should be ashamed!

## XBM INFO

☒ The closing fight scene in *Rocky* was shot in reverse so that the final round was filmed first and both fighters started out with full bruising make-up! This is the reason the film won an Oscar for 'Best Editing'.

## IN THE FLESH

**If you've got a license as big as this you're going to make the most of it!**

Before each boss fight in the main Movie mode of the game you get a cut-scene showing you some classic scenes from the film building up to the fight. The intro sequence to the entire game shows some movie footage but here you get to see some rendered versions of the stars. Surprisingly, they look superb. Mr Stallone would be proud no doubt to see himself in such fine digital form.








**1 BODILY FLUIDS**
☒ Hit an opponent hard enough in this game and you get a wonderful spray of blood, saliva and sweat! Makes landing a decent flurry very gratifying.

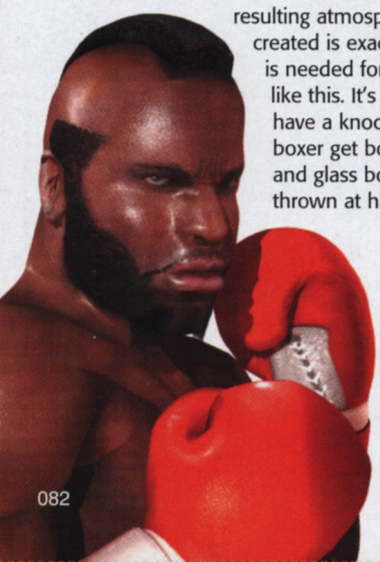
**2 CROWD CONTROL**
☒ There are few games out there that actually try to create 3D crowds but *Rocky* is one of them. It doesn't look amazing but it does put some of the others to shame.

**3 SHORT STORY**
☒ As you play through the main Movie mode of the game Rocky changes his outfit to fit in with those from the films. Here he is sporting the *Rocky III* yellow attire with black trim.

**IT IS SATISFYING TO SEE YOUR OPPONENT RECOIL IN PAIN FROM A BIG HIT!**

character models look scarily authentic and the damage simply has to be seen to be believed. Spend a round or two working over a particular section of an opponent's body (something that is easy thanks to simple controls) and you begin to appreciate the detail that has gone into the game. Body sections bruise and eventually cut as the skin begins to break. By the end of a battle the fighters can be quite repulsive!

The visual flair of *Rocky* doesn't stop here though – the arenas they fight in are also more than adequate. You even get full 3D crowds cheering you on as the two men lay into each other! The resulting atmosphere created is exactly what is needed for a game like this. It's great to have a knocked-out boxer get booed and glass bottles thrown at him in one of the seedy backstreet sparring clubs! Unfortunately, not all of the crowds are this impressive and if you start to pay too much attention you may be disappointed. The Queensbury level for example is fairly dull to look at. A problem that isn't helped by the fact every single member of the audience is dressed exactly alike.



Not that you're going to spend much time watching the backgrounds. The fights are usually far too tense to lose your attention. It's good fun when you're on top of the game just to watch the expressions on the boxer's faces. The animation is fairly basic and isn't massively varied but it is satisfying to see your opponent recoil in pain from a big hit. A factor that is made all the more appealing in two-player mode – which is what the game is all about.

Once you've played your way through the main Movie mode a few times and explored the other game modes you're only left with the Two-player mode. This is incredibly addictive and you can build up some fantastic grudge matches. Some of your friends might be turned off by the fact that this isn't a *Dead Or Alive* or a *Mortal Kombat*, but then boxing games have never had mass appeal in the beat-'em-up world. Hopefully *Rocky* will change all that. **MIKE**

## VERDICT

*ROCKY*

### SECOND OPINION

☒ For both fans of the Stallone movies and boxing games alike *Rocky* won't disappoint. It's extremely enjoyable in single-player, where there's plenty to unlock, and even more so if you get a mate over and pound them. The combat system works well and your strategy will require some thought if you are to outwit your opponent. On top of this the graphics are great, the character models look like their real life counterparts and the facial damage as you go through the rounds is impressive. If it's a boxing title you're after, look no further.

**DAN**

### ALTERNATIVELY

**KNOCKOUT KINGS 2002**
EA Sports
☒ This is the only challenger to *Rocky* but don't take this to be a good thing as there is no competition!



## XBM RATINGS

**LOOKS**
The character models, facial damage and lighting look superb. Some crowds and occasional clipping do let it down but this isn't noticeable.

**SOUNDS**
The grunts, groans and contact noises don't amaze but they definitely get the job done, and the movie quotes used as taunts are amusing.

**GAMEPLAY**
The One-player mode is cool but where this game really shines is with two pads plugged in. Great for grudge matches.

**LONGTERM**
There are plenty of hidden boxers and arenas to unlock for two-player, but this can be done with little trouble with the game set on easy.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Fantastic character models | ⊖ Some of the crowds look rather sketchy |
| ⊕ Addictive gameplay | ⊖ Can occasionally descend to button rattling |
| ⊕ Practically made for two-player | |
| ⊕ A tribute to the films | |

## Overall

**8** OUT OF TEN

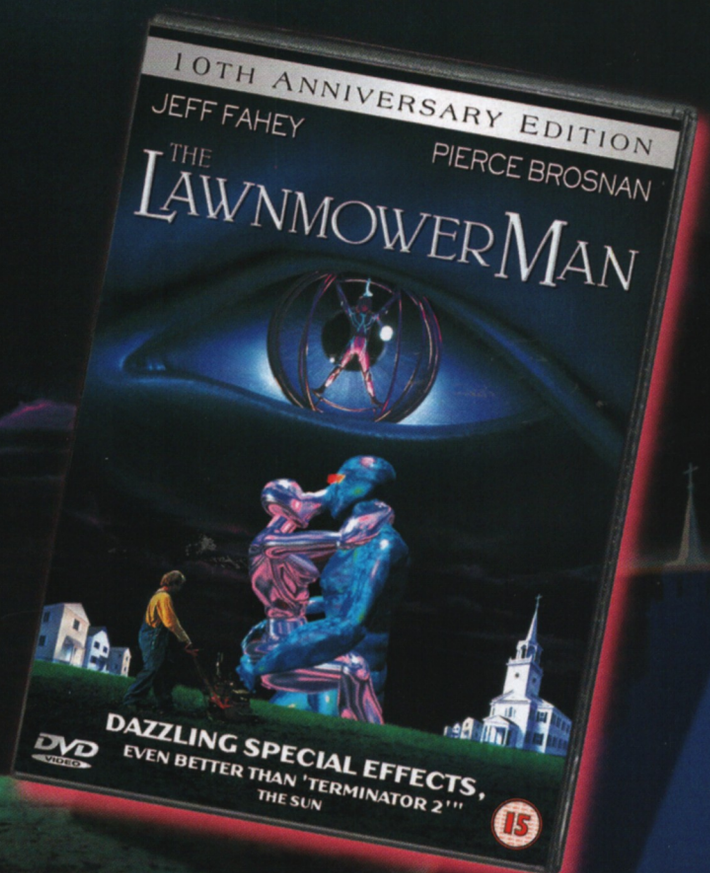
With a license as big as this it's always a worry that a developer is going to mess things up. Fortunately, this hasn't happened here.

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# THE LAWNMOWER MAN



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**1 BANDITS AT TWO-O-CLOCK**

☒ In situations like this the 360° combat system proves particularly handy as it enables you to avoid being savaged from behind. It's even better if you have enough rage to whip your sword out.

## XBM INFO

☒ Blade came into the world as an orphan. His mother died during childbirth, having been bitten by the vampire Deacon Frost. Blade became a vampire hunter to avenge her death, much to the misfortune of vamps worldwide.







**IT'S A MOVIE LICENSE SO WE WERE ON A HIGH STATE OF ALERT WHEN THIS ARRIVED**

## INFORMATION

☒ **PUBLISHER** Activision
☒ **DEVELOPER** Mucky Foot
☒ **GENRE** Action/Adventure
☒ **PRICE** £44.99
☒ **PLAYERS** 1
☒ **WEBLINK** www.blade2game.com
☒ **RELEASE DATE** September




# BLADE 2

## KEEP YOUR FRIENDS CLOSE, YOUR ENEMIES CLOSER...

Following on from the movie, *Blade 2* has you taking control of the Daywalker as he cuts his way through swathes of the undead. It's a movie license so obviously we were on a high state of alert when this one arrived in the office.

It isn't going to win any prizes in any departments – that's one thing that can be sure. However, there's a certain amount of fun to be had with this in a no-brainer hack and slash-type way. The gameplay takes some getting used to in regard to the fight dynamics. The 360-degree combat system using the Right Analogue stick means that you are able to fend off fanged fiends from all angles, and this proves to be a rather neat touch once you get the hang of it. Sadly, you you stay rooted to the spot while using this control though.

Each mission is much the same: get through, take out vamps, with secondary objectives having been included to increase the longevity of the game. These may be killing a set number of assassins, destroying motorbikes or smashing up computers – none are particularly taxing.

So *Blade* starts to feel repetitive as you progress and this is one of its main failings. Another criticism is that graphically it could be better – even the cool finishing move cut-scenes are a bit blurry – and although some environments look good, others are rather bland.

While we wouldn't urge you rush out and buy this game there is a certain amount of enjoyment to be gleaned from playing it – it's worth a rental at the very least. **DAN**

## DEVELOPER HISTORY

☒ You had to rebuild a network of space stations, thus reuniting the various surviving alien species of a former empire by repairing their communications and systems of trade and commerce – sounds like a lot of work to us.




**STARTOPIA**

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## VERDICT

### BLADE 2

### SECOND OPINION

☒ With a big license like *Blade* you just know that this game is going to sell quite a few copies. This is a tragedy. Each copy of the game may as well come with a free vampire to suck your blood and life force right out of your body. Because this is exactly what *Blade 2* does. The theory is all good but the combat system just does not work. All the developer needed to do was to allow you to move and fight fluidly at the same time. Surely it's not too much to ask. Is it? Save your money and your soul by picking up *Buffy* instead.

**MIKE**

### ALTERNATIVELY

**BUFFY THE VAMPIRE SLAYER**
EA
☒ Buffy does it so much better, and is far more pleasing on the eye.



### XBM RATINGS

**LOOKS**
It doesn't look too bad overall but the character animations are nothing to write home about and some environments are bland.

**SOUNDS**
There is some decent music and sound effects, but the in-game speech does get rather repetitive.

**GAMEPLAY**
It takes a while to get used to the combat system but once you do it's okay in a run-through-levels-killing-and-destroying fashion.

**LONG TERM**
Despite there being secondary objectives it won't take you long to get through and there's probably little chance of coming back too often.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Combat system | ⊖ Visually rather ordinary |
| ⊕ Nice finishing moves | ⊖ Can't fight and run |
| ⊕ Blade's coat looks good | ⊖ No replay value |
| ⊕ Rage powers | ⊖ Not a lot to it |

### Overall

Another licensed game that's a bit of a letdown. There is some fun to be had but this sensation wears off after what feels like the millionth vampire kill.

**6** OUT OF TEN

## XBM INFO

☒ The game's character models were made using more than 55 bones for lifelike movement, and up to 7000 polygons for realistic character shape.







**A HYBRID WITH ITS ROOTS IN RUGBY, BASKETBALL, ICE HOCKEY AND FRISBEE**



**1 WITHOUT A TRACE**

☒ Once you get within range of the goal you will have a kind of tracer to indicate where the Frisbee will go. Here you could go for a sly pass and move to a better position on goal or just take a shot.

**2 WELL GUARDED**

☒ The goal looks like it should be pretty easy to score in but you'll find often that it is well protected by your opponents. You'll need cunning attacking moves to get points.

## INFORMATION

- ☒ **PUBLISHER** Ubi Soft
- ☒ **DEVELOPER** SouthEnd Interactive
- ☒ **GENRE** Future Sports
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-8
- ☒ **WEBLINK** www.southend-interactive.com
- ☒ **RELEASE DATE** 27 September




## PUBLISHER HISTORY

☒ While the animated cartoon style graphics looked very nice *Batman Vengeance* was hampered by its gameplay and the linear nature of the quest. An exploration beat-'em-up that was just a little above mediocrity.

XBOX [2002]



**BATMAN VENGEANCE**

XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

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- WALLPAPER
- INTERVIEW
- MOVIES

# DEATHROW

## THERE'S NO APPEALING TO SOME PEOPLE...

Another bleak vision of the future where mankind has degenerated into barbarism, so much so that a lethal sport is a top crowd puller (how original) – ladies and gentlemen, welcome to *Deathrow*...

The premise of the game is simple – take a team of four hard cases into an arena, play a hybrid sport with its roots in rugby, basketball, ice hockey and Frisbee (yes, Frisbee) and win by either racking up more points than your opponents or by severely injuring them to the point of being awarded a walkover. So why the hell isn't it half as fun as it sounds then?

Firstly, the sport itself has a 50/50 chance of grabbing your interest – so it has its work cut out from the start. Once you start playing however, you're more than likely to find yourself running about like a blue-arsed fly as the game passes you by, such is the level of AI of the computer-controlled players. Sure, you can happily spend a contest kicking your opponents to pieces, but if we wanted a fighting game we'd be playing one. Also the fact that there's no kick-off means you might concede a flurry of goals before you realise it. Annoying.

It's not all bad: it looks polished and runs smoothly – it just doesn't grab you and demand hours of your game time. This is a shame because with all the generic representations of sport that are churned out these days it's refreshing to see a developer try something new. While this may attract a following akin to that which a game like *Speedball* did, it is unlikely to have too much appeal to the casual gamer. **DAN**

## VERDICT

XBOX

**DEATHROW**

### SECOND OPINION

☒ Futuristic sports games can be good. Just look at *Speedball*. Now there's one game that achieved a ridiculous amount of success through its incredibly addictive gameplay. This is something that could never be attributed to this atrocious title. The game (if you can call it that) is spent throwing around a spiky looking frisbee. The great shame is that this disc of death does not come spinning out of the screen and decapitate all that are silly enough to play with it. Not even a bargain bin maybe.

**MIKE**

### ALTERNATIVELY

**MADDEN 2003**
EA

☒ It looks damn good and plays well. If that's your thing.



### XBM RATINGS

**LOOKS**
The animations on both the characters and the different environments are well detailed – facial expressions can even be made out.

**SOUNDS**
There's enough swearing to excite angst-ridden teens but what about a cheering crowd or even a droll commentator? It's all a bit flat.

**GAMEPLAY**
The sport itself is infuriating and the game can easily pass you by. There's fun to be had by seriously injuring opponents though.

**LONG TERM**
There are plenty of players and locations to unlock, but you have wonder whether it will hold your interest long enough to do this.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Realistic characters and arenas | ⊖ Games pass you by |
| ⊕ You can import your music | ⊖ Is swearing cool? |
| ⊕ Gratuitous violence | ⊖ Dodgy hybrid sport |
| ⊕ Tries something new | ⊖ You'll lose interest quickly |

### Overall

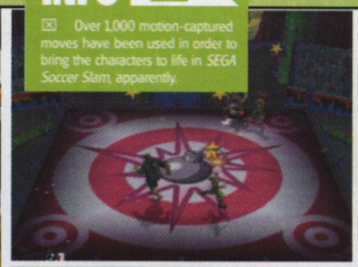
A valiant attempt at introducing a new kind of sport that falls down because that sport is essentially dull and somewhat unrewarding.

**4** OUT OF TEN



**1 SWIFT KICK**
Don't waste your time using all that real-life skill trying to get the ball off of the opposition – simply get in there and punch them out the way. It's not called *Slam* for nothing you know!

**XBM INFO**
Over 1,000 motion-captured moves have been used in order to bring the characters to life in *SEGA Soccer Slam*, apparently.



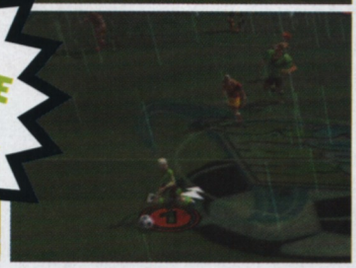








ALL OF THE PLAYERS HAVE THEIR OWN PERSONALITIES AND PLAYING STYLES





## INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** SEGA
- **GENRE** Sports
- **PRICE** £39.99
- **PLAYERS** 1-2
- **WEBLINK** www.infogrames.co.uk
- **RELEASE DATE** 11 October




## DEVELOPER HISTORY

Sci-Fi blasting action galore in what was originally going to be a Dreamcast title. Not for amateurs, *GunValkyrie* is an incredibly challenging but engrossing shooter.




**GUNVALKYRIE**

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# SEGA SOCCER SLAM

## THROW OUT THE RULEBOOK AND GET ON THE PITCH!

In the good old days, most sports games just revolved around fun. As technology has improved, the level of realism has increased and so most football games are just like playing the real thing. What if you'd prefer some crazy action and plenty of goals instead? Then *SEGA Soccer Slam* might be just the game you are looking for.

*SEGA Soccer Slam* sees you choosing a team of three players to go up against some crazy opponents. These range from ladies with attitude to wrestlers who are not afraid to use their ring skills to aid them in their quest for goals.

There are championship modes to play through or you can go for the simple Exhibition mode. In typical SEGA style, there are also games which require you to just fight the opposition, or get rid of the ball before it explodes.

When you are selecting your teams, you can choose to pick players from any of the other teams to mix and match your favourites. All of them have their own personalities and playing styles – most of which involve a great deal of violence! You have the chance to play as a single player or as the entire team, so you can choose to take all the glory or allow the CPU to hang by the goal ready for your super pass.

*SEGA Soccer Slam* is similar in style to Midway's *Blitz* and *Hitz* games and makes a refreshing change from *FIFA* et al. It is easy to get into but addictive enough to keep you coming back for more. If you are looking for an instant thrill which will put a smile on your face, look no further. **KENDALL**

## VERDICT

XBOX

### SEGA SOCCER SLAM

### SECOND OPINION

SEGA once again proves it is the leaders in the field of arcade gaming. *Soccer Slam* throws away the rule book and introduces the gamer to a rather simple, but incredibly addictive re-invention of the beautiful game. The commentary is amusing and teams will have you laughing loudly before the game begins; not to mention the impressive power-ups for you to use when slamming in those goals against your buddies. Simply one of the easiest games you will get your hands on this year, and certainly one worth buying!

**ROB**

### ALTERNATIVELY

**NHL HITZ**
Midway
Take to the ice and get ready for fast-paced action a plenty.



### XBM RATINGS

**LOOKS**
Arcade-style cartoon looks galore with a wealth of humorous characters. Superb animation.

**SOUNDS**
The crowds cheer, the music swells and the commentators come out with amusing statements throughout.

**GAMEPLAY**
Fast and furious, there's no time to take a breather – just shoot for the goal!

**LONG TERM**
There is plenty to unlock and plenty of different modes. You won't be putting this one down for a while.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Humorous teams | ⊖ Can't control whole team |
| ⊕ Easy to play | ⊖ No famous commentators |
| ⊕ Plenty of modes | ⊖ No real players |
| ⊕ Highly addictive | ⊖ Not for simulation fans |

### Overall

Whilst this may not appeal to the hard-core football fan, *SEGA Soccer Slam* is an addictive, adrenalin-filled arcade thrill. Goal!

**8** OUT OF TEN

**XBM INFO**

☒ The first *Need for Speed* game appeared on the doomed 3DO system.




# NEED FOR SPEED: HOT PURSUIT 2

## THE AGEING FRANCHISE HOPES TO GET A BOOST OF SPEED!

The main attraction that the old *Need For Speed* games had was the dynamics. Go crashing into a barrier at 150 mph and you would spin, rattle and roll. The realistic graphics and stomach-churning speed were all extras. A few years later, and the series is still going, although it's no longer the young, sleek, just-out-of-the-showroom Ferrari F40 – time has taken its toll. We don't want it to be this way though.

