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At last! An Xbox game that steps out from Halo's shadow...

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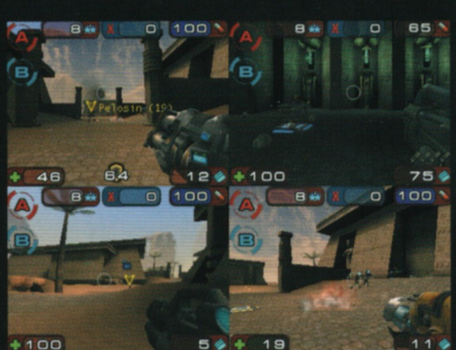
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XBM ISSUE 13



X-mas is coming

Already our thoughts are turning to Christmas. It is going to be the most important part of the year for Xbox – this is the period (unsurprisingly) when most consoles are sold and Microsoft is doing everything within its considerable power to make sure that it doesn't miss the boat. £160 for a console. Pretty good. £160 for a console and two superb SEGA games? (*Jet Set Radio Future* and *SEGA GT 2002*) Bloody marvellous. £200 for a console, the two SEGA games *and Splinter Cell* and *Halo*? Er, hello? Is there any other choice? Quite frankly the opposition is going to have to do something a bit drastic to catch up. It's the equivalent of Sony giving you *Virtua Fighter 4*, *MGS2*, *Tony Hawk's 4* and *Gran Turismo* (and a toaster) free with the PS2. And none of those games are as good as *Splinter Cell* or *Halo*.

It's a sign that Microsoft really does mean business and at a time when Xbox has outsold GameCube two months running, it can only boost sales of the Xbox even further. Make no mistake: this Christmas is going to be huge. But what does that mean for you? The more Xboxs in homes, the more it becomes an attractive prospect for developers, the more top games come exclusively to Xbox. And that will be okay with you, right?

NICK JONES
EDITOR

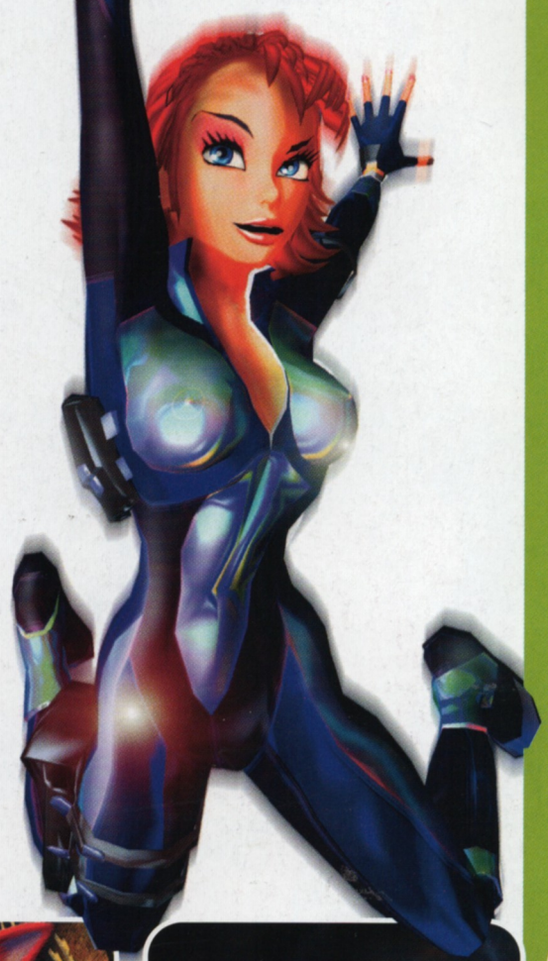




RARE ON XBOX!

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FEATURE: And just what this means for you lucky folks!



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SPLINTER CELL

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REVIEW: Xbox gets another killer app in the shape if this Tom Clancy stealth-'em-up!



BLINX

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REVIEW: Platforming is taken to a new level and sucked into a fourth dimension by Artoon!



COLIN MCRAE 3

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REVIEW: It's every bit as brilliant as we expected it to be, and our expectations were pretty damned high!



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NEWS: Incoming! The epic PS2 FPS is on a collision course with an Xbox console near you!