Popping the disk into our Xbox, the promise of high-speed car chases, jaw-dropping effects showing off a flash physics engine and a stack of cars to unlock had us wishing that what we had was the racer to end all racers. You guessed it though – it's not. The visuals, although not exactly terrible, consist of the most clichéd and obvious designs ever – failing to excite on any level. The textures are dull and boring. The sound effects are equally uninspiring – no matter which car you're attempting to throw around the track, it will sound like a buzzard being strangled by a particularly wailsome cat. But the worst crime of all is the dynamics – or rather, lack of them. You can plough into a police car at top speed, and mostly come to a grinding halt. Occasionally, you'll spin out, or fly into the air but it looks more ropey (pun ever so intended) than those dodgy Honk Kong action films they show late at night on Channel 5. Even if you're the most desperate of petrol-heads, wait until *SEGA GT*. **GARY**

## INFORMATION

- ☒ **PUBLISHER** EA
- ☒ **DEVELOPER** In-house
- ☒ **GENRE** Racing
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **WEBLINK** www.needforspeed.com
- ☒ **RELEASE DATE** 25 October




## PUBLISHER HISTORY

☒ James Bond's first outing on the Xbox was an adequate affair. Certainly nothing spectacular, but a good solid shooter for any James Bond fans wishing to have a decent gaming experience – shaken, but not stirred.

XBOX (2002)



**007 AGENT UNDER FIRE**

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## VERDICT

XBOX

**NEED FOR SPEED: HOT PURSUIT 2**

### SECOND OPINION

☒ How any company could step back and be proud of a game like this is a mystery. There simply isn't anything of worth in this game to hold your interest. The handling is ropey, the speed nowhere near what you'd expect, considering the title, and the the appearance uninspiring at best. This is one of those average driving games that can be stacked next to *Test Drive* and *Arctic Thunder*! We know *Project Gotham* is getting a bit old now but if you can wait a few months there will be plenty of other decent racers to choose from.

**MIKE**

### ALTERNATIVELY

**PROJECT GOTHAM RACING**
Microsoft
☒ Still way out in front of the pack, even after all these months!



### XBM RATINGS

**LOOKS**
Average is the word. Dull textures, hardly any colours and a choppy frame rate.

**SOUNDS**
An all-American soundtrack will have you cringing, and the weedy sound effects serve as the icing on the cake.

**GAMEPLAY**
There's a lot to do, but it's all so boring you'd have to be extremely dull to even consider it.

**LONG TERM**
Loads of cars, tracks and the inevitable time trial modes will keep you occupied for a long time.

| Why we'd buy it | Why we'd leave it |
|---|---|
| ⊕ Snazzy cars | ⊖ Dull visuals |
| ⊕ Quite fast | ⊖ Cheesy soundtrack |
| ⊕ Loads of tracks | ⊖ Uneventful |
| ⊕ Car chases | |

### Overall

Really, you'd have more fun trying to jump-start that old Austin parked in your Grandparent's garage for 25 years than playing this.

**4** OUT OF TEN

WITHIN MINUTES OF COMPLETING THE TRAINING MISSION YOU'RE INVOLVED IN GUNFIGHTS FEATURING AS MANY AS 50 ENEMIES

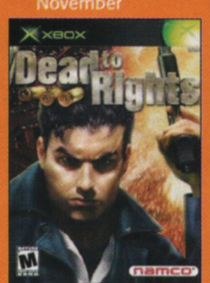
XBM IMPORT GAME

# DEAD TO RIGHTS

## NAMCO'S FIRST BIG NON-SONY GAME SINCE SOUL CALIBUR!

### INFORMATION

- **PUBLISHER** Namco (EA in UK)
- **DEVELOPER** In-house
- **GENRE** Shoot-'em-up
- **PRICE** See importer
- **PLAYERS** 1
- **WEBLINK** www.deadtorights.com
- **RELEASE DATE** November




### DEVELOPER HISTORY

Widely seen as the best game on Dreamcast, Namco's *Soul Calibur* set new levels of graphical excellence. A sequel has been released in the arcade and is due to come out on Xbox next year.




SOUL CALIBUR

# FIRST TIME ON PATROL

**The first level is very much a training course that introduces you to the basic aspects of the game. As you make your way through you learn how to...**



**1 BREAK A NECK:** While up close and unarmed, press B to break an enemy's neck and steal their weapon.



**2 DIVE THROUGH THE AIR:** Tap Y to dive, or hold it to dive in slow motion, then lock on and take out bad guys.



**3 BLOW THINGS UP:** If you find a fire extinguisher you can throw it then shoot it to blast enemies to smithereens!



**4 USE A HUMAN SHIELD:** When armed and up-close, press B to use an enemy as a human shield.




## THE X FACTOR

Some of the explosions in the game really are quite spectacular...

### XBM INFO

*Dead To Rights* was originally planned as a PlayStation2 game, but development switched to the Xbox when the developers discovered how easy the machine is to program.



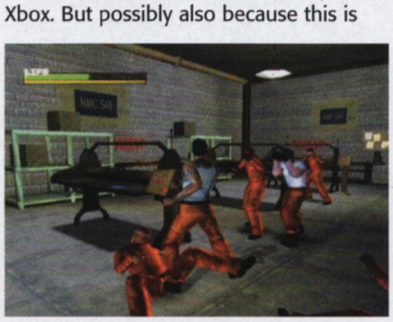
**MAKE AN ENTRANCE:** This hotel lobby was teeming with guards before Jack arrived. Now all that's left are their guns waiting to be collected.



**LIFE ON THE STREETS:** You never know where the next enemy will spring from, but at least there are plenty of places to hide.

When *Max Payne* was released on Xbox and PS2 earlier in the year, the game attracted a fair-sized audience – mainly because of its *Matrix*-esque slow-motion gunfights. This feature separated the game from its rivals, and while the title was almost totally generic in all other aspects, it was solid enough to achieve decent review scores all round.

When *Dead To Rights* was unveiled by Namco, complete with an almost identical slow-motion feature, it was inevitable that it would be compared to *Max Payne*. But for the whole development period it's been difficult to judge exactly how good the game would be because of Namco's reluctance to release any decent in-game shots (or any other details for that matter). This is partially to do with the creative process being so sporadic – first the game was in development for PS2, then multiple formats, then PS2 and Xbox, then just Xbox. But possibly also because this is the first major next-generation release for Namco's American division.



So, as you can imagine, we weren't expecting too much from a game with such a chaotic creation process. Usually such titles end up being fundamentally flawed or just plain awful. But with this it's clear right from the word go that the quality is certainly adequate, if not better.

For starters the FMV introduction sequence is well directed, and features some incredibly well rendered CG. The typical Hollywood cop action gives a good impression of what's to come – fire extinguishers exploding next to bad guys, dramatic gunfights and a faithful canine mutt on hand to help out in awkward situations – it's all here!

Of course, when you begin playing the game things are a little different from the sensationalized introduction sequence. The first level is basically a training area in which text boxes pop-up every two seconds to introduce one after another of the many features that are pivotal to completing the subsequent levels. These start off with the basics such as targeting and shooting (Right Trigger plus A), through to more impressive manoeuvres such as using enemies as human shields (B when armed and up close). And of course, this is the first time you get to use the infamous slow-motion technique which, because of the numerous other moves available, isn't used as much here as it was in *Max Payne*.

## POP'N MUSIC




### Namco pays a tribute to Konami!

*Dead To Rights* cleverly blends a diverse range of gameplay types together to make things that bit more interesting for the player. While it's not uncommon to see a blend of shooting and fighting, you don't usually see the rhythm/action genre making its way into the mix, but that's exactly what happens here. You see, every now and again a situation arises which requires precisely timed singular button presses to make something happen, such as carefully picking a lock or making a stripper pole dance to distract the bad guys. While these are relatively simple, they help to break up the many gunfights with a little light relief.

IT'S CLEAR RIGHT FROM THE WORD GO THAT THE QUALITY IS CERTAINLY ADEQUATE, IF NOT BETTER



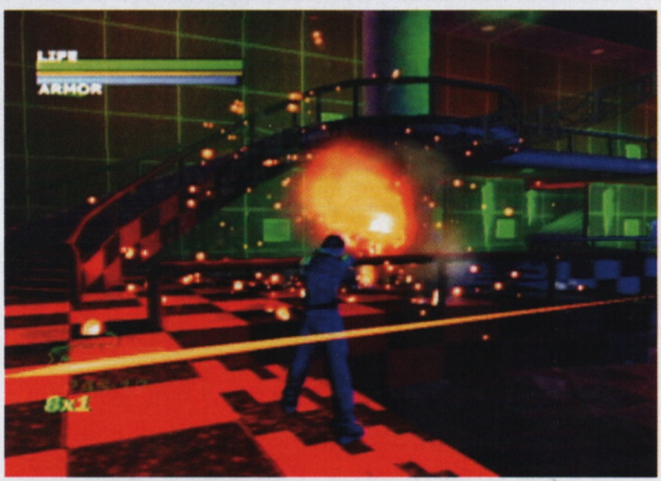

**1 MAN ON A MISSION**
☒ Jack's police training means that he's equipped to deal with pretty much any situation that may arise. You can either rush in headfirst or take the stealthy approach.

**2 TRIPLE ENERGY**
☒ Jack has three energy bars: one for health, one for body armour and one for stamina. Health and body armour are collected while stamina refills by itself.

**3 OBSTACLE COURSE**
☒ There are always plenty of places where you can hide from danger. Cars, street signs and bus shelters can be crouched behind to avoid bullet shots.

This first area also serves to introduce the main character Jack Slate, his dog Shadow and the story line that is about to unfold. Dressed in his black leather police uniform, it's here that Jack discovers the corpse of his murdered father. Naturally, he vows to reveal the killer and embarks on a case that will lead him to strip joints, mafia headquarters and prison.

The first thing that becomes apparent during the levels that follow immediately after is just how unforgiving the game is. Within minutes of completing the Training mission you're involved in gunfights featuring as many as 50 enemies. Now while many only carry handguns with the capability of causing slight flesh wounds, others carry shotguns and these can kill you with a single blast. Luckily there are a number of collectables dotted around to help you out. Body armour and health packs are readily available, though locating them before you die can be a tricky business if you're new to the level. You can also collect extra weapons and ammo from the bad guys you've disposed of, so it's relatively easy to upgrade to a shotgun by using a human shield. But by far the most amusing and rewarding method of disposing of enemies is by using the fire extinguishers that can be found hanging on many of




**COP THIS!:** A shootout at a disco becomes all the more exciting when fire extinguishers are involved. Just look at those particle effects!




**GOOD NIGHT:** Shooting guys at close range is one of the more vicious elements of the game. You don't even see this in the movies!

# FIGHT CLUB

## So many bad guys, so little time!

There are so many ways to dispose of the bad guys – you can lock on and shoot them, grab them and shoot them, blow them up with a fire extinguisher, and even fight them with your bare hands. There are a fair few controls to learn, but there are often on-screen reminders to help you out. Best of all, nearly all of Jack's moves look spectacular.











## ONE MAN AND HIS DOG



**All good stories have a hero, though some are less predictable than this!**

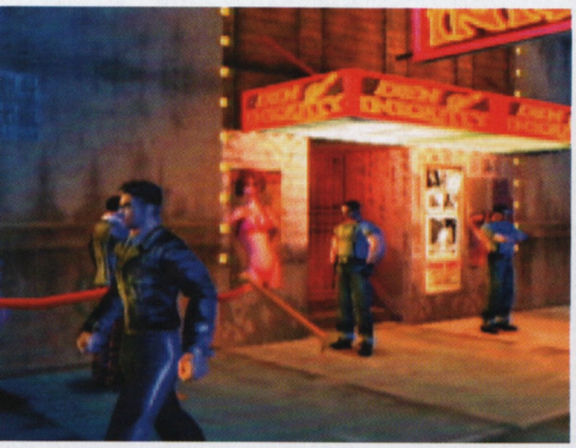
You take control of Jack Slate – a hard-working cop on the beat in Grant City. But upon discovering the corpse of his murdered father, he begins a journey that brings him face to face with some of the meanest members of the city's underground. Even his skills in martial arts and gun shooting aren't going to be enough to keep him alive. For this case he's also going to need intelligence, stamina and his trusty dog Shadow.

**XBM INFO**

Namco is also developing *Soul Calibur 2* for Xbox. Both this and *Dead To Rights* are now coming out in Europe through a publishing deal with Electronic Arts.



**HOUSE OF FUN:** The strong adult content has earned *DTR* a mature rating in the US. It may be an 18 here.



**PUT YOUR HANDS UP!:** Jack Slate looks particularly mean with a golden shotgun in his hands. It's easy to collect a range of weapons in *Dead To Rights* simply by killing enemies.





the walls. These can be picked-up, thrown at bad guys, then locked-onto and shot. The spectacular explosion created can easily wipe out a whole crowd of enemies if you time it correctly.

And there are plenty of other variations to the gameplay too. Occasionally you find yourself in sticky situations with no weapons, and in these cases the game crosses right over into beat-'em-up territory. Luckily Namco's previous experience in this field means that these sections play moderately well – certainly far better than many stand-alone fighting games. There's also the odd rhythm/action mini-game cleverly integrated into the evolving story line, such as picking a lock by stopping the barrel segments in the right place as they turn, or making a stripper pole dance for the bouncers at a nightclub.

But all these gameplay variations and set pieces come at a price – *Dead To Rights* is one very linear game. Each bite-sized section must be completed before you can move on, and this is usually achieved simply by defeating bad guys. Another area of concern is the camera. While it's perfectly functional most of the time, it occasionally obscures the action from view – even losing Jack himself at some points. But this is relatively rare, and only seems to occur when the action is right next to a wall.

Of course, the big question is whether or not this is better or worse than its most similar rival, *Max Payne*. And the answer is... perhaps? While *Max Payne* excels in terms of style and story line, *Dead To Rights* relies much more heavily on gameplay variations and novelty value. It certainly doesn't feel as polished as *Max Payne* – mainly because of the differing qualities of the visuals. But there's no denying that this brave attempt at combining styles has resulted in a good solid title that's entertaining and enjoyable to play. **KEITH**

**IT CERTAINLY DOESN'T FEEL AS POLISHED AS MAX PAYNE – MAINLY BECAUSE OF THE DIFFERING QUALITIES OF THE VISUALS**

## VERDICT

XBOX

### DEAD TO RIGHTS

### XBM RATINGS

**LOOKS**
While the overall look of the game is fairly polished, a few PS2-esque textures and the occasional dodgy camera angle spoil things a little.

**SOUNDS**
A seedy Hip Hop soundtrack carries things along nicely, and for once the voices have been performed by competent actors (mostly).

**GAMEPLAY**
Although proceeding through the game is an almost totally linear experience, each different gameplay element is well realized.

**LONGTERM**
With 15 decently sized chapters to make your way through there's plenty to keep you going, but little to come back to.

**SECOND OPINION**

Who would have thought we'd see the day when Sony's best developer mates are publishing on Xbox? Well we're happy to have Namco aboard and welcome *Dead to Rights* into the Xbox portfolio. Some terrific John Woo slo-mo action married with some unusual gameplay twists make the game a pleasure to play. The action is always challenging and interesting, and the story, while being a little cheesy, does warrant the 'mature' rating on the cover. Not a must-buy by any means but highly entertaining while it lasts.

**NICK**

| Why we'd buy it | Why we'd leave it |
|---|---|
| + Varied gameplay styles | – Too linear for some gamers |
| + Mostly good to look at | – Camera can be an issue |
| + Some original features | – Cheesy story line |
| + Xbox support from Namco | – Too many buttons to learn |

**ALTERNATIVELY**

**MAX PAYNE**
Take 2
A stylish third-person shooter with a slow-motion feature!



**Overall**

A solid action title that's well worth playing through.

**7** OUT OF TEN




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

### HITMAN 2: SILENT ASSASSIN

Plenty of hours worth and an incredibly satisfying game to play.




BEST FIRST-PERSON SHOOTER

### HALO: COMBAT EVOLVED

The first time we played this game we knew it was destined to be a classic.



## A COMPLETE GUIDE TO ALL THE XBOX GAMES

WITH SO MANY GAMES ON THE SHELVES AT THE MOMENT, XBM HELPS YOU TO SORT OUT WHICH ARE THE PEARLS AMONGST THE SWINE...

| 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." |
| Barbarian | Virgin | 11 | 5 | "Average graphics and repetitive gameplay will soon have you hacked off." |
| Baldur's Gate: Dark Alliance | Interplay | 11 | 7 | "Closer to an action game than an RPG, and it's quite enjoyable." |
| 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." |
| Chase | BAM! Entertainment | 11 | 5 | "A nice concept, let down by suspect visuals and unimaginative level design." |
| 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." |
| Gravity Games Bike: Street, Vert, Dirt | Midway | 11 | 1 | "We wouldn't wish this upon our worst enemy." |
| 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." |

| GAME | PUBLISHER | ISSUE | SCORE | WE SAID |
|---|---|---|---|---|
| Halo: Combat Evolved | Microsoft | 4 | 10 | "Purchase of this game is obligatory – no questions asked!" |
| Hitman 2: Silent Assassin | Eidos | 11 | 8 | "If this game were a hit it would be a clean shot to the head." |
| 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." |
| Kabuki Warriors | Crave | 4 | 2 | "Incredibly boring and utterly pointless." |
| Kelly Slater's Pro Surfer | Activision | 11 | 7 | "An enjoyable surfing game that fans of the sport are going to love." |
| 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." |
| Loons: The Fight For Fame | Infogrames | 11 | 5 | "Loons is let down by a serious lack of depth. That's all folks!" |
| Mad Dash Racing | Eidos | 4 | 4 | "Average at best this really fails to thrill." |
| Madden 2003 | EA | 11 | 8 | "Anyone who has played a Madden game before will know what to expect." |
| Mat Hoffman's Pro BMX 2 | Activision | 11 | 7 | "If you're a casual extreme sports gamer then leave this one well alone." |
| 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!" |
| New Legends | THQ | 7 | 6 | "Average game that fails to offer any real thrills." |
| NHL 2003 | EA | 11 | 7 | "A stable game but nothing to offer those who already own *NHL 2002*." |
| NHL Hitz 20-02 | Midway | 4 | 8 | "Obscenely violent and as cool as the ice you skate on!" |
| NHL Hitz 20-03 | Midway | 11 | 8 | "A sports game update that is actually worth getting." |
| 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." |
| Outlaw Golf | S&S | 9 | 9 | "A brilliant and addictive arcade golfing game." |
| 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." |
| Shrek | TDK Interactive | 5 | 5 | "*Shrek* looks good but it's all on the surface – disappointing." |
| Silent Hill 2: Inner Fears | Konami | 11 | 8 | "A disturbing and eerie experience from beginning to end." |
| Simpsons Road Rage | EA | 4 | 7 | "A fun *Simpsons* game – for as long as it lasts." |
| 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." |
| SSX Tricky | EA | 7 | 7 | "Fantastic PS2 snowboarding game that falls short on Xbox." |
| 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 license." |
| Street Hoops | Activision | 11 | 5 | "Unsure of what it wants to be, all *Street Hoops* achieves is mediocrity." |
| Taz Wanted | Infogrames | 11 | 5 | "This isn't terrible but we expect more from a platform game given the competition." |
| Test Drive: Off Road Wide Open | Infogrames | 5 | 6 | "It may not be to everyone's taste but there's a lot to enjoy." |
| Test Drive: Overdrive | Atari | 7 | 5 | "Buy *Gotham*. Buy *Burnout*, Choose life." |
| The Thing | Vivendi | 11 | 7 | "New twists on the survival horror genre but isn't exploited to its full potential." |
| 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." |
| Turok Evolution | Acclaim | 11 | 5 | "Eight-year-olds with dinosaur fixations may find something here." |
| 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." |
| WWE Raw | THQ | 11 | 7 | "Great fun, but lacking in many departments." |

BEST PLATFORMER

## JET SET RADIO FUTURE

*JSR* games are incredibly addictive to play and this is no exception.



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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# MINI XPERT

16 PAGES OF SOLUTIONS AND TIPS · ALL THE LATEST XBOX CHEATS!

## TIME SPLITTERS 2

Stuck on some of the Challenge modes? Follow our Master Guide to get through with no trouble!

pg104

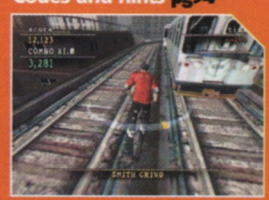
**SOLVED!**
You won't be left on thin ice with our guide...

THE THING

## CHEATS



**SILENT HILL 2**
Codes and hints pg94



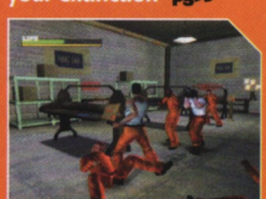
**MAT HOFFMAN'S PRO BMX**
Everything unlocked pg95



**BLADE 2**
Passwords to open up bonus features pg95



**TUROK**
Secret codes to prevent your extinction pg95



**DEAD TO RIGHTS**
All chapters unlocked pg95

XBM

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# CHEATS EXPRESS

ALL THE CODES, CHEATS, AND TIPS FOR ALL THE LATEST GAMES

WE'LL HELP TO MAKE YOUR LIVES A LITTLE EASIER...

## SILENT HILL 2: INNER FEARS

**EXTRA OPTIONS**
At the options screen, press L + R to display an Extra Options menu with blood colour, map zoom and other options.

**COMPLETION BONUSES**
Successfully complete the game. Start another game and enter the Extra Options menu in order to access new features.

**ADDITIONAL PUZZLE DIFFICULTY**
Successfully complete the game on the easy, normal, and hard puzzle difficulty settings. Select the hard puzzle difficulty again and start a new game in order to have a new combination of puzzles.

**REVEAL SIGNS**
Unlock all five endings and then start a new game. All signs will now be revealed.

**CHAINSAW**
Complete the game on the normal difficulty and normal puzzle difficulty settings. Start a new game in order to find a chainsaw in the logs before the cemetery.

**HYPER SPRAY**
Complete the game twice. Start a new game in order to find the Hyper Spray on the south side of the motor home.

**BOOK OF LOST MEMORIES**
Complete the game. Start a new game and look for the newspaper stand near the Texxon Gas Station. The Book Of Lost Memories can be found inside.

**DOG KEY**
Complete the game with the Rebirth ending. Start a new game and a kennel will now appear near Jack's Inn. Look inside the kennel to find the Dog Key.

**OBSIDIAN GOBLET**
Complete the game. Start a new game and enter the Historical Society building. The Obsidian Goblet can be found on a shelf.

**WHITE CHRISM**
Complete the game. Start a new game to find White Chrism vial in the kitchen of apartment 105 in Blue Creek Apartments.

**INTRODUCTION FMV SEQUENCE AUDIO**
If you wait at the title screen for a little while, the introduction FMV sequence will begin. In some scenes, there will be no audio. Complete the game once and the audio will then be restored to those scenes.

**INNOCENT MAN RIDDLE**
One of the rooms you enter in the Labyrinth will contain six men who have been hung from the ceiling. Your job is to free the innocent one in the group. In easy riddle mode, the innocent man is always the Kidnapper. In normal riddle mode the innocent man is always the Arsonist. In hard riddle mode, the innocent man is always the Counterfeiter. When you discover who the innocent man is, pull the corresponding empty noose in the second room to release the body. In his place, the Key Of The Persecuted will be on the floor below.

**DEFEATING EDDIE**
In the first battle, load your rifle and shoot him four times as soon as you get the chance, He'll run away so follow him into the next room. Stay away from him and keep shooting until he dies. If he gets close, run away and shoot him. If this is done correctly, he should be blocked in-between shots and you won't get hit.

**HIDDEN SKULLS IN PICTURE**
Go to room 307 in Wood Side Apartments. On the third floor there's a picture on the wall. Press A and the message 'There's a painting hanging on the wall. It looks like a landscape of this area.' will appear. Look at the picture in order to see two skulls on the side of the mountains.



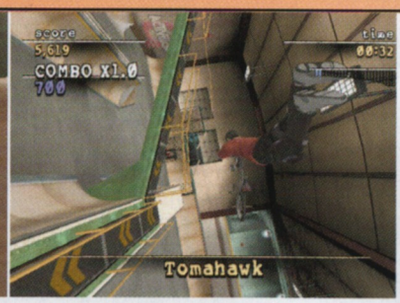











# MAT HOFFMAN'S PRO BMX 2

### ☒ UNLOCK LEVELS IN ROAD TRIP

To unlock levels in Road Trip, go to the' Press Start' screen and enter these codes:
Chicago: Y, ↑, B, ↑, B, Y
New Orleans: Y, ↓, →, ↑, ←, Y
Las Vegas: Y, R, L, R, →, Y
LA: Y, ←, B, B, ←, Y
Portland: Y, A, A, B, B, Y
Boston: Y, ↑, ↓, ↓, ↑, Y
If you don't enter the code quickly it won't register. You'll hear a sound confirming the correct code entry.

### ☒ UNLOCK NEW OUTFITS

To unlock outfits, go to the' Press Start' screen and enter these codes:
Elvis: X, L, L, ↑, ↑
BMX: X, B, ←, →, ←, X
If you don't enter the code quickly it won't register. You'll hear a sound confirming the correct code entry.

### ☒ UNLOCK NEW RIDERS

To unlock riders, go to the' Press Start' screen and enter these codes:
Day Smith: B, ↑, ↓, ↑, ↓, Y
Vanessa: B, ↓, ←, ←, ↓, Y
Big Foot: B, →, ↑, →, ↑, Y
The Mime: B, ←, →, ←, →, ←
Volcano: B, ↑, ↑, A, ↑, ↑, A
If you don't enter the code quickly it won't register. You'll hear a sound confirming the correct code entry.

### ☒ UNLOCK TIKI BATTLE

To unlock the Tiki Battle, go to the' Press Start' screen and enter these codes:
L, L, ↓, R, A, L
If you don't enter the code quickly it won't register. You'll hear a sound confirming the correct code entry.

### ☒ UNLOCK VIDEOS

To unlock all of each rider's videos, go to the' Press Start' screen and enter these codes:
Mat Hoffman: R, ←, X, ←, X, ←, R
Joe Kowalski: R, ↑, A, B, ↓, R
Rick Thorne: R, L, →, R, ←, R
Mike Escamilla: R, X, A, A, X, A, A, R
Simon Tabron: R, L, L, R, L, L, R
Kevin Robinson: R, A, B, ↓, ↑, R
Cory Nastazio: R, Y, X, X, Y, Y, Y, R
Seth Kimbrough: R, ↑, ↑, X, X, X, R
Reuben Alcantara: R, ←, →, ←, →, ←, →, R
Nate Wessel: R, ↓, B, X, ↓, B, X, R
Big Ramp: R, ↑, ↓, ←, A, A, A, R
Day: R, X, ←, ←, Y, →, →, R
If you don't enter the code quickly it won't register. You'll hear a sound confirming the correct code entry.

# BLADE II

### ☒ ACCESS ALL MISSIONS

To access all missions enter the following code at the main menu:
↓, ↑, ←, ←, B, →, ↓, X
Note: When entering the code you must hold the Left Trigger down.

### ☒ INFINITE AMMO

←, B, →, X, ↑, Y, ↓, A
Note: When entering the code you must hold the Left Trigger down.

### ☒ INFINITE HEALTH

Pause the game, hold the Left Trigger and enter this code code:
Y, X, Y, X, Y, B, Y, B

### ☒ INFINITE RAGE

Pause the game and enter the following code while holding the Left Trigger:
←, ↓, ←, ↓, →, ↑, →, ↑
Note: When entering the code you must hold the Left Trigger down.

### ☒ UNLOCK ALL WEAPONS

At the main menu, enter the following code while holding the Left Trigger:
X, B, ↓, ←, B, B, Y
Note: When entering the code you must hold the Left Trigger down.

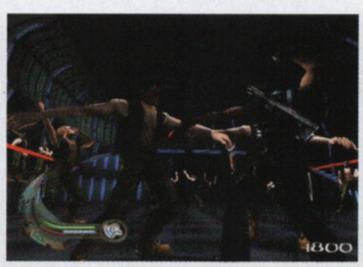
### ☒ INVULNERABILITY

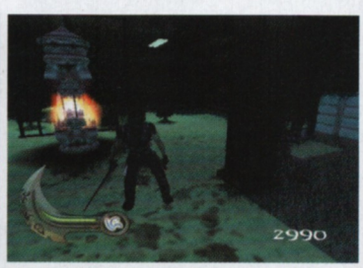
Pause the game, hold the Left Trigger and enter the following code.
X, B, Y, A, X, B, Y, A
Note: When entering the code you must hold the Left Trigger down.

### ☒ UNLOCK DAYWALKER DIFFICULTY

Enter the following code at the main menu while holding the Left Trigger:
←, B, ↑, ↓, X, B, A
Note: When entering the code you must hold the Left Trigger down.




## QUICK TIPS

CHECK OUT THESE HANDY HINTS...



### ☒ DEAD TO RIGHTS

**ALL CHAPTERS UNLOCKED**
Press ↑, ↓, ↑, ↓, ←, →, →, Y, X, X at the 'New Game' screen in order to unlock to all of the chapters in the game.



### ☒ TUROK EVOLUTION

**LEVEL SELECT**
Enter SELLOUT as a code at the 'Enter Cheat' screen. Then load a saved game to select any level.

**INVINCIBILITY**
Enter EMERPUS' as a code at the 'Enter Cheat' screen.

**INVISIBILITY**
Enter SLLEWGH as a code at the 'Enter Cheat' screen.

**ALL WEAPONS**
Enter TEXAS as a code at the 'Enter Cheat' screen.
Note: You'll only have the weapons that are available in the current level, not all the weapons in the game.

**INFINITE AMMUNITION**
Enter MADMAN as a code at the 'Enter Cheat' screen.

### ☒ STREET HOOPS

Enter the following codes at the Cheats menu:
**EASY BLOCKS**
R, Y, ●, ○
**EASY STEALS**
R, X, X, X, R, ●, Y, ○
**POWER GAME**
○, Y, ●, Y, press A to confirm.
**PIMP OUTFITS**
R, X, Y, ● and A to confirm
**SANTA CLAUS OUTFITS**
○, ●, ○, ●
**MAKE THE CLOCK SPEED UP**
Y, Y, Y, X, X, X, ←, ●
**PERFECT SHOOTING**
Y, Y, Y, X, X, X, →, ○

INFORMATION

THE THING

| | |
|---|---|
| PUBLISHER | VIVENDI |
| DEVELOPER | COMPUTER ARTWORKS |
| GENRE | ACTION ADVENTURE |
| PRICE | £44.99 |
| PLAYERS: | 1 |

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WALLPAPER
INTERVIEW
MOVIES

# THE THING

It's cold outside and everyone is paranoid. Luckily our handy guide is here to keep your trust intact to survive this encounter! We've started the guide on the third level – you should have no trouble with the first two!

## CHAPTER 3
## NORWEGIAN RESEARCH FACILITY

Unfortunately you have lost Pierce in the storm, but happen to discover Pace in a nearby tower. Search the side to grab some more Machine gun Ammo and some Grenades, then leave the tower and follow the light poles to the nearby building. Fix the control panel on the wall while Pace takes down a few little Things, then enter the building and close the door behind you. Open the door ahead and blast a few more little Things, then continue through the room and follow the passage on the left to collect some more Machine gun Ammo.

Return to the large room and walk into the corridor ahead, then ask Pace to fix the Canteen fuse box. Search the barrels for two Flame Grenades and then enter the door on the right to find a very paranoid Williams. Head into the kitchen and kill a few small Things, then use the recorder to save your data. Hunt around the side to pick up another Blood Test Kit, then open the cabinet by the door for some Flame-thrower Fuel.

Open the chest beside the fridge to collect a Flame-thrower, then give it to Pace and slowly make your way to the door. Kill the Walker as it attacks, then search the table in the corner to find a Stun Gun. Exit through the door and follow the passage to the next room, then carefully walk around the passage and battle another deadly Walker. After you've fried it, kill a few more little Things and then walk through the hole in the door and into the sleeping quarters on the right. Get ready to blast the last Walker when it moves in to attack, and then search the table in the hall to grab an Adrenaline Hypo. Walk through the second hole and search the crate in the corner to grab some Shotgun Shells, then blast the crates in the corner to discover a Shotgun. Dash back to Williams to report that the area is clear, then follow him to the Comms Room.

Walk inside and open the cabinet on the wall for Medpacks, then search the crate on the side for some more Shotgun Shells. Examine the terminal in the corner and get Pace to fix it, then use the Microphone on the desk to radio for help. Get your weapons ready and blast the pair of Walkers that charge in, then go back through the canteen to the exit.

### STUN GUN

The Stun Gun is a very handy weapon for dealing with panicking comrades. Using it on a friend will cause them to drop their weapon and prevent them from harming you. Be warned that if you use this weapon on a comrade his trust level will drop dramatically.



## CHAPTER 4
## NORWEGIAN MEDI-CENTRE

Use the switch on the wall to open the door, then in the storeroom search the cabinet for Medpacks. Take Shotgun and Machine gun Ammo from the crates on the side, and share it with your team. Back in the previous room activate the switch on the right, then in the next room open the door. Quickly kill the little Things, then go in and kill the rest. Get Pace to fix the fuse box on the wall. Back in the storeroom fill up on ammo, then go through the door and use the recorder to save. Search the bed for a Blowtorch and Ammo, and go towards the box in the corner. Back away and blast the little Things that leap through the window, then turn round, ready for more coming through the door. Dash back to the store room to fight another horde of little Things, then frazzle the two Walkers with the Flame-thrower. Restock with ammo from the crates. Heal everyone, then go through the hole in the wall. Head down the steps and right to kill a Walker, then go round the building to a small hut. Search the shelves inside for more Flame-thrower Fuel and two Blowtorches, then go to the back of the hut and follow the light poles to end the mission.

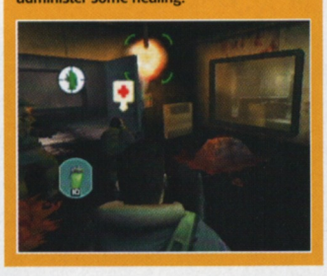






### MEDIC

The medic is a very important player in the team as he has the ability to heal your wounds when the battle has finished. You must ensure that you keep an eye on his health levels, as he is unable to heal himself. If his health should drop, equip a Medpack and press X when near him to administer some healing.



## CHAPTER 5
# WEATHER STATION

Follow the light poles to the building, then go to the right and up the stairs. Open the door and blast the little Things on the crates, then blast more around the corner. Williams has a seizure and starts to change into a Walker, so use the Flame-thrower on him.

Collect some Flares from the boxes, then climb the stairs to the roof. Approach the hatch and blast the little Thing, drop inside and kill two more. Destroy the hatches in the corners, then throw a couple of grenades into the room below. Drop through the hole to kill the pair of Walkers with the Flame-thrower. Get the Key from the chest in the small room at the back, and exit via the hole in the wall. Go to the large building, through the door and into the room ahead. Kill the little Things, then search the lockers on the left to pick up a Medpack and a Blood Test Hypo. Go into the room at the end and use the recorder to save, then walk around the corner and past the stairs where a couple more little Things are hiding.

Kill them, then turn and barbecue Pace who is transforming into a Walker. Walk past the table and into the kitchen – search the shelves to grab some more Machine gun Ammo and Shotgun Shells. Equip your Fire Extinguisher and put out the flames, then search the corner to collect another Key. Open the cupboard on the wall and pick up some Sniper Rifle Ammo, then make your way back to the stairs and climb them. Quickly kill the little Things, then take out your Flame-thrower and roast the Walker. Access the computer for some additional info, then head into the next room and pick up another Medpack from the lockers.

Equip your Flame-thrower and approach the bloodstained urinals, quickly toast a Walker that attacks you. Check the toilet in the middle to pick up another Blood Test Kit and then proceed back to the stairs. Blast the creatures that are on the table and climb the next flight of stairs to the top, where you'll find Pierce. Sadly, you are unable to help him, so grab the Sniper Rifle from the crate and some Ammo from his corpse.

Use the computer for extra information, then look through the telescope to see the crash site. Head back out of the door and blast the barrels to create a hole in the fence, walk down the stairs and across the fallen structure to the ledge of the building. Turn right and follow it around the building, blasting little Things as you go. Climb the slope carefully and blast your way in through the grate, then crouch down and crawl through the hole.






## CHAPTER 6
# PYRON HANGER

Walk forwards and blast the couple of little Things on the walkway, then equip your Flame-thrower and take out the Walker. Look behind the pillar to find the Power Supply, and then hold the B button to repair the damage. Enter the room next door and speak with Collins, then search the medicine cabinet on the wall to collect some more Medpacks. Give Collins a weapon and then leave the room and make your way down the sloped ramp to the ground floor. Quickly kill the Things crawling around the area and toast the Walkers, then get Collins to repair the crane controls. Kill another swarm of little Things, then search the hangar to collect some more Machine gun Ammo and Shotgun Shells. Head back up the ramp and onto the fallen pillar, then carefully climb up to the top of the hangar. Make your way across the beam and turn left at the end, then follow it to the corner to pick up some more Shotgun Shells. Now carefully walk around to the far side of the building and drop down into the room with the locked door. Access the computer for some information, then grab the Keycard from the desk and walk through the door to the walkway where you began the level. Walk down the slope to the ground floor and fight a few more little Things, then head over to the door in the corner and use the Keycard to open it. Approach the shelves and use the recorder to save your progress, then head down the stairs to the bottom. Walk along the corridor for a few steps, then quickly turn around and roast Collins, who transforms into a Walker. Collect any ammunition your ex-colleague leaves behind, then continue along the passage and through the door at the end. A huge creature stands inside the room, so quickly get hold of your Shotgun and blast him with all you've got. After the monster transforms, switch to your Flame-thrower and turn up the heat for a short while, then continue to blast with any weapon of your choice. Keep an eye on your health and cure yourself should you become injured, then keep blasting every Thing in the room. When the dust settles, repair the door control unit on the wall and then walk through the door and down the hatch to complete the mission.



## CHAPTER 7
# PYRON SUB ALPHA







Walk forwards and drop down the hole into the submersible, then turn to the right and enter the steam-filled room ahead. Quickly kill the little Things that attack you, then walk around the room and through the door on the far side.

Enter the door on the left into the control room and use the computer to gain some more information, then use the recorder beside the door to save your game. Operate door switch 'Four' to open the Growth Chamber, then leave the room and input the code to open the door opposite. Walk along the passage and enter the Growth Chamber, then quickly kill the little Things that move in to attack.

Walk down the first corridor and collect some Machine gun Ammo from the desk at the end, then return to the junction and follow the corridor on the left. Kill some more little beasts when they attack, take out your Flame-thrower and roast the Walker. Activate the Hydraulic Overdrive to power up door switch 'One', leave the room and return to the passage. Take the passage on the right and follow it around the corner, then look around to find some more Machine gun Ammo.

Make your way back to the Growth Chamber entrance, blasting any more creatures that leap out at you and then climb the slope to the top. Take out your Flame-thrower and roast another Walker, then enter the Control Room and activate the other three switches. Walk back through the steam and into the passage, then quickly kill another Walker that attacks from the right. When it is dead enter the room and examine the table to collect a Blood Test Kit and a Grenade Launcher.

Walk across the corridor and use a Fire Extinguisher to put out the flames, then hunt around the desk to pick up some more Flame-thrower Fuel and Blowtorch Fuel. Finally enter the Prep Lab and walk through the next door to complete the mission.