XBM

THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

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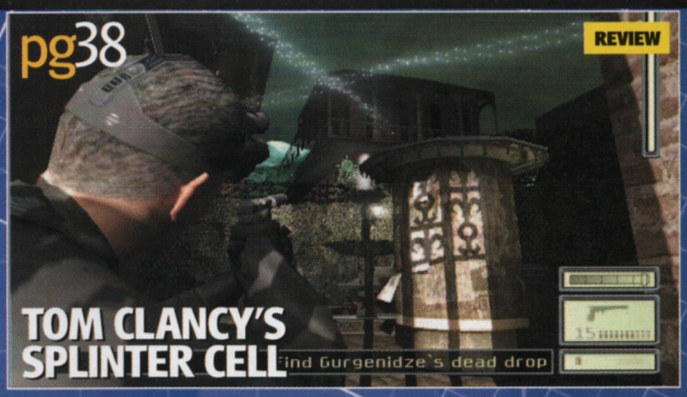
YOU JUST KNOW IT'S GONNA BE AWESOME!

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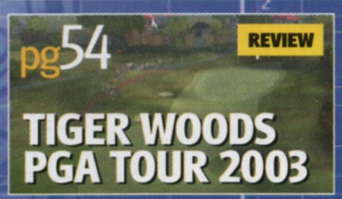
FIND OUT ABOUT PERFECT DARK ZERO, KAMEO AND RARE'S GAMING PEDIGREE...

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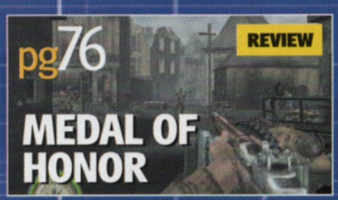














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- PREVIEWS
- REVIEW
- FEATURE
- SOLUTION

RARE ON XBOX



SO FAR ONLY ONE GAME HAS BEEN OFFICIALLY ANNOUNCED FOR XBOX – KAMEO: ELEMENTS OF POWER. BUT WITH NEW ARTWORK OF JOANNA DARK BEING RELEASED AT THE SAME TIME AS THE 'MICROSOFT BUYS RARE' ANNOUNCEMENT IT'S A CERTAINTY THAT PERFECT DARK ZERO WILL FOLLOW SHORTLY. XBM TAKES A LOOK AT WHAT MADE THE FIRST GAME SO GOOD, WHAT WOULD MAKE THE SEQUEL BETTER AND JUST WHY RARE HAS REDESIGNED THE LEAD CHARACTER...

WHAT MADE PERFECT DARK SO GOOD...

Perfect Dark never really received the attention that GoldenEye did but it was, for many reasons, a better game. Here are the highlights... We're expecting all these features (and more) to be included in Perfect Dark Zero...

WEAPONS



PD was known for the brilliant design of its weaponry. The laptop gun was fired like a regular machine gun but could also be set up as a sentry gun. Our favourite, though, was the alien Farsight Gun, which could see and fire through walls.

CO-OP MODE



And you thought that Halo was the first game to have a brilliant co-op mode... Not so! In *Perfect Dark* one of you played Joanna, the other played her 'sister'. This mode was just as good as *Halo*'s – save for the vehicles.

PLAY AS THE BAD GUYS



One of the many bonus features in the game. One player would take the role of Joanna Dark, the other every enemy on the level – the objective for Joanna to reach the level's end, for the other player to stop her. Ingenious and extremely playable.

GADGETS



Every secret agent has to have gadgets. The night vision for example or disguises that enabled her to move around incognito. Best of all though was a pill, which slowed time down to make it easier to despatch enemies. Max Payne eat your heart out!

WHAT FEATURES WILL BE IN PERFECT DARK ZERO?

LIVE PLAY

Obvious, this one. With multiplayer a main concern for Rare, *Perfect Dark Zero* will definitely be online.

LIVE SUPPORT

By the time we see *Perfect Dark Zero* we fully expect Xbox Live to be at the heart of every big game released. Expect new levels and scenarios to download on Xbox Live.

LEVEL EDITOR

What could be a better enhancement to any multiplayer game than this? Design your own levels, post them online and challenge people on your home turf.

TIME TRAVEL

Zero? Does that mean that this is going to be a prequel to the N64 game? Maybe... the latest rumours point to a plot involving time travel to a time before the first game.

JOANNA DARK?

Rumours abound that you won't actually be playing as Joanna Dark at all this time round and this is a mission to rescue her!

FEATURES FROM PERFECT DARK

A bit of a no brainer, this one. If it worked in *Perfect Dark*, then why lose it? We fully expect all the great features from the original to be included and improved upon.

THE STAMPERS SAY...

"We think Xbox Live is a fabulous opportunity to explore all the possibilities that online gaming has. All of our key games will be online"







THE ALL-NEW JOANNA DARK



So what's with the new look Jo?

FACE

The first thing you'll notice is that she looks a lot younger. Does this point to the fact that *Zero* will be a prequel?

SEX APPEAL

The first Joanna Dark is obviously designed to appeal to the same people that Lara Croft appealed to – does the new Jo retain the sex appeal while still looking younger?

EYES

Big. Were these Manga stylings incorporated to help Jo appeal to the Japanese market? Probably not, but she now looks more like the rest of Rare's characters – cartoony, friendly and like you're going to have fun playing with her!

KIT

She's looking a whole lot slicker in her new bodysuit – and it's still looking like some kind of futuristic spy clothing.

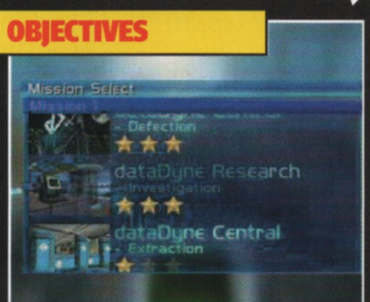
NEW JOANNA

OLD JOANNA

THE STAMPERS SAY...

"We want the right environment to make the very best games and we felt Microsoft offered us the best platform for that"

OBJECTIVES



Just like *GoldenEye* before it, *Perfect Dark*'s mission objectives became more and more complex the harder the difficulty setting. A great way to increase the replay value of the game and keep challenging the player.

ELVIS



No, not the fop-haired, jelly-hipped, rock 'n' roll superstar who kicked it on the can, but a space alien and an occasional Joanna Dark sidekick. This guy was responsible for bringing some light relief to the proceedings.

MULTIPLAYER



The best FPS multiplayer game on console and still right up there with everything else since. Not only was every mode completely customisable, but you could also choose from a massive number of game modes, weapons and specially designed arenas.

CHARACTER EDITOR



This enabled you to design a character from parts of in-game bots. Originally planned that you could put your own face in via the Game Boy Camera, this was taken out over fears of a US media backlash over guns. Could this feature return in the sequel?







XBM EXCLUSIVE!

KAMEO: ELE

AND RARE'S NEXT SURPRISE IS... GOTTA CATCH 'EM ALL!

You've all no doubt read about Rare leaving Nintendo for Microsoft, and if you haven't, well, are you blind or something? The most anticipated titles such as *Perfect Dark Zero* are quite a way off yet, so what have we got to look forward to in the meantime? *Kameo: Elements Of Power* is another one of the games that was due to hit GameCube before the tides turned, and now it will be upgraded for the Xbox. If you're looking for something a little bit different *Kameo* could well be the game you're looking for...

The story goes that young Kameo has had her six ancestors ripped away from her by the evil overlord Thorn. Our young adventurer has abilities of her own such as the ability to perform weak magic spells and to talk to animals, but these assets alone won't be enough to get her past the vile

IT'S LIKE

- Vast 3D landscapes filled with monsters that you'll have to capture and nurture.



INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Rare
- **GENRE** Action RPG
- **RELEASE DATE** 2003

DEVELOPER HISTORY

[N64] 1997



- GOLDENEYE

[N64] 1998



- BANJO-KAZOOIE

[GAMECUBE] 2002



- STARFOX ADVENTURES

HARD SELL

WE AT RARE ARE EXCITED TO BE WORKING ON THE XBOX WITH ITS TREMENDOUS PERFORMANCE AND POTENTIAL FOR WONDERFUL GAMES

TIM AND CHRIS STAMPER, FOUNDERS OF RARE






ENTS OF POWER

monsters and natural barriers standing between her and Thorn's hideout. Instead she can catch young monsters that she finds on her way, nurture them and befriend them to such an extent that they will help her on her quest. The 60 available monsters in the game are split into six different classes. In fact, the entire world is based around the six elements; earth, wind, fire, ice, water and lightning. You can send your monsters into battle but you'll need to take their attributes into account. Judging your opponent incorrectly will see your monster falling like a lead balloon, like in *Pokémon* (albeit on a more complex scale).