## CHAPTER 8
# PYRON SUB BETA

Follow the corridor into the room ahead, then aim to the right and splatter the spitting Things. Use the Flame-thrower to roast the Walkers, then search the cabinet on the wall for Medpacks. Open the door on the left to meet Price, then turn and blast a little Thing in the corner. Give Price a weapon so he can help you, then search the table for Flame-thrower Fuel. Leave the room and go back to the corner where the two spitting Things were, then let Price fix the door controls. Enter the room and open all the crates to collect a Shotgun, Fire Extinguisher, Machine gun Ammo, Shotgun Shells, Grenades and Flame Grenades.

Exit the room and turn right, then enter the next door and kill the little Things that close in. Go down the slope to the next floor, then access the computer on the desk for more information. Use the recorder to save, then operate the switches on the wall to open all the holding cells. Go down the slope to the bottom and kill the arm protruding from the wall, then head through the door and down the corridor to the holding cells. Don't let Parneviks's appearance fool you, wait for him to change then kill him with your Flame-thrower.

Continue through the holding cells, blasting little Things and Walkers, then on the far side of the complex you'll meet Faraday. Hand the Doc a weapon so he feels a little more protected, then lead him back to the Holding Cells entrance and wait for him to heal your wounds. When you are ready go back through the door and blast some more little Things, then climb the slope to the observation room. Carry on to the top, enter the door and blast a few more little Things that crawl over to attack you. Grab some more Ammunition from the storeroom and then open the cabinet to collect a few more Medpacks. Head through the door to back to the Prep Lab, then quickly toast the Walker dashing around the room. Head through the next door and open fire on the arms protruding from the walls, before running along the corridors to the end, and wait to be rescued.









## CHAPTER 9
# NORWEGIAN RESEARCH FACILITY

Your rescuers are infected and see you as a threat, so they knock you out with a sedated dart. When you come round, you're alone in the lab and have no weapons or items. Jump off the bed and enter the room at the end, then press the B button to repair the power supply for the lab. Once the power has returned, examine the computer for some information and use the camera on the left to watch the huge Thing walking up and down the corridor. Wait until it turns the corner, dash to the switch and run through the door into the passage.

Quickly repair the power box to the Sterilization Unit on the left, then dash inside the room and close the door. Use the security camera and wait for the Thing to walk to the other end of the passage, then activate the switch on the side to operate the Mounted Gun. While the beast is being shot at it can't come to this end of the corridor, so open the door again and search the body for some Machine gun Ammo. Return to the Sterilization Unit and give the ammo to Falchek, then get him to follow you to the room where you woke up. Open the door on the far side and wait for Falchek to kill the little Things, then enter and mend the fuse box on the wall to return power to the Cryo area.

Enter the room to the left and search the box for some Documents, then grab the Torch and open the next door to find a wounded Dixon. Let Falchek heal him and then go to the large lab, remembering to close the door. Go into the passage opposite and see the fuse box on the wall, and ask Dixon to fix it. Go into the room and get a Medpack and an Adrenaline Hypo from the desk, then go through the security gates and grab a Pistol from the shelves.

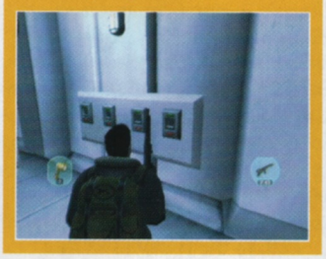
Quickly help Falchek kill the Things that crawl in, then continue to search the store to find a Machine gun, Flame-thrower, Stun Gun and loads of Ammo. Make sure the entire team has a loaded weapon, then return to the Sterilization Unit to turn off the mounted gun. Quickly dash down the corridor and toast the huge ugly Thing, then use your gun to destroy the Mounted Gun. In the crates in the corner find some Machine gun Ammo, then go along the passage and fix the power terminal on the wall. Enter the door on the left and blast another couple of little Things, then enter the cabin on the right. Search the cabinet for four Medpacks, then use the recorder to save. Leave the room and return to the passage, turn left and open the door at the end. Wait for Carter to change into a Walker, then use your Flame-thrower on him.

Open the door on the left and blast the turret on the ceiling and examine the switches on the right. Go to the end of the corridor and open the door, then blast the little Things. When the area is clear, examine the computers to grab some more information, and then collect a Blood Test Kit from the table. Climb the slope to the cells at the top, then quickly kill the Things that crawl over. Open cell Six and hand Fisk a weapon to defend himself, then open the cell next door and kill the Walker inside.

Open cell Eight and wait for Stanmore to transform, then toast him with the Flame-thrower and return to the open door of cell Three. Blast the grate from the back of the cell, then crawl through the passage to the room at the end. Search the table to grab some Flame Grenades, then toss them over the balcony to kill the two Walkers. Jump down and finish them with your Flame-thrower, then open the door and splatter a couple of little Things. Return to the large room where all your friends are waiting, lead them back to this room and get your engineer to repair the power terminal. Access the computer to find out the code for the elevator, then lead your team to the shaft and open the door to complete the mission.

### GATE SWITCHES

The security gates have been programmed to recognise your DNA, so you are unable to pass without setting off the alarm. Press the switch nearest to the door and the switch nearest the gate to turn off the system and avoid getting attacked by the guards.



## CHAPTER 10
# PYRON SUB BETA

As you ride down in the lift, grab the Machine gun and Ammo, then ensure your team each has a weapon. When you reach the bottom the security forces will try to attack, so blast them and search the bodies for Ammo. Close the door, go in the opposite direction, and follow the passage to the room at the end, fighting any more guards that appear. Climb the ramp and check out the security camera on the desk, then hit A to use the Mounted Gun and blast remaining troops and the Things inside the tanks.

In the cabinet on the wall find four Medpacks then go back down the stairs and blast the crates under the hut to find Shotgun Shells, Machine gun Ammo and a Thing. Examine the fuse box on the wall, and get Dixon to fix it, to open the door. Head inside and collect the Shotgun from the crate, then open the crates and pick up some Grenades and Machine gun Ammo Return along the corridor and blast more little Things, then head through the door you closed earlier and hit the switch on the wall to turn off the alarm. Continue along the passage, killing enemy guards, then carefully stick your head round the corner and destroy the Mounted Gun on the ceiling.

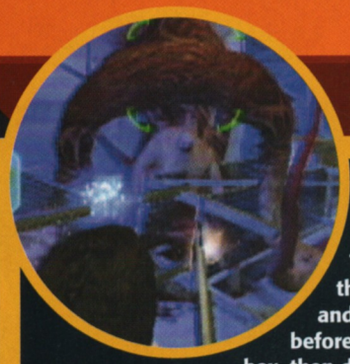
Wait for your Medic to heal you, then blast the grate on the wall and shoot the Thing that emerges. Command your team to wait for you, then crawl through the hole blasting a few more little Things as you shuffle down the passage. Shoot the grate at the far end, then drop down to the floor and quickly run up the stairs and along the corridor to avoid the flames. Keep running past the Walker in the passage, then dive through the door at the end and press the switch on the wall to close it firmly behind you. Blast the little Things that attack, walk into the central area and search the pipes to collect a Fire Extinguisher. Walk back to the fiery passage and use the Fire Extinguisher to douse the flames, then walk all the way back to the stairs and search the crates on the right to grab some more Grenades and some High Explosive Grenades.

Return to the large room and enter the door on the right, then kill a few little Things and open the door on the right-hand side. Head right and climb the stairs to the top, aim your gun through the windows and blast the little Things on the pipes. When they are dead, search the area to collect some Flame-thrower Fuel, Pistol Ammo and a Medpack, then return to the bottom of the stairs. Walk around the room and repair the Pressure Tank Controls on the wall between the two tanks, then leave the room and open the next door on the right. Quickly take a few steps back and blast the barrels to cause an explosion, then select your Fire Extinguisher and enter the room spraying the floor to put out the fire. Repair the Fuel Supply Controls on the wall, then walk back to the large room and activate the switch on the left to ignite the fuel inside the sealed room with two Walkers.

Watch the damned critters burn for a little while and then when they are dead, activate the switches in the central area in order to unlock all the doors. Walk through the room using the Fire Extinguisher to put out the fire, and then lead your team through the area into the large room. Examine the Power Supply on the wall and ask Dixon to make the repairs, then search the nearby shelves to collect some Machine gun Ammo and save your game.

Walk across the room and enter the door on the opposite side, then quickly blast the barrel in the corner in order to blow up the guards. Stick your head around the corner and destroy the Mounted Gun on the ceiling, then walk to the corner and examine the Elevator controls. Get Dixon to repair the damaged controls, then quickly kill the guards inside the lift and enter to complete the mission.

## BOSS
# HUGE THING



This huge Thing is a tough enemy and none of your team members join you for the battle. Try to nudge your team close to the doors before hitting the switch and Temple may make it through before the door shuts. Repair the fuse box, then dash in front of the beast and hit the switch on the wall to electrocute it. While it is stunned keep shooting at it, then return to the Medic to be healed. Continue using this method until it dies. It is almost impossible to kill this creature any other way.

## CHAPTER 11
# STRATA FURNACE

Ride the lift to the bottom and then lean around the corner to attract the attention of a nearby Walker. Roast it, then head over to the corner opposite and repair the fuse box on the wall. Activate the switch to open the garage door, and then toss a couple of High Explosive Grenades down into the area ahead to kill the guards. Turn around and toast Falchek, who has transformed into a Thing, return to the large room and kill any remaining guards.

Walk to the left around the walkway, and then ask Dixon to repair the Office Door Controls. Open the door and head inside, then quickly hand the injured medic a couple of Medpacks to cure his wounds. Use the security camera on the desk to take down a few more guards in the main room, then grab the Blood Test Kit from the table and operate the computer for some more interesting information. Search the filing cabinet in the corner for some Sniper Rifle Ammo, then open the crate to collect another Machine gun. Exit the room and walk around the walkway to the other side, then quickly gun down the guard that pops out to attack. Enter the room and hand Lavelle a weapon, then search the shelves in order to grab some Machine gun Ammo and another Blood Test Kit.

Leave the room and take the stairs down to the floor below, then turn immediately to the right and enter the small room in the corner. Quickly kill the little Things that jump out and attack you, then open the cabinet on the wall for some more Medpacks. Return to the large room and head left, and ask Dixon to repair the Data Room fuse box on the wall. Head into the room and use the recorder to save your data, then search the crates to collect some Flame-thrower Fuel, Pistol Ammo and Shotgun Shells. Walk back into the large room and through the crates collecting Ammo from the dead guards, then approach the door on the far side. Activate the switch on the right to open the door and then flip the switch on the left to open the door at the back. Quickly gun down the waiting guards and then open the door on the right and head down the stairs. Stop before you reach the end and blast the tripwire on the wall, then search the crates in the corner to collect another Medpack. Exit through the nearby door and walk around the crates on your left, then command your team to hold their position. Quickly kill the guards hiding in the darkness and then take out your Flame-thrower to burn the Walker.

Be careful not to get too close to the highly explosive barrels, then turn around and slowly make your way towards the crashed truck. Kill the little Things that crawl out from under it, and then repair the Power Supply on the wall. Open the container to collect some more High Explosive Grenades, then walk back to the far end of the road and enter the small alcove on the right. Use the security camera to blow up the barrels blocking the road, then wait for the flames to die down and lead your team into battle against more enemy troops. When they are dead, search the crates to collect some more Machine gun Ammo and Shotgun Shells and then ask Dixon to repair the fuse box. Hit the switch and enter the large room at the end, then quickly blast all the little Things that attack. Wait for the man at the top of the stairs to transform into a Thing, then kill him with your Flame-thrower. Tell your team to stay in position, then climb the stairs and enter the cabin. Let your comrades deal with the Thing attacking downstairs and repair the fuse box on the wall. Next, search the desk for more Sniper Rifle Ammo and a Fire Extinguisher, then use the recorder to save your game. Return to your friends, then activate the switch on the wall to open the next door.

After the battle, flip the switch behind the corpse to open the other garage door. Hunt around the shelves inside for more Shotgun Ammo, then activate the switch on the wall. After this you'll notice a bomb inside a nearby crate, so gather your team and race back to the lift before the timer expires.

## CHAPTER 12
# TRANSIT HANGAR 1

Follow the light poles to the warehouse, take out your Sniper Rifle and kill the two guards outside. Grab any Ammo they drop, then go inside the warehouse and kill the guard to the left. Search the container for a Medpack, head through the nearby door and enter the door opposite.

Kill the guard, turn around and defend yourself from another two enemy troops. Search the bodies for extra Ammo, then burst through the next door and around the corner to kill another guard. Look behind the planks in the corner to find a Medpack, enter the next door and kill the two guards inside. Access the computer for some information, leave through the door on the right and blast a few little Things. Open the door on the left and throw a couple of High Explosive Grenades in, wait a few seconds and open the door again.

Kill the Walker and search the cabinet on the wall for a Medpack. Walk through the next door and around the passage blasting the enemy troops, then turn around and splatter the two little Things that leap out from the vent.

Continue to the far end and go through the next door, enter the first door on the left and around the corner to kill more enemy troops. Give Powell a weapon, then examine the fuse box on the wall – ask Powell to make repairs. Use the recorder to save your game, then get Powell to fix the switch opposite to gain entrance to the cold storage. Collect a Shotgun, Pistol Ammo and Machine gun Ammo from the shelves, leave the room and return to the corridor. Turn left and walk to the end, killing more enemy guards, and search the crates in the centre to grab a Fire Extinguisher.

Go out the door in the corner and go down the stairs killing little Things along the way, then search the body under the stairs for a Medpack. Go through the door and get Powell to repair the fuse box, enter the nearest door and follow the passage killing little Things on the way. Search the shelves for Shotgun Shells, Machine gun Ammo, Sniper Rifle Ammo and High Explosive Grenades, then activate the door controls in the corner to release the monster in the cell.

Blast the enemies behind you, go back along the passage and into the door on the right. Get Powell to fix the fuse box on the wall and use the recorder to save progress. Go to the cell and shoot the small container on the left, kill the little Thing inside and examine the corpse in the corner to get a Key. Leave the cell and close the door, go right and use the Key to open the door. Check the shelves for a Torch and Medpacks, then activate the switch on the wall to turn off the security barrier.

Go in and pick up the C4 Explosives, leave the room and back up the stairs. Follow the corridors, then stop when you find two guards dealing with a large Walker. Let them kill the creature, then go in and kill them before they turn their weapons on you. Go into the next room and toast more large Walkers, then blast the guards that emerge from the lift. Ask Powell to repair the fuse box in the corner, enter the Holding Area and ask Powell to repair the terminal in the corner. Give Powell a shot from an Adrenaline Hypo to cure his panic attack, and then access the computer to grab the security code. Search the shelves for Shotgun Shells, leave the room and examine the two bodies in the next room for Medpacks.

Continue to the next area and battle another Walker, open the small office and grab a Grenade Launcher and Grenades. Turn around and shoot more enemy troops, then make your way back to the entrance to complete the mission.

## CHAPTER 13
# FLIGHT CONTROL

Follow the road through the blizzard and use your sniper rifle to take out the guard patrolling the hangar on the right. Run inside and place a C4 charge onto the front wheel of the plane. Explore the hangar and blast several little Things, exit through the door and use your sniper rifle again to kill the troops beside the small building to the right. Walk over and collect any Ammo, then use your rifle to blast the guard beside the hangar opposite. Run through the snow into the hangar and plant another explosive on the front of the second plane. Blast the little Things that drop down from the top of the container, then run over to the corner and kill another waiting guard.

Search the crates for Machine gun Ammo and Shotgun Shells, then dash around and pick up a Medpack near the dead guard on the other side of the hangar. Walk back out into the snow and turn to the left, then walk around the edge of the hangar to find another building. Use your sniper rifle to kill the guard outside, then run into the building and place another charge on the plane inside. Walk over towards the central building and take out the guard that's outside the final hangar, then dash inside and position the last charge onto the plane. Run over to the corner and collect another Sniper Rifle, then quickly blast the little Things that attack you.

Arm your Flame-thrower and roast Powell, who transforms into a Walker, then leave the hangar and run back around the corner to the door where you killed the two guards earlier. Dash inside to get out of the cold, then enter the next door and quickly toast the Walker in the passage. Repair the Staff Room access panel and enter the door, then quickly blast the Things that move to attack. Take out your Flame-thrower and toast another Walker, then search the body in the corner to pick up a Key and a Torch. Access the computer for some information, and then use the recorder on the bench to save your game. Leave the room and walk back past the entrance, then open the door ahead and repair the fuse box on the wall. Activate the switch in the corner and enter the door, then walk through the room turning left at the junction.

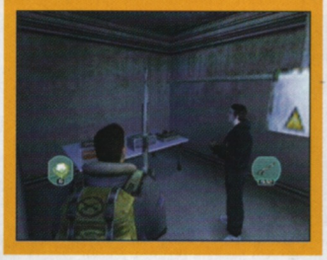
Quickly run past the explosive barrels and fight the Walker attacking Reed, then pick up a Medpack and hand it to Reed to cure his injuries. Pass Reed a weapon to help you, then return to the junction and follow the passage on the right blasting the little Things that drop down to attack. Leave the room and return to the entrance, then enter the door opposite the toilet and climb the stairs to the top, blasting any creatures that appear.

Turn left and enter the first door, then quickly kill the Walker inside with your Flame-thrower. Blast Reed, who transforms into a Thing, then look out of the broken window and use your sniper rifle to shoot the C4 explosives attached to the planes below. Quickly head back to the corridor and run around the passage to find another door, then blast the last remaining explosives to destroy all the planes. You must be quick or the hangar doors will close and you'll fail your mission.

Head back down the stairs blasting any enemy troops that attack you, then head through the door to the maintenance area and battle a huge Walker. When it is dead dash through the area to the door where you met Reed earlier, then crawl into the vent to complete the mission.

### ENGINEER NEEDED

Outside the maintenance area is a fuse box that you are unable to fix on your own. If you ignore the spare Sniper Rifle in hangar Four, Powell will survive and then you can enter the data room and collect some Machine gun Ammo and Shotgun Shells. There is also a recorder in this room that you can use to save your progress.



## CHAPTER 14
# WEAPONS SECURITY

Duck down and crawl along the passage to the cave at the end, then turn right and enter the small shed in the corner. Repair the fuse box on the wall, then quickly turn around and roast the Walker that emerges from the larger hut. Enter the hut and search the cabinet on the wall for some more Medpacks, then examine the shelves to grab a Grenade Launcher, Flame-thrower, Shotgun Shells and some High Explosive Grenades. Leave the hut and walk over to the elevator, then quickly blast a few more little Things that drop down from the top of the structure.

Climb the slope to the top and crawl through the passage at the end blasting another batch of little Things. Proceed to the end of the passage collecting the Machine gun Ammo and then drop down onto the walkway below. Chase the Medic up to the top, blasting anything that attacks, and then quickly hand Cohen a Medpack to heal his injuries. Give him a weapon to defend himself, then turn around and fight the enemy guards that attack. Slowly make your way down the walkway killing anything that moves, and keep an eye on Cohen as he may be infected.

Use the barrels to destroy any Mounted Guns, and continue slowly down to the bottom avoiding the jets of steam that can injure you. Enter the door at the bottom and quickly blast the two Mounted Guns on the far wall, then enter the small office on the left. Search the table to collect a Pistol and then examine the shelves in the corner to grab a Shotgun and some Shotgun Shells. Use the recorder to save your progress, then leave the room and enter the door below the destroyed guns.

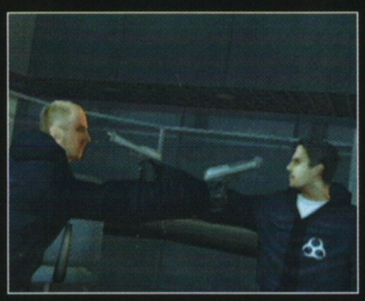
Stay in the doorway and blast the Mounted Gun on the ceiling, then sneak into the room and quickly destroy a second turret.



Head straight into the office opposite and collect some Pistol Ammo and a Pistol, then hunt around the crates to pick up a Medpack and some Sniper Rifle Ammo.