Once you have your monster army it's important to look after them. Correct nurturing will see them evolve and learn new abilities vital to overcoming some of the natural obstacles, such as sheer cliff faces and raging rivers.

Something that you've probably noticed are the graphical touches such as the fur-rendering techniques but what you can't see are the voices. Anyone familiar with Rare titles such as *Banjo* or *Conker* knows what to expect in terms of humour and voiceovers. Rare's typically British sense of humour has not been lost in the transition to Microsoft and the sarcasm and blatant piss-taking is accompanied by great British accents.

Kameo is certainly looking like it's going to be an amazing game but in true Rare fashion we probably won't hear any more about the game until E3 03. Roll on May…



HAIR-RAISING STUFF

Sweet new graphics techniques!

One aspect that really stands out in *Kameo* is the new graphical technique Rare has used. As well as some extremely impressive particle effects, Rare has updated its fur-rendering technique to create realistic looking fur on the monsters. The result is fur that swishes and sways in the breeze, giving the game an entirely new dimension.

TRIPPED OUT

I have the power!

Young Kameo has a small contraption that can be used to capture the monsters around her. Upon initiating the contraption Kameo will find herself in a corridor of trippy colours, at which point the selected monster will be trapped in a bubble. After a bit of a chat, Kameo can call upon the beast to help her at any opportunity.





"KAMEO IS CERTAINLY LOOKING LIKE IT'S GOING TO BE AN AMAZING GAME"

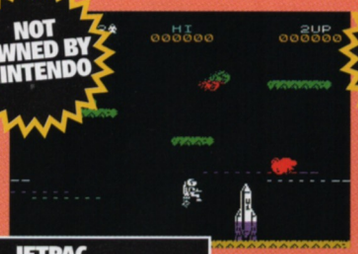





RARE'S GREATEST HITS

You need proof that Rare developing for Xbox is the best thing to happen ever? A history of Rare's long and glorious past is what's needed then...

We've heard what the doomsayers are saying. 'Rare won't be any good without Nintendo's characters!' Ha! Rubbish, we say... Rare's back catalogue is one of the best in the business even without *Donkey Kong* and, well actually that's it. The only big Nintendo-owned franchise that Rare has been involved with is that big ape. And just to prove our point, look what else it's made over the last fifteen years...



JETPAC

ZX Spectrum

Brought the arcade machine experience into your bedroom for the first time. Simple gameplay but extremely addictive.



ATIC ATAC

ZX Spectrum

Top-down arcade fantasy action where you could control three characters trying to collect parts of a key to escape from an evil castle.



SABRE WULF

ZX Spectrum

Similar to *Atic Atac* in many respects, this added a safari twist to the action and was the first game to feature Sabre Man.



KNIGHT LORE

ZX Spectrum

One of the first isometric 3D games ever. A platformer at heart, *Knight Lore* also featured time as a theme – the main character turned into a werewolf at midnight!



DONKEY KONG COUNTRY

SNES

The first of many 2D platformers starring the great ape, Rare revived Nintendo's long lost character and gave him a starring role in this graphically stunning adventure.



BLAST CORPS

N64

Hugely innovative puzzle game where you controlled different demolition vehicles in an attempt to clear the way for an out-of-control train carrying a nuclear missile.



KILLER INSTINCT

N64/Arcade

A combination of *Mortal Kombat*, *Street Fighter* and a number of other 2D beat-'em-ups in the mid-Nineties and featured 'infinite combos'. An new 3D version would be cool.



GOLDENEYE

N64

The *James Bond* license is currently held by EA but is up for renewal next year. Rare probably wouldn't be interested anyway – it ditched Bond in favour of Jo Dark last time round.



DIDDY KONG RACING

N64

A heady mix of *Mario Kart*-style racing and a traditional platform game, termed 'adventure racing'. No one has ever attempted anything like this since. Brilliant and a massive hit.



BANJO-KAZOOIE

N64

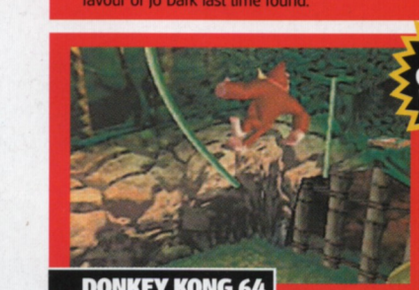
If *Mario 64* was a sketch of what a 3D platformer could be like, then *Banjo-Kazooie* did all the colouring in. Brilliantly balanced, sprawling platformer with an ingenious last level – a quiz show. The sequel, *Banjo-Tooie*, was even better.