Enter the next door and stand right beside the door, then shoot the two turrets that are in the corners closest to you. Stay as close to the door as you can and blast the turret at the far end of the room, then head left and move along the wall to a position behind the crates. Lean around the corner and blast the last turret in the small alcove, then enter the small office and pick up the Machine gun and Ammunition from the shelves. Walk towards the door at the far end of the room and quickly blast the little Things that jump out from the vent, then exit through the door in order to complete the level.

## CHAPTER 15
# WEAPONS LAB







Head through the door ahead and you'll find Stolls and Ryan at each other's throats with loaded weapons. Quickly grab the Medpacks and the Stun-gun from the counter, and then walk over to a position in between the two squabbling characters. Grab the Blood Test Kit from the crate just around the corner, then test either of the troops to discover who is infected. As soon as Ryan transforms, get your Flame-thrower out and roast him then collect the Pistol Ammo from the floor and the bench. Hand Stolls a decent weapon to gain his trust, then ask him to follow you through the nearby security gate and around the corner.

Enter the door and walk straight into the room on the right, then go into the next room and search the shelves ahead for some Machine gun Ammo. Ask Stolls to repair the fuse box around the corner, then enter the nearby door and grab some Shotgun Shells. Use the recorder to save your data and then head back to the large room and up the ramp opposite. Ask Stolls to repair the power supply and then check the computer terminals for more information. As you work your way along the machines, a Walker and little Things will burst out of the wall and attack.

Quickly arm your Flame-thrower and turn them to ashes and then continue to check all the computers. Collect the Flame Grenades from the table at the end, then walk back down the ramp and over to the camera ahead. Watch Stolls run around the corner on the CCTV, and then activate the panel on the right to open the door. Once he's inside, quickly dash out of the door and follow him, then blast all the little Things and burn the pods with your Flame-thrower. Use a Fire Extinguisher to put out the flames, then enter the door on the right and toast what's left of Stolls. Collect any Ammunition he drops, and then search the table for some more Pistol Ammo. Leave the room and enter the door on the right, then follow Whitely into the room at the top.

It's a trap and he closes the door behind you and starts pumping gas into the room. Quickly repair the fuse box on the wall and then activate the camera gun in the far corner. Aim the Cannon at the control unit on the right and keep blasting until it explodes, then access the computer panels to read the message left for you. Grab the Machine gun Ammo and Flame-thrower Fuel from the desk, then open the cabinet on the wall to stock up on Medpacks. Leave the area and head back to the entrance, then walk through the open garage door and use your Machine gun to blast the gun turret on the wall at the end of the corridor.

Enter the next door and blast another batch of little Things, then use your Flame-thrower to toast the pod in the corner. Activate the switch on the wall to disable the security guns and then head through the next door into the range. Run straight ahead quickly and blast the two waiting guards, then search the shelves for Pistol Ammo, Machine gun Ammo, Shotgun Shells, High Explosive Grenades and Flame Grenades. Climb the ramp to the Observation area and pass Peltola a weapon, then get him to follow you down the stairs and repair the fuse box underneath. Walk to the corner and collect a Key from the dead guard, then head back up the stairs and use the camera gun to blast the barrels in the Weapons Research Room. Walk back down the stairs and towards the door where you entered the area, then follow the corridor and get Peltola to repair the fuse box on the wall. Enter the door and grab some more Ammunition if required, then use the recorder to save your game.

Exit the room and enter the Research Area – search the table in the corner to collect a Key. Leave the room and go back to the range, open the door in the centre and kill the two guards. When you are ready head through the next door to face another giant monster. When the boss is dead, quickly kill the Walker that is also in the room and then search the chests for extra High Explosive Grenades, Grenades and Stun Grenades. Leave the area and make your way back through the complex to the entrance where you started the mission.

### MOUNTED GUNS

There are a large number of Mounted Guns in this area that will kill you in a few short seconds if left alone. Try to shoot nearby barrels to destroy them in the explosions, or find a position out of their range to take them out. Also look out for switches that can be used to turn them off, but these can be tricky to get at, however.







## BOSS
# UPSIDE DOWN THING

When you enter the room, this giant creature will drop down through the ceiling and start attacking immediately. If you are not careful he can kill you in a couple of swipes, so have your Medpacks handy and use them to heal your injuries immediately. Dash forward to a position right underneath the monster, and then keep blasting with your Shotgun until it's ready for a roasting. If you are in the correct position it cannot harm you and you can happily stand still and flambé the beast until it stops moving.





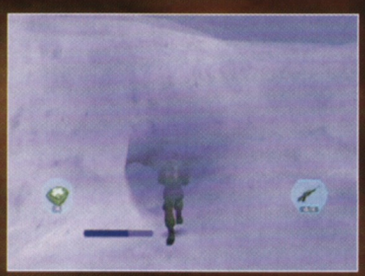


## CHAPTER 16
# ESCAPE

Equip your Fire Extinguisher and dash through the door, then go forwards slowly, putting out the flames. As you go through the complex tread carefully to avoid the explosions. Try taking just a few steps at a time and then waiting for the blast before continuing. Make your way to the top of the tower, killing a few guards and Walkers at the top, then squeeze into the vent and drop down through the hole.

Move along the vent back to the cave, and then walk along the path to find four Walkers ready to attack. Fire a few shots to get their attention, then lead them back to the vent and crawl inside. These huge creatures are unable to fit through the hole, so stand back and roast them all when they come close to the wall. When they are all dead, dash down the slope to the bottom and climb onto the lift to the surface.









## CHAPTER 17
# FIELD TESTING

Get out of the lift and look for some Sniper Rifle Ammo, then follow the passage to the surface. Use your Sniper Rifle to kill the enemy troops in the canyon, then follow the passage, blasting anything that moves. Look for a passage in the ice on the left, then crawl inside and get some Medpacks, Flame Grenades and Sniper Rifle Ammo. Crawl back to the entrance and kill the guards outside, then go along the path to the left blasting anything that moves. Look out for a sniper on the cliff, and go carefully along the ravine to the corner. Aim a few grenades at the guards up the path, then backtrack a little and use your sniper rifle to kill the troops that follow.

Return to the cave to warm up, then run along the path and kill the last guard on the hill. Enter the dome shaped building and dash along to the centre where you'll find Whitely. This monster withstands your attack, then runs off into the distance. Before continuing, crawl under the crates on the right for some Medpacks and Flame Grenades, then use the recorder to save. A tripwire stops you following Whitely, so go left and follow a path, killing the trooper at the end. Aim a grenade at the troops ahead, shoot the tripwire on the left. Collect Ammo dropped by the guards, then carefully go down the passage on the left, killing more enemy guards.

When the path splits, go left and keep moving carefully around, blasting enemy troops. Behind almost every corner is a tripwire and guards, so be cautious until you reach the exit. Just before the exit are some crates, with Machine gun Ammo, Sniper Rifle Ammo, High Explosive Grenades and Shotgun Shells.

When you're ready, go through the door and dash forward behind the nearby containers. Use the Sniper Rifle to kill the enemy snipers on the towers, then dash back to the Dome to warm up. When you're ready move forwards in front of the container and kill any remaining guards, then dash to the far side of the icy landscape and through a small canyon to meet Whitely again.

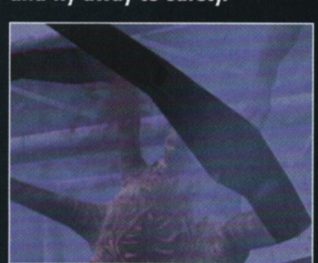


### TOP TIP
**TRIPWIRES**

Inside the Dome complex, there are loads of tripwires lining almost every path. To save the bother of trying to shoot them all, aim a shot at an enemy guard and then back away to a safe distance. The stupid guards will always chase after you and set off the tripwires blowing themselves up in the process.

## BOSS
# WHITELY THING

Dash forwards and watch the transformation, then climb into the helicopter and start circling the creature. Aim the Cannon at the head of the creature and keep blasting, then when you get closer try to shoot the barrels around the monster's base. When a small tube emerges from the centre, blast it until it withers, then continue to pummel the head area. Keep blasting and when all four barrels have been lit you can finish off this beast and fly away to safety.



INFORMATION

TIMESPLITTERS 2

| | |
|---|---|
| PUBLISHER | EIDOS |
| DEVELOPER | FREE RADICAL |
| GENRE | FPS |
| PRICE | £44.99 |
| PLAYERS: | 1-16 |

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# TIMESPLITTERS 2

## CHALLENGE MODE

**WELCOME TO THE CHALLENGE MODE, HERE YOU WILL NEED TO ATTAIN A SILVER MEDAL OR HIGHER IN EACH OF THE 21 RELATIVELY DIFFICULT CHALLENGES IN ORDER TO UNLOCK THE MANY SECRET CHARACTERS/CHEATS/ARCADE MODES AVAILABLE IN THE GAME...**

CHALLENGE

# Banana Chomp




### Gone Bananas

MEDAL REQUIRED: SILVER

UNLOCK: PRIVATE COAL [PLAYABLE CHARACTER]

In order to attain a Gold medal for this challenge you need to collect all of Jojo's bananas, which have been scattered around the Aztec Ruins. Use the map from Level 8 in the Story mode to plot your route through the challenge, perhaps even taking note of where the bananas are so as you can find an optimum route. This challenge is one that needs practice to master, once you have discovered your preferred route keep at it and you should find yourself beating your previous time with each go.

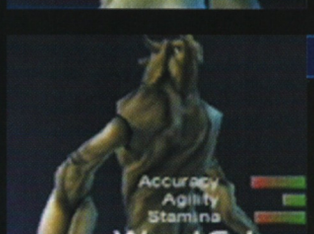



### Monkey Business

MEDAL REQUIRED: SILVER

UNLOCK: PRIVATE POORLY [PLAYABLE CHARACTER]

Monkey Business is exactly the same as the Gone Bananas challenge, except this time around your path is littered with bloodthirsty zombies. Keep to the same route as you used in the previous challenge, except remember to take the zombies into account, sometimes waiting for them to walk through archways before making a pass to avoid being hit. The zombies may seem slightly intimidating, but there are actually only two areas where you may have problems (you'll know the ones), but with a bit of practise you should overcome these troublesome areas in minutes.




### Playing With Fire

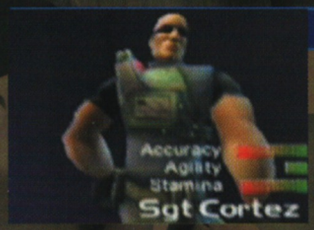
MEDAL REQUIRED: SILVER

UNLOCK: WOOD GOLEM [PLAYABLE CHARACTER]

You now find yourself in control of the Wood Golem who has been set on fire by the cheeky monkey Jojo. The best way to complete this challenge is as before. Use the Aztec Ruins map from Level 8 (Story mode) and plot the best route, taking note of where the bananas are located. Also try to avoid heading into dead ends for just one banana. Instead head down alleys (which may look banana-less) as these usually house around five at the other end in large clearings.

CHALLENGE

# Glass Smash




## Pane In The Neck

MEDAL REQUIRED: SILVER

UNLOCK: ROTATING HEADS (CHEAT)

When the challenge begins, start by smashing all the windows in the large building that's directly in front of you. Firing two grenades into each room should suffice (this may not work all the time, however, so try again as this is the quickest and most effective manner to complete the challenge). Once you have done this, smash the remaining panes of glass in the three small storerooms. You can do this in any order, although taking the one on your left, then right first, before the final store at the far end of the compound will lead to you earning a Gold almost every time!

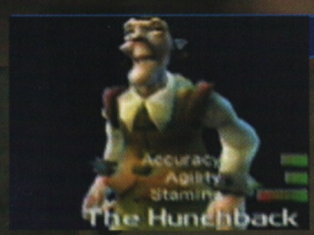


## Bricking It

MEDAL REQUIRED: SILVER

UNLOCK: BRICK [WEAPON]

Slightly more difficult than the previous challenge, Bricking It requires you to follow the same pattern as before, except this time around you need to use bricks rather than grenades. Again start with the large building, taking out the front panes of glass before heading up the steps and smashing the small panel on the door. Quickly drop off the ledge and follow the route as before to clear out the three remaining stores. You will need to secondary fire as this causes you to toss the bricks further than primary fire. Practise your aiming before attempting this mission as the small panels in the doors can sometimes prove extremely frustrating and drastically affect your overall time.




## Stain Removal

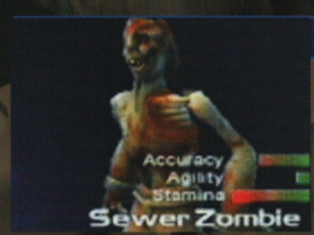
MEDAL REQUIRED: SILVER

UNLOCK: THE HUNCH BACK (CHEAT)

Stain Removal is an extremely easy challenge to complete, although it can be a real chore to attain Gold if you don't have the correct strategy. Firstly you need to remember to use your secondary fire as the flame rounds travel longer distances than the grenade rounds. In order to complete the mission with a Gold you will be required to smash all 32 panes of glass, which most of all requires speed. The best strategy is to locate all the panes of glass first and familiarise yourself with the level layout, secondly practise your aiming with the flame rounds so as you can target items quickly while on the move to reduce your time. Once you are happy you're ready to roll, restart the level and begin.

CHALLENGE

# Behead The Undead

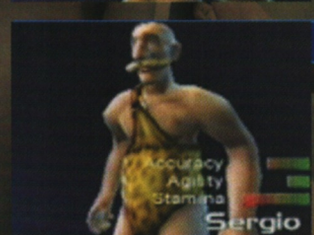



## Fight Of The Living Dead

MEDAL REQUIRED: SILVER

UNLOCK: SEWER ZOMBIE [PLAYABLE CHARACTER]

A fairly simple challenge but one best attempted after completing Notre Dame. You won't have a time limit to stick to, instead you just need to survive for as long as possible against the hordes of undead zombies that spawn in from the various points of the arena (if you leave your enclosed area you'll have three seconds to return before the game ends). The only way to kill the zombies is by decapitating them with a shot to the head. As you progress through the various waves the number of zombies will increase as well as their speed. A good tactic to use is to continuously move from one side of the small enclosure to the other, firing off random shots as you pass large groups (this will usually kill a small number of zombies in one shot...handy).

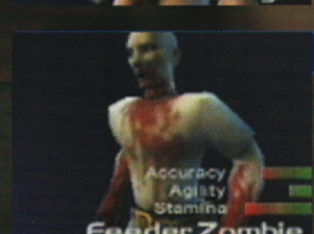



## Sergio's Last Stand

MEDAL REQUIRED: SILVER

UNLOCK: SERGIO [PLAYABLE CHARACTER]

Similar to the previous challenge, Sergio's Last Stand requires you to kill masses of zombies and reach an allocated score for each medal. However, not only is the area you're allowed to stand in smaller than before, you now have flaming zombies coming at you from all directions! The first wave begins with zombies coming from just in front of you, posing no real challenge. This soon changes and you should adopt a new strategy, of circling the arena, even leaving your area to avoid the flaming hordes (just remember to return within three-seconds). If you are set on fire and have the fire extinguisher, stand near one of the pillars and let rip so the spray bounces off the pillar and cools you down.




## Day Of The Dammed

MEDAL REQUIRED: SILVER

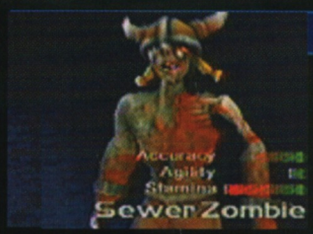
UNLOCK: FEEDER ZOMBIE [PLAYABLE CHARACTER]

This may be the final challenge in this series, but is possibly the easiest of the three. With no weapons, you have to score 20,000 (for Gold) by decapitating zombies with nothing but your fists, which initially may seem impossible. The best tactic for sending those heads tumbling is to punch before you reach the zombie, you'll be surprised how far you can actually reach. Pay attention as you progress through each wave, as the zombies will become faster while the mutants zombies will begin to appear all around, so keep moving at all times to avoid losing health.



CHALLENGE

# Infiltration




## Silent But Deadly

MEDAL REQUIRED: SILVER

UNLOCK: VIKING [HAT]

This challenge requires you to destroy the communications dish and enter the dam within the tight time period without being spotted (for Gold) by any of the enemy troops. Follow the same tactics that you initially used for Siberia during the Story mode, except you don't need to destroy any of the filing cabinets. When you begin you should notice that you have 1000 points. Every time that a guard is alerted this will begin to decrease until a point where the game automatically ends. Even if a guard spots a soldier being shot but doesn't see you, the meter will still decrease. All enemies must be killed before blowing the dish (plus the sniper in the dam won't appear), so as not to raise any form of alarm.




## Trouble At The Docks

MEDAL REQUIRED: SILVER

UNLOCK: PIRATE [HAT]

Possibly the easiest of the three in this series. Starting at the beginning of Chicago, you simply need to get through the first warehouse and onto the streets in the allotted time period without being spotted or sounding an alarm. From the start shoot the first gangster behind the crates, ignore the second and dash into the warehouse. Sneak behind the gangster inside and run up the stairs. Now look down into the main storage area through the window, shoot the gangster, proceed down the stairs, around to the exit and shoot the gangster outside before strolling out to complete the challenge in record time.




## Escape From Neotokyo

MEDAL REQUIRED: SILVER

UNLOCK: BIG EARS [HAT]

Again a very simple challenge (especially if you have already completed the NeoTokyo level in Story mode). Starting on one side of the city, you need to make your way to the end (where the time portal is located in Story mode) whilst avoiding the numerous surveillance cameras on the way. Use your temporal uplink to view the camera's field of vision and then quickly make a dash for the end. The police car is also in operation so hide behind a pillar to avoid detection. Remember, the rules are the same: if a camera even glimpses you, wave goodbye to that gold medal.

CHALLENGE

# Cut-Out Shoot Out




## Take 'em Down

MEDAL REQUIRED: SILVER

UNLOCK: AMPLE SALLY [PLAYABLE CHARACTER]

Cut-Out Shoot-Out requires you to make your way through the Wild West town shooting as many of the enemy cut-outs in the quickest time possible. Remember that the faster you shoot them, the more points you earn, ranging from 100-25 (points are deducted if you miss). Shooting civilians will instantly deduct 100 points from your overall total, this must be avoided at all cost if you are going for Gold. However, you can get away with shooting one or two if you are more than happy to settle for Silver and take the prize.




## Fall Out

MEDAL REQUIRED: SILVER

UNLOCK: MARCO THE SNITCH [PLAYABLE CHARACTER]

Head through downtown Chicago taking out all 17 of the enemy cut-outs, and as before you will get a full 100 points for shooting them straight away. However, this time around the cut-outs will retaliate by shooting you (don't worry, they don't actually fire ammo) they will constantly deduct one point from your overall score which may not seem like much, but it soon adds up, drastically affecting your total. You must also remember that the cut-outs are triggered as you walk in certain points of the street, so keep in mind that there are 17 in total. As you approach the final section of the level one target and a hostage will appear from behind the car. Now instead of walking around it to the left of the car, walk slightly to the right and the sixteenth target will appear from behind the front of the car (this is the only target which will cause you problems as it can be rather tricky to spot if you don't know it's there).




## Pick Your Piece

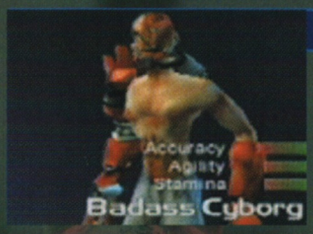
MEDAL REQUIRED: SILVER

UNLOCK: SGT ROCK [PLAYABLE CHARACTER]

Perched up in a window overlooking the compound. Equip your sniper rifle and get ready for the cut-outs to appear. You will quickly notice that there are no civilian cut-outs on this level, so shoot anything that moves. As the level begins, the targets will appear one at a time, eventually appearing in greater numbers and for shorter time periods as the timer ticks down. There is no real skill required here, all you need to do is practise using a sniper rifle and then keep trying until that Silver or Gold comes your way.