JET FORCE GEMINI

N64

Imagine if you will a sideways scrolling shoot-'em-up transplanted to a 3D world and on foot – that's *Jet Force Gemini*. Starred twins and a robot dog – you could control them all.



DONKEY KONG 64

N64

Brought the *Donkey Kong Country* games into a lush 3D world and further built on the work done in *Banjo-Kazooie*. It also included the original *Donkey Kong* arcade game and *Jetpac*.



PERFECT DARK

N64

Rare opted to drop the *James Bond* license in favour of creating its own secret agent. It made her sassy, sexy and smart in a bid to outdo Lara Croft. This game still remains one of the best first-person shooters ever.



CONKER'S BAD FUR DAY

N64

This feisty squirrel raised a few eyebrows when he was first revealed way back. Foul-mouthed, drunk and with an temper like a hung over rhino he was the antithesis of your usual platform hero. Oh, there was a brilliant game in here too.



DINOSAUR PLANET

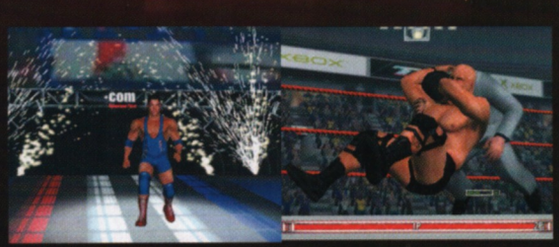
N64 (never released)

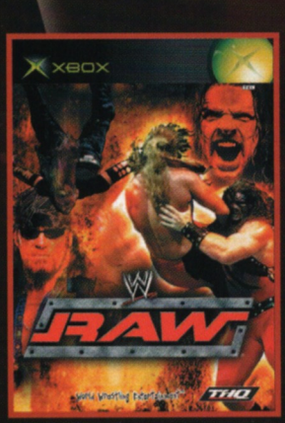
The hit that never was. This game eventually became *StarFox Adventures* on the GameCube but not before Rare had designed a load of characters and a story – could we see a *Dinosaur Planet* game on Xbox?



TIME TO PLAY THE GAME

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NEWS

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

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Kon-eech-ee-wa! XBM extends this typically Japanese greeting to readers as an excuse to mention that we have just come back from a tour of Japanese development studios, which included Artoon, Tecmo and Dream Publishing. We managed to pick the brains of the guys at Tecmo about their highly secret forthcoming releases, including the closely guarded *DOA Chronos* as well as the long awaited *Ninja Gaiden*.

We also had the opportunity to playtest *Kakuto Chojin*, the latest fighter from the developers who brought the epic street fighting game *The Bouncer* to PS2, and were granted an audience with their development team. XBM was surprised, but nonetheless pleased to find that the level of enthusiasm for developing on the Xbox was so high amongst Japanese developers, even when the nation itself has shied away from the console. That, along with further price reductions in the high street makes the future of Xbox look rosy.

XBM NEWS IN 60 SECONDS...

XBM travels to **Japan to find much enthusiasm for Xbox from developers** in spite of the poor sales of the console, **Tecmo reveals that a new *Dead or Alive* game is in the works**, codenamed *Chronos*, we've got our hands on some **new *Panzer Dragoon Orta* shots** – mmm, mmm, lovely!, ***Serious Sam*** makes a surprise entry into the Xbox fold and we've got the exclusive shots! **Microsoft announces a MMORPG** (god, we hate that anacronym) for Xbox Live developed by the people who invented it in the first place and **a new Xbox pack is announced**: £160 for an Xbox, *JSR Future* and *SEGA GT 2002*!

MICROSOFT COURTS BIG JAPANESE DEVELOPERS...

MICROSOFT REFUSES TO GIVE UP ON JAPAN AND SHOWS OFF BRILLIANT NEW NIPPON-DEVELOPED GAMES!