CHALLENGE

# TimeSplitters 'Story' Classic




## Badass Buspass Impasse

MEDAL REQUIRED: SILVER

UNLOCK: BADASS CYBORG [PLAYABLE CHARACTER]

Based around the Story mode of the original *TimeSplitters*, Badass Buspass Impasse is quite possibly one of the hardest challenges in the game for beginners. You need to make your way through the streets to the end, where an item is waiting for you (or in this case his Brain), collect it and make it back to the start of the level to finish. However, you don't want to take time sniping enemies and being cautious, as time is short. Simply run as fast as you can only shooting enemies in front of you. Upon grabbing the item the TimeSplitters will begin to beam into the level to prevent you from reaching the end. You should be looking at reaching the end of the level in between 45 and 55 seconds for a clean Gold.




## But Where Do The Batteries Go?

MEDAL REQUIRED: SILVER

UNLOCK: R-ONE-OH-SEVEN [PLAYABLE CHARACTER]

Slightly more difficult to master than the previous challenge, you now need to enter the depths of the robot base, collect the batteries from the lower levels and get them back to the start without being killed. It may be rather difficult to begin with, but after plenty of practise getting to know the level and where the gun emplacements are positioned you should have no problems getting out. With enough practise you should be looking at completing this mission in around 2 minutes 50 seconds (it's not impossible and you may even be rewarded with a Platinum medal).




## Hit Me Baby One Morgue Time

MEDAL REQUIRED: SILVER

UNLOCK: THE CROPOLITE [PLAYABLE CHARACTER]

This is possibly the hardest of the three in this group. Set in the Morgue level (it may be advisable to give this one a crack in multiplayer so as you can familiarise yourself with the area). Armed with only a shotgun you need to make your way through the hordes of zombies (avoiding them is the most easiest and effective method) to the second floor where the package is located. Once you have the package (a skull should appear in the top left corner of your screen) drop off the ledge and make your way back to the start of the level where the portal is waiting, just try to stay alive as you'll now be ambushed by undead priests who are armed, TimeSplitters and even more zombies.

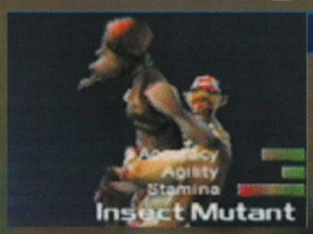
**THAT'S YOUR LOT!**

After completing all challenges with a Silver medal or higher you will be automatically awarded the following extras:

**Lola Varuska [Playable Character]**
**Circus [Playable Level]**
**Paintball [Cheat]**

CHALLENGE

# Monkeying Around




## Simian Shootout

MEDAL REQUIRED: SILVER

UNLOCK: INSECT MUTANT [PLAYABLE CHARACTER]

This can be an extremely difficult challenge to complete, let alone master. When play begins, make your way through the level and up to the second floor, and then back out into the courtyard on one of the balconies overlooking it. From here you will have longer to shoot the aerial monkeys (due to the fact that they now fly over your head rather than past you). It may take a bit of practise, but it shouldn't take you long to get into a good habit, the only problem lies in the delay of the shotgun.




## Monkey Mayhem

MEDAL REQUIRED: SILVER

UNLOCK: MISCHIEF [PLAYABLE CHARACTER]

Those poor monkeys, it's time to relieve them of all that weight! Using your sniper rifle, you now need to shoot the melons from above the heads of the parading monkeys. Not exactly a taxing challenge, but you must remember that for each melon you successfully hit you'll score 50 points, but for every monkey you shoot you'll have 75 points deducted from your total. Again this is a challenge that requires you to hone your sniping abilities, so a bit of multiplayer may help you reach an acceptable level.




## Dam Bursters

MEDAL REQUIRED: SILVER

UNLOCK: ROBOFISH [PLAYABLE CHARACTER]

Ah, welcome to the hardest challenge in the entire game, but don't sweat, with the following advice you'll be earning Gold and Platinum in no time. When play begins, walk out of the alcove you begin in and begin to strafe from side to side along the first half of the dam. Activate secondary fire for your gun so the barrel is constantly spinning and wait for the first wave of exploding monkeys. Once you begin to shoot the oncoming simian hordes, don't hold down fire, instead gently tap the fire button so the gun never overheats. As each wave passes the number of monkeys coming towards the dam increases, but don't let this scare you as this will also increase the chances of you earning monkey combos which are the key to scoring high and getting the Gold medal.

# TIMESPLITTERS 2

## LEAGUE MODE

WANT TO KNOW WHAT YOU'RE GOING TO GET? HERE'S A LIST OF ALL THE EXTRAS IN *TIMESPLITTERS 2*...

## AMATEUR LEAGUE

### BEGINNERS SERIES

**ADIOS AMIGOS!**
- Unlock: Hector Baboso [Playable Character] — 2nd
- Unlock: Lean Molly [Playable Character] — 1st

**CASUALTY**
- Unlock: Dr Peabody [Playable Character] — 2nd
- Unlock: Crypt Zombie [Playable Character] — 1st

**ELIMINATION**
- Unlock: Hangar [Playable Level] — 3rd
- Unlock: Sgt Shock [Playable Character] — 2nd
- Unlock: Elimination [Game Mode] — 1st

### MODE MADNESS

**CHASTITY CHASED**
- Unlock: Regeneration [Game Mode] — 2nd

**SHRINKING FROM THE COLD**
- Unlock: Shrink [Game Mode] — 3rd
- Unlock: Private Sand [Playable Character] — 2nd
- Unlock: Sgt Slate [Playable Character] — 1st

**SCRAP METAL**
- Unlock: Scrapyard [Playable Level] — 2nd
- Unlock: Chassis Bot [Playable Character] — 1st

### IT'S A BLAST

**NIGHT SHIFT**
- Unlock: Leech [Game Mode] — 2nd
- Unlock: Sentry Bot [Playable Character] — 1st

**SPOILS OF WAR**
- Unlock: Thief [Game Mode] — 2nd
- Unlock: Meezor Mox [Playable Character] — 1st

**DEMOLITION DERBY**
- Unlock: Robot Factory [Playable Character] — 3rd
- Unlock: Male Trooper [Playable Character] — 2nd
- Unlock: Female Trooper [Playable Character] — 2nd
- Unlock: Vampire [Game Mode] — 1st

### TOO HOT TO HANDLE

**MONKEY IMMOLATION**
- Unlock: Flame Tag [Playable Level] — 2nd
- Unlock: Crispin [Playable Character] — 1st

**DISCO INFERNO**
- Unlock: Nightclub [Playable Level] — 3rd
- Unlock: Louie Bignose [Playable Character] — 2nd
- Unlock: Lt Wild [Playable Character] — 1st

**BURNS DEPARTMENT**
- Unlock: Virus [Game Mode] — 2nd
- Unlock: Undead Priest [Playable Character] — 1st

### TEAM SERIES A

**CLUB SODA**
- Unlock: Slick Tommy [Playable Character] — 2nd
- Unlock: Jimmy Needles [Playable Character] — 1st

**STATION STAND**
- Unlock: Zones [Game Mode] — 2nd
- Unlock: Lt Shade [Playable Character] — 1st

**MEN IN GREY**
- Unlock: Assault [Game Mode] — 3rd
- Unlock: Accountant [Playable Character] — 2nd
- Unlock: Lawyer [Playable Character] — 1st

## HONORARY LEAGUE

### MAXIMUS

**COLD CORPSE CAPER**
- Unlock: Gargoyle [Playable Character] — 2nd
- Unlock: Cyberfairy [Playable Character] — 1st

**KILLER QUEEN**
- Unlock: Leo Krupps [Playable Character] — 2nd

**R109 BETA**
- Unlock: Ufopia [Playable Level] — 3rd
- Unlock: Gladiator [Game Mode] — 2nd
- Unlock: Lt Stone [Playable Character] — 1st

### ELIMINATION SERIES

**BAKING FOR THE TAKING**
- Unlock: Chinese Chef [Playable Character] — 2nd
- Unlock: Gingerbread Man [Playable Character] — 1st

**BRACE YOURSELF**
- Unlock: Braces [Playable Character] — 2nd
- Unlock: Trooper Brown [Playable Character] — 1st

**STARSHIP WHOOPERS**
- Unlock: Chinese [Playable Level] — 3rd
- Unlock: Monkey Assist [Game Mode] — 2nd
- Unlock: Trooper Black [Playable Character] — 1st

### BURNS 'N' BANGS

**CHINESE BURNS**
- Unlock: Calamari [Playable Character] — 2nd
- Unlock: Chef [Hat] Medal Required [Gold] — 1st

**SNOW BUSINESS**
- Unlock: Snowman [Playable Character] — 2nd
- Unlock: Trooper Grey [Playable Character] — 1st

**ROCKET MAN**
- Unlock: Venus Starr [Playable Character] — 2nd
- Unlock: Capt Sand [Playable Character] — 1st

### OUTNUMBERED BUT NEVER OUTPUNNED!

**SOMEONE HAS GOT TO PAY...**
- Unlock: Duckman Drake [Playable Character] — 2nd
- Unlock: Capt Night [Playable Character] — 1st

**TIME TO SPLIT**
- Unlock: Barby Gimp [Playable Character] — 2nd
- Unlock: Scourge Splitter [Playable Character] — 1st

**CAN'T HANDLE THIS**
- Unlock: Chasm [Playable Character] — 3rd
- Unlock: Hatchet Sal [Playable Character] — 2nd
- Unlock: Handyman [Playable Character] — 1st

### TEAM SERIES B

**HACK A HACKER**
- Unlock: Krayola [Playable Character] — 2nd
- Unlock: Milkbaby [Playable Character] — 1st

**RICE CRACKER RUSH**
- Unlock: Riot Officer [Playable Character] — 2nd
- Unlock: The Master [Playable Character] — 1st

**SUPERFLY LADY**
- Unlock: Capt Pain [Playable Character] — 2nd

## ELITE LEAGUE

### ONE SHOT THRILLS

**BABES IN THE WOODS**
- Unlock: Jo-Beth Casey [Playable Character] — 2nd

**DOUBLE BILL**
- Unlock: Beetleman [Playable Character] — 2nd
- Unlock: The Impersonator [Playable Character] — 1st

**NIKKI JINKI BRICKY**
- Unlock: Nikki [Playable Character] — 2nd
- Unlock: Jinki [Playable Character] — 1st

### DUEL MEANING

**IF I'M UGLY - YOU SMELL**
- Unlock: Mikey Two-Guns [Playable Character] — 2nd
- Unlock: Jared Slim [Playable Character] — 1st

**GOLEM GURU**
- Unlock: Kypriss [Playable Character] — 2nd
- Unlock: Fat Characters [Cheat] — 1st

**GOLDEN THIGHS**
- Unlock: High Priest [Playable Character] — 2nd
- Unlock: Aztec Warrior [Playable Character] — 1st

### FRANTIC SERIES

**HANGAR HAT'S OFF!**
- Unlock: Henchman [Playable Character] — 2nd
- Unlock: Dark Henchman [Playable Character] — 1st

**CAN'T PLEASE EVERYONE...**
- Unlock: Maiden [Playable Character] — 2nd
- Unlock: Changeling [Playable Character] — 1st

**BIG TOP BLOWOUT**
- Unlock: Mister Giggles [Playable Character] — 2nd
- Unlock: Stumpy [Playable Character] — 1st

### TEAM SERIES C

**BAGS OF FUN**
- Unlock: Ringmistress [Playable Character] — 3rd
- Unlock: Big Hands [Cheat] — 2nd
- Unlock: Slow Motion Deaths [Cheat] — 1st

**THEY'RE NOT PETS!**
- Unlock: Baby Drone [Playable Character] — 2nd
- Unlock: Bear [Playable Character] — 1st

**NICE THREADS**

Unfortunately there is nothing to unlock for this League challenge!

### SINCEREST FORM OF FLATTERY

**AZTEC THE DINO HUNTER**
- Unlock: Dinosaur [Playable Character] — 2nd

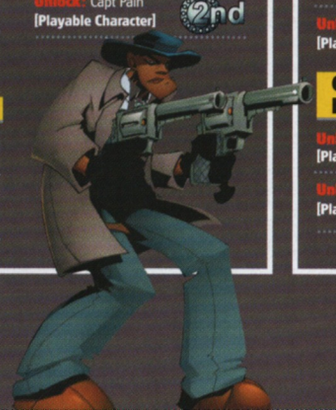
**HALF DEATH**
- Unlock: DroneSplitter [Playable Character] — 2nd

**DEAD FRACTION**
- Unlock: Jebediah Crump [Playable Character] — 2nd

**THAT'S YOUR LOT!**

After completing all challenges with a Silver medal or higher you will be automatically awarded the following extras:

**Small Heads [Cheat]**






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...




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- **TIMESPLITTERS 2**
  Complete mapped solution!
- **BLINX: THE TIME SWEEPER**
  Time for the mapped guide!
- **HITMAN 2**
  Fully mapped killing guide!
- **WWE RAW**
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# XBM GET IN TOUCH

If you want to get in touch with us here at XBM you can do so in five ways...

## EMAIL

Drop your question to us via email at...
***XBM@paragon.co.uk***

## LETTER

By post to... ***XBM, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS***

## SMS TEXT

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...
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## FAX

Or send your letter to us by fax on...
***01202 299955***

# INBOX




## TELL US WHAT'S ON YOUR MIND AND GET IN TOUCH WITH XBM...

**ARE YOU PLEASED ABOUT THE WAY THE XBOX IS MARKETED IN THE HIGH STREET? DO YOU WANT TO VENT YOUR SPLEEN ABOUT THE GAMECUBE? OR DO YOU JUST WANT TO TELL US HOW GREAT XBM IS? WHATEVER YOUR POINT, WE'RE ALL EARS!**

Dear XBM,

I am writing to ask if ask if you can help me – please. I rang Infogrames to try and find out when *GP4* is to be released; the person I spoke to said there is no date set.

I do not know phone numbers of either Microsoft or Interplay otherwise I would have rung them, can you help me please.

***Your Sincerely***
***KC Outram***

☒ **We can help you, but we're afraid that you won't be best happy about it! Infogrames has not announced a date for *GP4* on the Xbox because the developer, Simergy, was closed down when the game was about 98 percent complete. Although it may be released at some point in the future, Infogrames has no plans for the game at the present time. Sorry mate!**

Dear XBM,

Let me say this is probably the best magazine I have ever read, better than even the great GAMES MASTER magazine we all once loved, so congratulations on producing a great magazine.

When I first bought issue 3 of XBM I was unsure on whether or not to buy an Xbox, but after watching the video and reading 50 reasons on why you should buy an Xbox, I was straight downtown to put a deposit down, and to my surprise only a very few people had also put a deposit down. I felt worried that not many people would get one, but after introducing some friends to the power I was not alone.


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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.

I have a very worrying question that needs to be answered, and if the vicious rumours which Sony fans have been spreading are true, it could sink the Xbox. Apparently the Xbox itself scratches the discs when reading the information (or burns them). When I became aware of the rumour I checked my games and I could see circular scratches on them, and a demo disc of *Halo* will no longer work – this issue requires investigating to reveal the truth as the Xbox is at risk here. So any idea on whether or not the rumours are true?

As a Capcom fan I will be devastated if the survival horror series does not make its appearance on Xbox, I have completed every *Resident Evil* to date and they are all brilliant masterpieces. But the big question is will they make the leap of faith to the greatest console of all time?

As a last reminder to all those Sony fans, what does Microsoft do best? Eliminate the competition…

***Yours Sincerely,***
***Adam Garner***

**☒ We can put paid to the rumours about the Xbox scratching the game discs. That's definitely not true, as any long-term Xbox owner will tell you, and is the kind of flaw which would have been ironed out in the early developmental stages of console design and technology. As for Capcom releasing any of the much-applauded *Resident Evil* series: there have actually been rumours of a Microsoft buyout of cash-strapped Capcom, but there has been no announcement to that effect so far. Capcom is currently in an agreement to bring out the series exclusively on GameCube, but as we know, even the most solid looking partnerships aren't set in stone…**

Dear XBM,

Firstly, just like to say great magazine keep up the good work. Moving on, I hear a lot of people complaining about the free Xbox games and controller pad, and I would like to say to them: how can you complain? They are giving you

STAR LETTER

# PRODUCT MISPLACEMENT

Dear XBM

I bought your mag today, as I do every month. Upon reading your opening editorial I wasn't at all surprised by what you had written. Simply because I feel myself that there is definitely bias toward PS2 – how ignorant people are! To name companies guilty of this crime, I will start with Blockbusters (the video rental people). Being a member, I also rent out the odd game if I'm not sure whether to buy or not. There is definite bias, as I can hardly ever get a new Xbox release, but on PS there's numerous copies of each title. I went as far as complaining to the staff, but they couldn't help, as it was a management decision.

Secondly comes Woolworths, who always charge full price for games (even after Microsoft or other retailers have lowered their prices). When Microsoft revealed its second price cut in late August I went into Woolies (by chance) to see what was on offer, and to my utter disgust again, price cuts for PS2 were displayed all over the shop, on the doors, on the windows, on the ceiling and at the end of each isle. You couldn't get enough of them! I looked for the offer for the Xbox but found only a small sign BELOW the small shelf where they stocked the Xbox goodies – even though Xbox was £10 cheaper in that store you wouldn't have known. Again I complained to staff, and I think at the response I got I may as well have been talking to a cow chewing grass. Why don't people realise that Xbox is here to stay and is plainly superior, there is no competition?

***Wazzy B, via email***

**☒ Well Wazzy we can't help but agree, when the Xbox first came out the shelf space and in-store promotions it received were shockingly bad. Healthy competition is always good but at the moment some high street stores are being a little bit one-sided. Especially if you consider the size of the console! You can expect this situation to change very soon, as Christmas is going to be very big for Microsoft. The sheer number of games coming out means that many stores are going to have to rethink their strategies. You don't want to take it out on the stores too much though, as they're usually just pawns in the grand game receiving orders from on high. Still Michael Douglas seemed to get his way in *Falling Down*…**

# BRAINBOX

ALL THE ANSWERS CAN BE FOUND IN THE MAG

## TEST YOUR KNOWLEDGE OF XBM #12 WITH OUR QUICK-FIRE QUIZ!

**01 QUESTION**

*Fable* is the new name for a game that was previously known as what?
A) Ego-mania
B) Project Ego
C) Black & White
D) Project Gotham

**02 QUESTION**

Which skater is making a welcome return to *Tony Hawk's 4*?
a) Bob Burnquist
b) Chad Muska
c) Rune Glifberg
d) Bam Margera

**03 QUESTION**

How fast would you need to travel to pass through time?
a) The speed of light
b) Faster than a DeLorean
c) The speed of sound
d) No more than a brisk walk

**04 QUESTION**

On the Bavaria level of *TransWorld Snowboarding* what is in the hidden area?
a) 20 metre rail
b) Burning car
c) Halfpipe
d) Distressed snowboarder

**05 QUESTION**

Which game covered this issue is going to offer free downloadable levels for players?
a) XIII
b) Tony Hawk's Pro Skater 4
c) Fable
d) Unreal Championship

**06 QUESTION**

You enter the worlds of *Myst III: Exile* through…?
a) A massive portal
b) The pages of a book
c) An enchanted mirror
d) The back of a wardrobe

**07 QUESTION**

Which mech game shares a similar name with its publisher?
a) Mech Assault
b) Phantom Crash
c) Robotech
d) Battle Engine Aquila

**08 QUESTION**

What is the final car you unlock in *Project Gotham Racing*?
a) Jaguar XJ220
b) Morris Minor
c) Lamborghini Murcielago
d) Ferrari F50

**09 QUESTION**

Which game is not included in the *Dead Or Alive Volleyball* casino?
a) Poker
b) Roulette
c) Crabs
d) Blackjack

**10 QUESTION**

Apparently *Big Mutha Truckers* will capture something of driving games enthusiasts. What is it?
a) Dreams and desires
b) Nightmares and fears
c) Hearts and imagination
d) Excitement and enthusiasm

## 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...
www.orange.co.uk/multimedia
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the option to get some free gear and games: if you don't like the games, simply swap them like I do at my local shop. They let me swap *Amped* for *Aggressive* for a measly five pounds. The free games deal was great for me as well because I sent away two forms and in the end got four free games and two free controllers! (I also kept complaining I hadn't received anything which was true until I got two packages two days in a row), that's the God's truth – ask any one of my jealous mates. Lastly I would like to ask if anyone has heard of my all time favourite online action game *Quake II* – it kicks ass. If you're on look it out for me, adam and my m8 perk.
***Adam Tree, via email***

☒ **It sounds like your onto a good thing there Adam, but we don't know if we'd admit to getting free stuff out of Microsoft! They don't have friends in high places...they are in high places.**

Dear XBM,

I do not understand what all the fuss is about the GameCube. The only reason people buy it is because it is cheaper. The only thing that makes *Luigi's Mansion* look good are the cut-scenes. In my opinion, most of the games on GC for under five's only. The Xbox though has amazing games such as *Halo*, *Gotham*, *DOA3* and *Max Payne*, not to mention the 50,000 plus blocks of memory on the hard drive and amazing graphics. GC can't even play DVDs! Just think about it, switch prices around and the Xbox is at the top of the market.