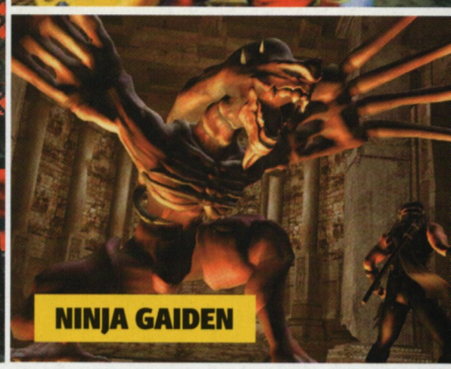
KAKUTO CHOJIN



DOA: BEACH VOLLEYBALL



BLINX: THE TIME SWEEPER



NINJA GAIDEN

Xbox may be struggling in Japan but that hasn't stopped Microsoft from courting the cream of Japanese developers to bring you exclusive games like *Kakuto Chojin*, *DOA Xtreme Volleyball* and *Ninja Gaiden* to Xbox. But hold on to your seats: there is also exciting news that a new *DOA* game is in the works for Xbox.

Tecmo revealed exclusively to XBM that the top-secret project, codenamed *Chronos*, was well underway. It was described by Mitsuru Tsutsumi (Deputy Manager of Tecmo) as, "a bringing together of all the *Dead or Alive* games." He wouldn't be drawn on any specifics but from this statement we can ascertain that a *DOA* anthology of sorts is on the way.

The game will feature at least a part of every game since the series' inception. As a franchise, *DOA* has gained huge momentum and popularity over the past few years, due to its incredible fight dynamics and spectacular good looks, and Microsoft's console has impressed Tecmo enough for it to commit to developing for it well into the future.

We also had chance to play *Xtreme Beach Volleyball* and *Kakuto Chojin*, both highly anticipated titles for next year – you can find out more about *DOA* on the opposite page.

Although the Xbox is an American console, it doesn't mean that Microsoft has

DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

XBM GETS ITS GRUBBY MITS ON DOA VOLLEYBALL! (AT LAST)

"A 360-degree camera allows you to examine their finer points"



We can now confirm exactly how the game works after a hands-on playtest at Tecmo in Japan, and a meeting with its mythical Team Ninja developer, Tomonobu Itagaki.

In terms of gameplay, XBM can quite honestly say that *Beach Volleyball* isn't as easy as it looks. Alongside the 'receive' (hit the ball straight up and keep it on your side of the net) and 'attack' (belting the ball over the net), you also have to think about your position on the court, the power and angle with which you hit the ball as well as the timing of your shot, to make the ball go faster – you can actually knock other players off their feet if you hit them hard enough!

Over a period of two weeks, you play as any one of the eight *DOA* girls. You can choose from around 200 swimsuits, which you get to dress your player up in and then examine, with a full 360-degree camera rotation which allows you examine all her finer points. The main aim of the game is not to win through a Beach Volleyball Tournament, but to forge allegiances with other girls and play volleyball as much as you can.

You earn money through mini-games and by winning matches, and use it to buy gifts for other players. If you play badly, your partner will dump you and you'll have to try and curry favour with one of the others by giving her gifts from the massive selection you buy from the accessory and swimsuit shops. There is an art to the giving of gifts: if you give too generally, the girls will refuse your presents, so you have to focus on one or two girls in the hope that they will feel honoured enough to play with you.



MAIN MAN: Tomonobu Itagaki.







forgotten that the vast majority of innovative, exciting games come from Japan. Microsoft has offices in Japan from which the company works hard to keep afloat firm relationships with a variety of Japanese developers. One of the leading lights in its Japanese portfolio is Tecmo, which has had strong bonds with Microsoft ever since it developed *DOA3* for Xbox last year.

Now close to completing the breastacular Xbox exclusive, *Dead of Alive Xtreme Beach Volleyball*, Team Ninja revealed that it is two years into the development of *Ninja Gaiden*. It also revealed that *Ninja Gaiden*'s story will be completely original and will not be a continuation of the previous games.

Artoon, the makers of *Blinx*, decided to make a game that could only work on the Xbox – *Blinx*'s time controls are only possible on a machine with a hard drive. The developers of Microsoft's big Xmas game are all from SEGA and previously worked on the highly regarded *Sonic The Hedgehog* series. They compared their experiences on Xbox with those they had on the Dreamcast: 'Development on the Xbox was more than we ever expected. When we were working on the Dreamcast, there would be a lot of shuffling between members of the team about the music, or the graphics, or some element taking up too much space. But on the Xbox, there was no such fighting as its structure means that the sound, graphics and program memory are all in the san location. Give and take on the tear enhanced and we all really felt like created the game together, as a te memory capacity of the Xbox was than we ever expected.'