What's all this fuss about the controller being fat too? Also, people moaning about the size of the Xbox. OK GC may have a few good games but apart from that it sucks. So for those of you who were daft enough to go out and purchase a GC, go and get an Xbox instead!
***Daniel Black, via email***

☒ **A lot of GC games often hide a deeper game than you'd imagine. The lack of DVD capabilities was a remarkable oversight, and after X02, an Xbox Christmas is looking all the more promising.**

# 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: RARE AND XBOX RELEASES |
|---|---|
| Will | Posted 25 September 2002 12:28 PM<br>It seems loads of news is just covering Rare. We all knew that Rare was with MS now and we'd likely see Kameo, perhaps PDO. But both sets of screenshots/art for the games looked pretty underwhelming and the news they are both set for 2003 (kameo is spring) makes me think they will be rushed.<br>I think the attention should really have been on Lionhead. Rare are making nothing new or revolutionary, just more of the same rip-offs. Lionhead are like MS's killer 2nd party. Their graphics look awesome (the T-Rex in BC!!) and their ideas of freedom are partly borrowed from ideas that people like Nintendo had in Animal Forest on the N64, but plan to expand it into a large world rather than a town.<br>IF the gameplay is spot on and the controls good then we're in for a REAL treat. Even if they dont get it right with Fable (which I hope they do) then they'll master it eventually. They look really promising, and I'll get them (Fable & BC) with my XBOX in late 2003. I'm surprised not many people have commented on that instead of Rare as it's so much more impressive in my eyes. They are games that will make the XBOX have something more unique, something that it's been missing when compared to it's rivals. That Dinosaur looks awesome! I want one!<br>IP: Logged |
| Master Yoda Of X | Posted 25 September 2002 05:05 PM<br>well it seems the arguing has stopped, and it has been announced as everyone can see from the post on this forum, i dunno if anyone has announced all the games they have kept or licences should I say but here they are.<br>Kameo, Conker, Perfect Dark, Killer Instinct, Banjo Kazooie, Jet Force Gemini, Blast Corps, Saber Corps<br>And many more<br>IP: Logged |
| Smokie | Posted 25 September 2002 02:48 PM<br>Can someone tell me how to kill the huge monsta that falls out the ceiling on level 7 cos the bar steward keeps killing me and I cant access the bloomin' armoury!!!!<br>IP: Logged |
| IaMfRoMhOlLaNd | Posted 25 September 2002 12:43 PM<br>How on the GC forum, you rarely see posts which merely feature screenshots for an upcoming game? But on the Xbox forum, sometimes you see little else?<br>Fascinating and hilarious isn't it?<br>IP: Logged |
| Calgon | Posted 25 September 2002 07:15 PM<br>Is Shenmeu2 definately not coming out in the UK?<br>Have there been any announcements at XO2 regarding this game?<br>Also which games will be Xbox's key releases this Christmas now that most of the decent games have been pushed back?<br>There are five in my mind: Blinx, Splinter Cell, Toejam and Earl 3 and Sega GT. Please tell me if I have missed any out. I feel they have to do better than this to tempt more people this Christmas which will be extremely important.<br>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!

QUICK I NEED MORE 1ST PERSON GAMES! HALO IS THE BEST GAME EVER BUT I STILL NEED MORE SAVE ME AND BRING OUT TUROK FAR CRY AND WOLFENSTIEN IF NOT WHY NOT?
Don't panic! All those games are coming soon. *Turok*'s out now but you might be a little disappointed... Think *TimeSplitters 2*, *Doom 3* and (cue the sound of angels singing) *Halo 2*.

CANT WAIT TILL TUROK! RAPTORS TO THE LEFT OF ME DINO TO MY RIGHT HERE I AM STUCK IN THE MIDDLE WITH MY SHOTGUN! GREAT MAG! BENJI
Joker to the right, here you are.

IF THEY PUT GP4 BACK ?NCE MORE I M GONNA PUT MY COCK IN THE MINCING MACHINE. ALLY.
Oo-er. Infogrames are you listening? You may have caused more harm than you knew by scrapping *GP4*.

IM SO SORRY. IVE JUST MADE THE SWITCH 2 XBOX FROM PS2. I KNOW I SHOULD HAVE MADE THE SWITCH EARLIER. THE XBOX IS 'AWESOME'. THANKS. MARTIN FROM SWINDON.
Apology accepted. This time.

IS IT WORTH BUYING GAMES LIKE WOLFENSTEIN & GHOST RECON OR R THEY JUST GOIN TOO BE THE SAME AS THE PC TITLES?& IS THERE A FINAL RELEASE DATE 4 SPLINTER CELL?
They are the same as the PC versions. Except *Ghost Recon* can be played on Xbox Live.

DO YOU GUYS HAVE ONE OF THOSE XBOX DEVELOPMENT KITS? IF YOU DO. CAN I HAVE IT?
We do and no you can't. How would we get the mag done?

IS AVP OR C AND C RENEGADE COMIN OUT ON XBOX P.S. GREAT MAG
Not that we know of. Anyway, wasn't *C&C Renegade* rubbish?

ARE XBX USERS LIKELY TO SEE STRATEGY GAMES LIKE CIVILIZATION BEING RELEASED?
Not yet. But we do live in hope for *Civilization 3*.

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## 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

**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 — WAP users

**1.** Send an SMS, eg. **GO XPOLYTONE 080001** to the short number **84050**. You are free to use small or caps.
**2.** You will receive a link for the ordered tone within seconds to your handset.
You can also send a polyphonic tone to your friend by adding their number at the end: **GO XPOLYTONE 080001 07081234567**.

The network operator will charge you for each sent message, so be sure to be careful with the spelling of your orders.
The service is charged at £1.00 per item and is available to O2, Vodafone, Orange and T-Mobile subscription in England, Scotland or Wales. The service is open to users 16 and above. Please ensure that owner of subscription accepts order.
Send us feedback: info@fun4me.com or Mobile Avenue, PO Box 3667, London NW1 0AP

More funky mobile stuff at: **www.fun4me.com**

# top-40 official fun4me chart



## Hottest — stand out from the rest!

| # | TONE / ARTIST | CODE |
|---|---|---|
| 1 | HALO - XBox | 68 2107 |
| 2 | THE LOGICAL SONG (RAMP) -Scooter | 68 2119 |
| 3 | THE KETCHUP SONG - Las Ketchup | 68 2124 |
| 4 | STAR WARS - theme | 68 0249 |
| 5 | INSOMNIA - Faithless | 68 0324 |
| 6 | TERMINATOR - theme | 68 0522 |
| 7 | CLEANIN'OUT MY CLOSET - Eminem | 68 2125 |
| 8 | SMELLS LIKE TEEN SPIRIT - Nirvana | 68 0988 |
| 9 | SUPERMARIO - Nintendo | 68 0507 |
| 10 | ROCKY (Gonna Fly Now) - theme | 68 0311 |
| 11 | 20th CENTURY FOX - Fanfare! | 68 2113 |
| 12 | X-FILES - theme | 68 0102 |
| 13 | SIMPSONS - theme | 68 0159 |
| 14 | KNIGHT RIDER - theme | 68 0171 |
| 15 | OUT OF SPACE - Prodigy | 68 0498 |
| 16 | GODFATHER - theme | 68 0514 |
| 17 | MISSION IMPOSSIBLE - theme | 68 0684 |
| 18 | ONE - Metallica | 68 0906 |
| 19 | PUSH THE TEMPO - Fatboy Slim | 68 0997 |
| 20 | TURRICAN - Amiga | 68 1258 |
| 21 | JACKASS - theme | 68 1308 |
| 22 | HERE TO STAY - Korn | 68 1319 |
| 23 | METAL GEAR - Nintendo | 68 2056 |
| 24 | WITHOUT ME - Eminem | 68 2103 |
| 25 | BY THE WAY - Red Hot Chili Peppers | 68 2109 |
| 26 | EYE OF THE TIGER - Survivor | 68 2116 |
| 27 | LORD OF THE RINGS - theme | 68 2120 |
| 28 | DIABLO - pc | 68 2106 |
| 29 | LEISURE SUIT LARRY - pc | 68 0903 |
| 30 | PARANOID - Black Sabbath | 68 0693 |
| 31 | THE OSBOURNES - theme | 68 0702 |
| 32 | BLACK SUITS COMIN' - Will Smith | 68 2108 |
| 33 | MORTAL KOMBAT - pc | 68 2117 |
| 34 | RAP SUPERSTAR - Cypress Hill | 68 0092 |
| 35 | ACES HIGH - Iron Maiden | 68 0389 |
| 36 | THE GOOD, BAD & UGLY - theme | 68 0296 |
| 37 | COMMAND & CONQUER - pc | 68 1143 |
| 38 | VOODOO PEOPLE - Prodigy | 68 0630 |
| 39 | FREAK ON A LEASH - Korn | 68 2122 |
| 40 | MIAMI VICE - theme | 68 2111 |

## games top 10 — lock 'n' load!

| | | |
|---|---|---|
| 1 | INTERNATIONAL KARATE - C64 | 68 0376 |
| 2 | BUBBLE BOBBLE - C64 | 68 0371 |
| 3 | RETURN...WOLFENSTEIN - pc | 68 1257 |
| 4 | ROGUE SPEAR - pc | 68 1146 |
| 5 | DEUS EX - pc | 68 2105 |
| 6 | JET SET RADIO - Xbox | 68 2103 |
| 7 | DOOM - pc | 68 0872 |
| 8 | MAX PAYNE - pc | 68 0905 |
| 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 | MY WAY - Limp Bizkit | 68 0727 |
| 5 | YOUTH OF THE NATION - P.O.D | 68 1298 |
| 6 | DU HAST - RAMMSTEIN | 68 1158 |
| 7 | POINTS OF AUTHORITY - Linkin Park | 68 1136 |
| 8 | DREAMER - Ozzy Osbourne | 68 2115 |
| 9 | WE'RE NOT...TAKE IT - Twisted Sister | 68 0279 |
| 10 | REIGN OF BLOOD - Slayer | 68 0273 |

## Dance/Hip Hop — party zone!

| | | |
|---|---|---|
| 1 | HOT IN HERRE - Nelly | 68 2126 |
| 2 | BREATHE - Prodigy | 68 1009 |
| 3 | CALIFORNIA LOVE - Tupac | 68 0188 |
| 4 | SABOTAGE - Beastie Boys | 68 1092 |
| 5 | THE MESSAGE - Grandmaster Flash | 68 0289 |
| 6 | FLAT BEAT - Mr. Oizo | 68 0340 |
| 7 | RESURECTION - PPK | 68 1178 |
| 8 | RESPONSE - Chemical Brothers | 68 0469 |
| 9 | CASTLES IN THE SKY - Ian van Dahl | 68 0339 |
| 10 | WEAPON OF CHOICE - Fatboy Slim | 68 0662 |

## Pop/Rock — rock me baby!

| | | |
|---|---|---|
| 1 | THE ZEPHYR SONG | 68 2127 |
| 2 | BORN TO BE WILD - Steppenwolf | 68 0894 |
| 3 | BULLS ON PARADE - Rage...Machine | 68 1186 |
| 4 | BLACK DOG - Led Zeppelin | 68 0021 |
| 5 | LIGHT MY FIRE - The Doors | 68 0059 |
| 6 | SMOKE...WATER - Deep Purple | 68 0864 |
| 7 | RUNAWAY - Bon Jovi | 68 0863 |
| 8 | MONEY FOR NOTHING - Dire Straits | 68 0347 |
| 9 | BLUE MONDAY - New Order | 68 0813 |
| 10 | MANIC DEPRESSION - Jimi Hendrix | 68 0057 |

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 | DOCTOR SNUGGLES | 68 0552 |
| 2 | EXORCIST | 68 0217 |
| 3 | DAS BOOT | 68 0298 |
| 4 | GLADIATOR | 68 0177 |
| 5 | BATTLESTATION GALACTICA | 68 0309 |
| 6 | BENNY HILL SHOW | 68 0143 |
| 7 | HALLOWEEN | 68 0138 |
| 8 | JAMES BOND | 68 0194 |
| 9 | BEVERLY HILLS COP | 68 0016 |
| 10 | THE SOPRANOS | 68 0361 |

## polyphonic top 10 — new nokia 8910!!!

| | | |
|---|---|---|
| 1 | THE KETCHUP SONG - Las Ketchup | 08 0046 |
| 2 | CLEANIN'OUT MY CLOSET - Eminem | 08 0022 |
| 3 | THE ROBOTS - Kraftwerk | 08 0099 |
| 4 | ENJOY THE SILENCE - Depeche Mode | 08 0032 |
| 5 | ALWAYS...BRIGHT SIDE OF LIFE | 08 0001 |
| 6 | STAR WARS - theme | 08 0008 |
| 7 | PARANOID - Black Sabbath | 08 0007 |
| 8 | GANGSTA'S PARADISE - Coolio | 08 0005 |
| 9 | EXORCIST - theme | 08 0003 |
| 10 | SUPERMARIO - Nintendo | 08 0009 |

## 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.

1 censored! 98 0743 | 2 98 0722 | 3 98 0735 | 4 98 0671 | 5 98 0810
6 I WANT YOU! 98 0754 | 7 98 0750 | 8 98 0845 | 9 LOVE YOU! 98 0856 | 10 Sorry... 98 0820

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

## picture messages

Loading.. 98 0783 | 98 0651 | 98 0789 | censored! 98 0703 | censored! 98 0734 | LOVE YOU... 98 0673
censored! 98 0808 | 98 0712 | Drunk 98 0714 | 98 0705 | 98 0723 | HUG ME! 98 0746 | 98 0747 | 98 0672
HELL 98 0742 | LET'S censored! 98 0786 | 98 0860 | I ♥ YOU 98 0838 | 98 0890 | censored! 98 0878 | Thank You 98 0763 | QUEEN OF MY HEART 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.

1 PORNSTAR 78 0197 | 2 78 0031 | 3 78 0674 | 4 censored! 78 0163 | 5 78 0412
6 78 0220 | 7 78 0003 | 8 78 0269 | 9 DEVIL 78 0339 | 10 FU censored! US 78 0657
11 HEAVY METAL 78 0141 | 12 GAME OVER 78 0538 | 13 SPANK ME 78 0627 | 14 Bitch 78 0654 | 15 PSYCHO 78 0656
16 78 0015 | 17 C.C.C.P. 78 0668 | 18 Dracula 78 0671 | 19 78 0672 | 20 CHE* 78 0670

also 2ND lines! you can also call our order number:

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COMPETITION

# WIN HOCKEY GEAR!

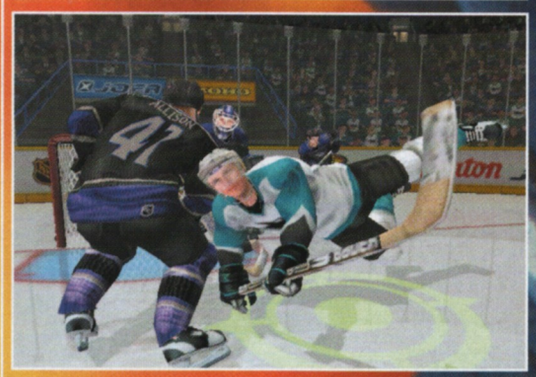
To celebrate the release of NHL Hitz 20-03 we're giving you the chance to win an Xbox and loads of cool hockey kit...

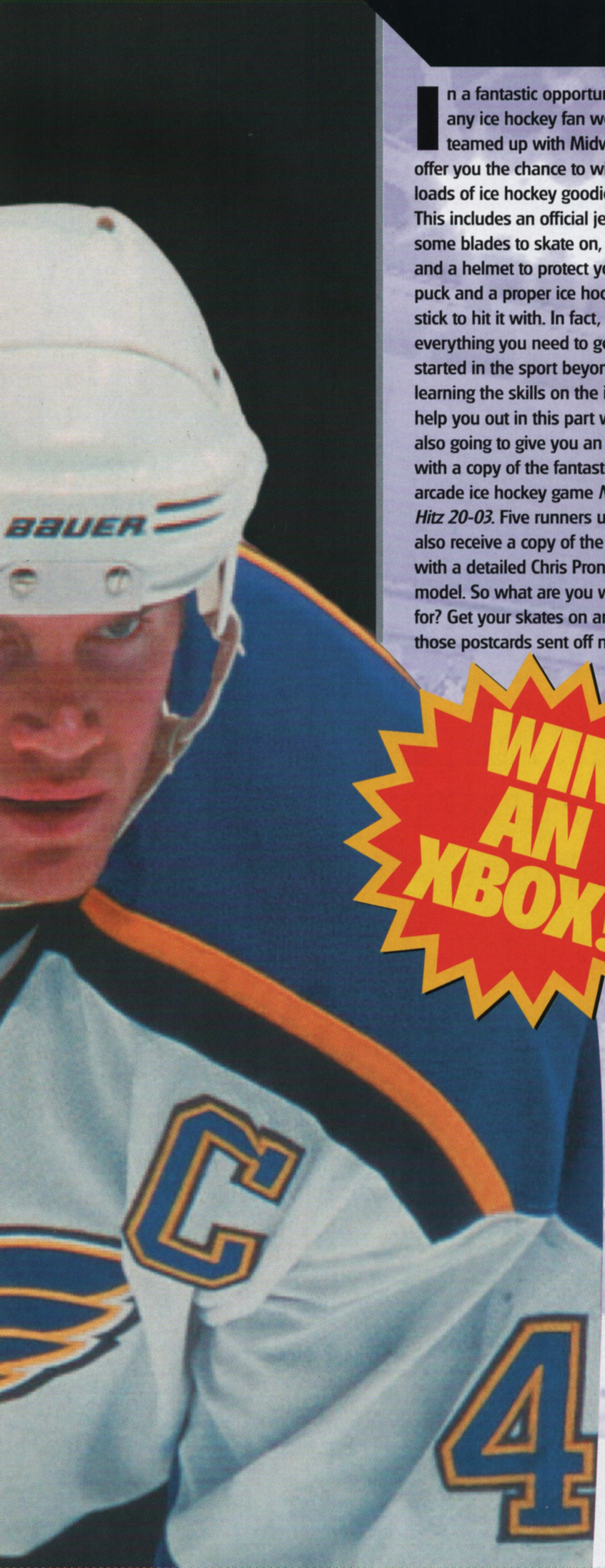










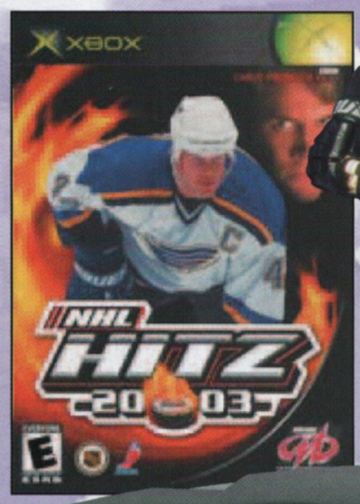


In a fantastic opportunity for any ice hockey fan we've teamed up with Midway to offer you the chance to win a loads of ice hockey goodies. This includes an official jersey, some blades to skate on, pads and a helmet to protect you, a puck and a proper ice hockey stick to hit it with. In fact, everything you need to get started in the sport beyond learning the skills on the ice. To help you out in this part we're also going to give you an Xbox with a copy of the fantastic arcade ice hockey game *NHL Hitz 20-03*. Five runners up will also receive a copy of the game with a detailed Chris Pronger model. So what are you waiting for? Get your skates on and get those postcards sent off now!

# WIN AN XBOX!

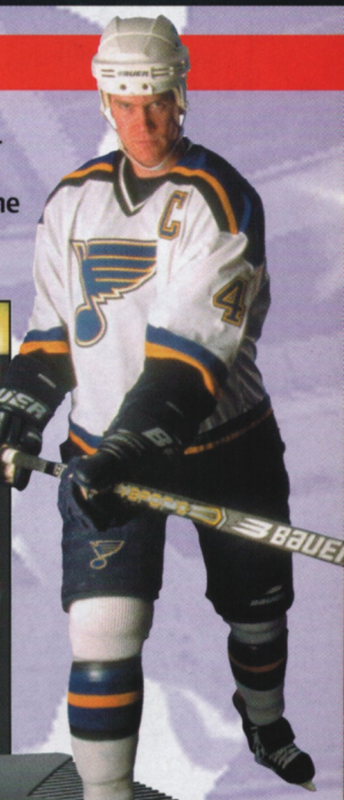
## FIRST PRIZE

An Xbox console, copy of *NHL Hitz 20-03* and an entire ice hockey set-up that includes the blades, jersey, stick, helmet, pads and puck!



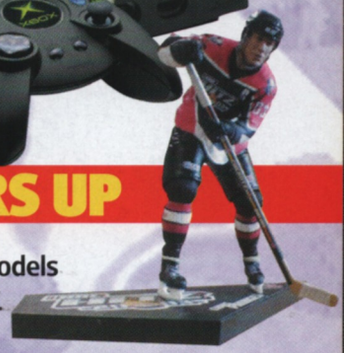







## FIVE RUNNERS UP

One of these Chris Pronger models and a copy of *NHL Hitz 20-03*.



## QUESTION

**An NHL ice hockey game is broken down into how many 20-minute periods?**

**A) 2 B) 3 C) 4**

**Send your answers on a postcard to:**
**NHL Hitz Comp, XBM Issue 12, 87 Cobham Road, Ferndown Industrial Estate, Wimborne, Dorset, BH21 7QB.**

## RULES

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 14 November 2002.

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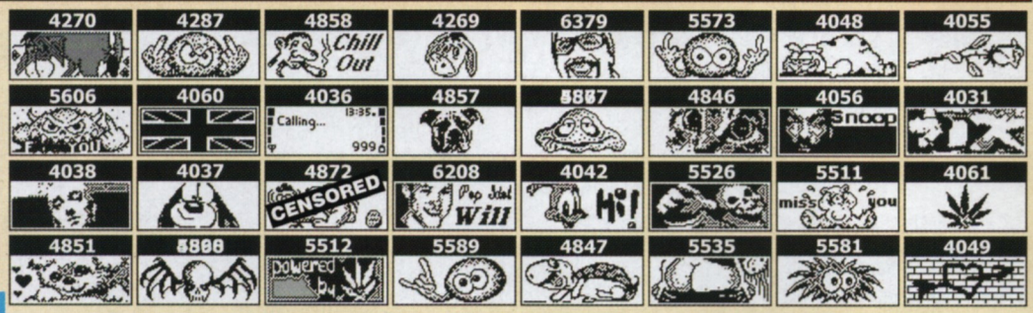
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pg122



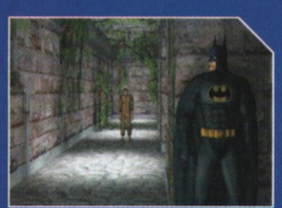
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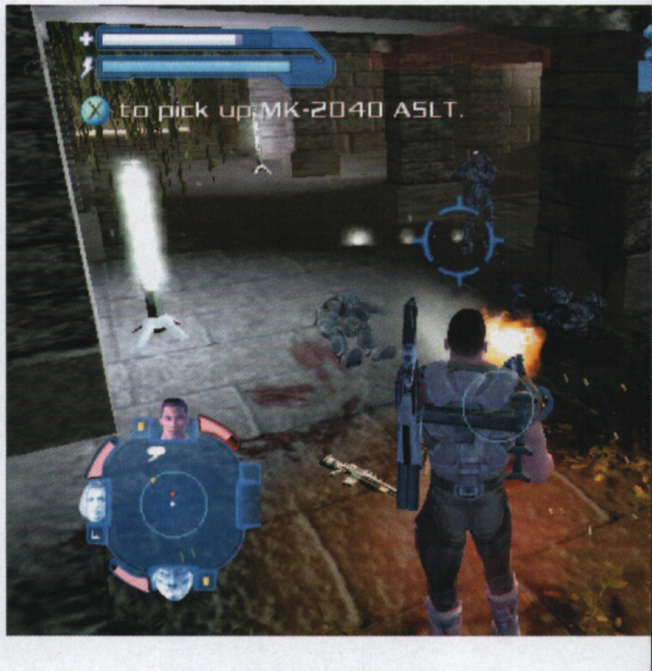
# BRUTE FORCE

## SWITCH BETWEEN FOUR MEAN MOTHERS IN THIS EXCELLENT SQUAD-BASED SHOOTER!

With the recent announcement of *Halo 2* everyone seems to have forgotten about slightly more imminent releases that could sate your shooting desires. The four-player co-operative epic known as *Brute Force* is one such game. The co-op mode in *Halo* fast became one of the most played features and this new game from Microsoft is blatantly trying to take advantage of this trend. However, this isn't just a multiplayer game. In fact, you can have just as much fun playing through the missions on your own, ordering the bizarre team members around and switching control as often as you want.

The gameplay feels extremely solid, the environments look great and the action is explosive enough to burn a smile onto any gamer's face. The third-person viewpoint seems an odd choice at first but once you begin to play it all falls into place – the only problem is stopping playing!






"THE ACTION IS EXPLOSIVE ENOUGH TO BURN A SMILE ONTO YOUR FA




PREVIEWED NEXT MONTH

When machines get too big for their boots it's up to us humans again...

## TERMINATOR: DAWN OF FATE

A third-person shooter set before the first *Terminator* film, *Dawn Of Fate* puts you in charge of the team sent to deliver Kyle Reese into the past to protect Sarah Connor. Not that any of this is relevant as the game seems to be an all-out action affair where your finger is rarely off the trigger and gratuitous explosions are obligatory. In other words, exactly the kind of game you can imagine Mr Schwarzenegger playing! Judgement day for this one is next issue...




REVIEWED NEXT MONTH

**PUBLISHER: UBI SOFT**

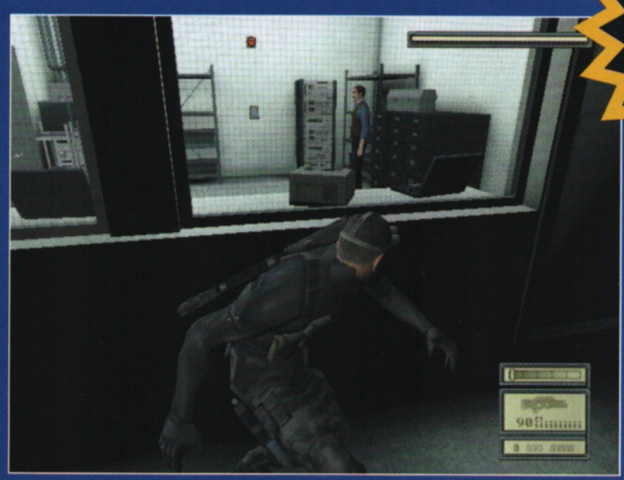
# SPLINTER CELL

### TAKING STEALTH TO NEW A LEVEL OF ENTERTAINMENT!

If you don't know about *Splinter Cell* yet then you should be ashamed of yourself as an Xbox owner! A far superior alternative to *Metal Gear Solid* this is a stealth-'em-up that burrows under your skin and keeps you itching day after day. The levels in the game look absolutely sumptuous, the lighting never ceases to amaze, the animation is of a level that you won't see again for a while and the action is gripping to the point of asphyxiation. To call it a 'must buy' would be a major understatement.

REVIEWED NEXT MONTH








REVIEWED NEXT MONTH On import!




PUBLISHER: THQ

# TOXIC GRIND

## POINTS MEAN PRIZES!

Thanks to a pro skater we think you all know, extreme sports games are far too commonplace nowadays. So the developers are forced to think of new ideas and this is what *Toxic Grind* is. We're a bit dubious as to whether or not a *Running Man*-style gameshow crossover is a good idea or not but visually it does look quite nice, and a new angle on a tired genre is always a good thing. But will it be able to compete with all the goodness that the upcoming *BMX XXX* has to offer?

"GENERAL CHAOS REIGNS IN GOTHAM"

REVIEWED NEXT MONTH





PUBLISHER: UBI SOFT





# BATMAN: DARK TOMORROW

## EVER DANCED WITH THE DEVIL IN THE PALE MOONLIGHT?

The first *Batman* game on Xbox had lots of promise but didn't really deliver. Now the caped crusader is back in action as Commissioner Gordon is kidnapped and general chaos reigns in Gotham. Not that this is the kind of city that would ever be a tranquil place to live! Familiar environments, gadgets, characters and voices is the order of the day in this game. Fingers crossed though that the gameplay won't be quite as familiar as the previous instalment.

REVIEWED NEXT MONTH




**Widespread destruction and mayhem is on its way...**

## PHANTOM CRASH

This is the first of many titles on the way to the Xbox from publisher Phantagram and, like the rest of the line-up, it has strong Japanese influences. The game is nothing more than a mech shoot-'em-up, we've seen them before and we're going to see them again. However, this game does stand out from the generic mech masses by the fact that it is actually fun to play. The controls are simple and the action gratifying. You couldn't really ask for much more!

**PUBLISHER: BAM! ENTERTAINMENT**

# REIGN OF FIRE

### A BATTLE BETWEEN HUMANS AND DRAGONS RAGES – WHICH SIDE ARE YOU ON?

A great idea for a film, *Reign Of Fire* is also perfect material for a videogame. You've got *Mad Max*-style vehicles, loads of weapons, plenty of tense action and the headline feature that is skies full of dragons! Now the film wasn't exactly what you'd call 'on fire', more of an annoying flickering flame on one of those comedy birthday candles that refuses to go out. This doesn't mean the game has to follow suit and the fact that you can play as either dragon or human does appeal.

REVIEWED NEXT MONTH






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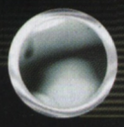
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- Oddworld

**Features**
- Oddworld Inhabitants
- TOCA Race Driver
- SEGA on Xbox




**XBM #3**
**Reviews**
- Max Payne
- Tony Hawk's 2X
- Bloodwake
- Star Wars: Starfighter
- Airforce Delta
- TransWorld Surf

**Features**
- Wreckless
- 50 reasons to buy an Xbox
- Video-Games



**XBM #4**
**Reviews**
- RalliSport
- NBA Live 2002
- NHL Hitz
- Championship Manager 01/02
- Simpsons
- Tony Hawk's 3

**Features**
- J Allard Interview
- Top 20 games for 2002



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- Obi-Wan
- Dave Mirra 2
- Batman Vengeance
- Crash Bandicoot
- F1 2002
- Blood Omen 2
- Shrek

**Features**
- Turok Evolution
- Yager
- The History of the World...



**XBM #6**
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- Burnout
- 2002 FIFA World Cup
- ISS2
- Azurik
- Deadly Skies
- GunValkyrie

**Features**
- Lorne Lanning
- TransWorld Snowboarding
- Box Office



**XBM #7**
**Reviews**
- Spider-Man
- SSX Tricky
- MX 2002
- SpyHunter
- 007: Agent Under Fire

**Features**
- Enclave
- Jap Xbox
- Geoff Crammond's Grand Prix 4



**XBM #8**
**Reviews**
- Commandos 2
- Hunter
- Star Wars: Jedi Starfighter
- Moto GP
- Mike Tyson Boxing

**Features**
- Xbox: The Second Coming
- Panzer Dragoon
- Game of Gulf



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**Reviews**
- Buffy the Vampire Slayer
- Enclave
- Prisoner of War
- Slam Tennis
- Outlaw Golf

**Features**
- Xbox Live
- Indiana Jones And The Emperor's Tomb
- Synths, Samples & Sound Effects



**XBM #10**
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- Conflict Desert Storm
- Splashdown
- Aggressive Inline
- Crazy Taxi 3
- Morrowind
- Bruce Lee: Quest of the Dragon

**Features**
- The Thing
- Microsoft Game Studios

LAST MONTH




**XBM #11**
**Reviews** ▪ Hitman 2: Silent Assassin ▪ The Thing ▪ Turok Evolution ▪ Silent Hill 2: Inner Fears ▪ Matt Hoffman 2 ▪ Baldur's Gate ▪ Madden 2003
**Features** ▪ Colin McRae ▪ Advertising Xbox

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# THE X FILES




## X-FILE #3
## F50 IN WESTMINSTER

Driving around London is not a pleasurable experience, unless you're playing Project Gotham..

There have been plenty of racing games released on the Xbox over the past year but one in particular keeps drawing us back time and time again. Mainly because it takes so damn long to complete, but also because it's so much fun to play. The final car you unlock in the game is the incredibly quick and sexy Ferrari F50. Hideously overpowered, the machine is almost impossible to control at the best of times but that doesn't mean its not fun caning it along the massive straight that runs by Big Ben. If only we could do this in real life!

**NEXT ISSUE**
Blinx, Splinter Cell, Brute Force, Medal Of Honor, Unreal, Colin McRae 3 and many more...
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01. b
02. a
03. a
04. c
05. d
06. b
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10. c



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***SUBSCRIPTIONS***
***Subscription Rates***
(12 issues) UK £29.00 Europe £43.00 World £63.00
UK direct debit £6.52 every three issues
Subscription Hotline: 01454 642442
***PRINTED BY*** ET Heron, The Bentall Complex, Colchester Road, Haybridge, Maldon, Essex Tel 01621 877777
***DISTRIBUTED BY*** Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD Tel0207 3968000

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PARAGON PUBLISHING

***©2002*** Paragon Publishing Ltd
***ISSN*** 1471-1192
***Cover image*** Infogrames/Digital Extremes

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Army Men: Land Sea Air
Army Men: Lock & Load
Atlantis
Atlantis 3: New World

**B = 0 2**
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Banjo Tooie
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Broken Sword 2
Bugs & Taz: Time Busters
Burnout

**C = 0 3**
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C&C: Red Alert 2
C&C: Retaliation
C&C: Tiberian Sun
C.Bandicoot: W.of Cortex
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Legacy of Kain
Legend of Dragoon
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LMA Manager 2001
**LMA Manager 2002**
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Martian Gothic
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Maximo
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Mission Impossible
Monkey Island (Escape)
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Mortal Kombat Trilogy
Mummy Returns
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MX Rider

**N = 1 4**
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No-One Lives Forever

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Onimusha: Warlords
007 Agent Under Fire
Operation Winback

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Premier Manager 98
Premier Manager 99
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Pro Evolution Soccer
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Resident Evil 3: Nemesis
Return to C. Wolfenstein
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Rogue Leader
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**S = 1 9**
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Scooby Doo: 100 Frights
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Sims House Party
Sims Livin' It Up
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Star Wars: Rogue Leader
Star Wars: Rogue Squad.
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State of Emergency
**Stuntman**
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Summoner
Super Mario Advance 2
Super Smash Bros Melee
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Syphon Filter
Syphon Filter 2
Syphon Filter 3

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Tekken 3
Tekken 4
Tekken Tag Tournament
The Mummy Returns
The Simpsons: Road Rage
The World is not Enough
Theme Hospital
Theme Park World
This is Football 2002
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Tony Hawk's 2
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Tunguska
Turok 2
**Turok: Evolution**
Twisted Metal Black

**U = 2 1**
Ult.F.Champ: Throwdown
Urban Chaos

**V = 2 2**
Vagrant Story
Vampire Night
Vanishing Point
V-Rally 3

**W = 2 3**
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Warriors of M & M
Wave Race: Blue Storm
World is not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wu Tang:Taste the Pain
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WWF No Mercy
WWF Smackdown 2
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**X = 2 4**
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Zelda: Oracle of Seasons
Zoo Tycoon

**0-9 = 2 7**
007 Agent Under Fire

Plus Many More...

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Air Force Delta Storm
All Star Baseball 2003
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Crazy Taxi 3: High Roller

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Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer
Dead or Alive 3
Dead to Rights
Deadly Skies
Driven

**E = 0 5**
Elder Scr. III: Morrowind
Enclave
ESPN Int.Winter Sports'02
ESPN NBA Tonight 2002
ESPN NFL Primetime 02

**F = 0 6**
F1 2001
F1 2002
FIFA World Cup 2002
Freestyle Snowboarding
Fusion Frenzy

**G = 0 7**
Gauntlet: Dark Legacy
Genma Onimusha
Gotham Racing
Grand Heat
Gun Metal
Gun Valkyrie

**H = 0 8**
**Halo**
High Roller - Crazy Taxi 3
**Hunter: The Reckoning**

**I = 0 9**
Int. Superstar Soccer 2
Int. Winter Sports 2002

**J = 1 0**
J.Bond: Agent Under Fire
Jedi Star Fighter
Jet Set Radio Future

**K = 1 1**
Kabuki Warriors
Knockout Kings 2002

**L = 1 2**
L. of Kain: Blood Omen 2
Legend of Black Kat
Legends of Wrestling
Loons: Fight For Fame

**M = 1 3**
Mad Dash Racing
Madden NFL 2002
**Max Payne**
Men of Courage
Mike Tyson Boxing
Morrowind
Moto GP
Munch's Oddysee
MX 2002

**N = 1 4**
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Inside Drive 2002
NBA Tonight 2002
New Legends
NFL 2K2
NFL Blitz 2002
NFL Fever 2002
NFL Fever 2003
NFL Primetime 2002
NHL 2002
NHL Hitz 2002
Night Caster

**O = 1 5**
Obi Wan (Star Wars)
Oddworld: M's Oddysee
Off Road Wide Open
Onimusha Genma
007 Agent Under Fire
Outlaw Golf

**P = 1 6**
Pirates: Leg. of Black Kat
Prisoner of War
**Project Gotham Racing**

**R = 1 8**
Rallisport Challenge
Raw - WWF
Reckless: Yakuza Missions
Red Card Soccer 2003
Restless Dreams (S.Hill 2)
Rise of Perathia - Azurik
Road Rage

**S = 1 9**
Shadow of Memories
Shrek
Silent Hill 2: Rest.Dreams
Simpsons: Road Rage
Slam Tennis
Smashing Drive
Spiderman The Movie
Splashdown
Spy Hunter
SSX Tricky
Star Wars - Obi Wan
Star Wars Jedi Starfighter
Star Wars: Star Fighter
Street Hoops

**T = 2 0**
Test Drive: Overdrive
Test Drive: Wide Open
The Simpsons: Road Rage
The Thing
Tony Hawk's 2X
Tony Hawk's 3
Transworld Surf
**Turok: Evolution**

**U = 2 1**
Ult. Fight. Champ: Tapout

**W = 2 3**
World Cup 2002
World Series Baseball
Wreckless: Yakuza Miss.
WW2: Prisoner of War
WWF Raw

**0-9 = 2 7**
007 Agent Under Fire
2002: Fifa World Cup
4x4 Evolution 2

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