As Artoon finalises its code of *E The Time Sweeper* another top Ja developer is polishing off what it will be a groundbreaking new fig game. *Kakuto Chojin* began life a technical demo that focused on expressing human muscle mover and actions, and features some c most impressive action animatio lighting effects we have seen so the Xbox. We will have to wait u an optimistic estimate, February, coming of this innovative new b up. Even if the installed hardwar Japan isn't all it could be, suppo developers shows no sign of wa this point in time. ■

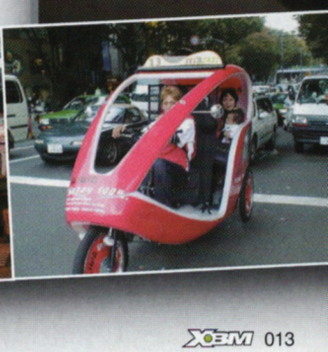
"Development on the Xbox was more than we ever expected", Naoto Oshima – Director, Artoon.











XBM XTRA

XBOX EVEN MORE OF A BARGAIN!

A further special offer for Xmas from Microsoft will make the Xbox look like the only console to put on your present request list. The SEGA Christmas Pack from Xbox features two Triple A SEGA games for free! For the same price as an Xbox alone, you can now get the console, plus *SEGA GT 2002* and *Jet Set Radio Future* – all for £159!



MASTERY ONLINE

Microsoft has signed a deal to publish an exclusive Xbox online game made by the company that made 'Big World Technology' – the technology that enables thousands of people to play simultaneously in the same online world. The addition of this Australian developer of Big World Technology, Micro Forté, adds another impressive developer to an Xbox line-up which is gaining in strength with each new partnership and acquisition.

MICRO FORTÉ

RIGHTS TO THE DEAD

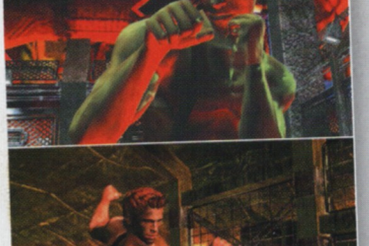
It looks like there is going to be a cat fight in the peripherals world as *House Of The Dead 3* gets set to launch on Xbox and two peripherals companies claim to be launching the first compatible light gun. Mad Catz is launching its bright green gun, simply titled 'Blaster', while Joytech is revamping its Sharp Shooter Pro and launching Sharp Shooter Pro 2. However, it looks like the price differential could be the decider, with the Blaster coming in at £30, and the SSP2 provisionally priced £14.99.



"We wanted to portray the darker side of human nature"













KAKUTO CHOJIN

DEVELOPER INTERVIEW

THE NEXT BIG TITLE IN FIGHTING GAMES FOR THE XBOX IS OUT IN JANUARY; OR IT IS IN JAPAN. WE WILL HAVE TO WAIT UNTIL AT THE EARLIEST, FEBRUARY, FOR THE ARRIVAL OF THIS INNOVATIVE NEW BEAT-'EM-UP. XBM TRAVELLED TO THE OFFICES OF DREAM PUBLISHING IN TOKYO TO MEET WITH THE BIG NAME LINE-UP BEHIND KAKUTO CHOJIN: ISHII-SAN, THE PRODUCER HAS ALSO WORKED ON TOBAL, TEKKEN AND VIRTUA FIGHTER; NAKATA-SAN, THE DIRECTOR WHO PREVIOUSLY WORKED ON BOSHIDO BLADE, TEKKEN AND VIRTUA FIGHTER, AND THE CHARACTER MODELLER OCHIAI-SAN, WHO HELPED TO CREATE THE BOUNCER AND FINAL FANTASY...

XBM: This game originates from a technical demo – is it the same one that was available on the PS2 at launch?
DP: In the PS2 case, we created a technical demo based on *The Bouncer*. But this time, we created a technical demo strictly for Xbox to demonstrate how well the Xbox can express human muscle movements, skin, lighting effects and action.

XBM: Is the fighting style simple, like *DOA*, or technical like *Tekken*?
DP: At the beginning, we wanted to make the game with simple controls, so that it was a light, fun fighting game, but as we progressed with development we added more complex controls, manoeuvring and some really classy combos.

Compared to *Dead or Alive*, we think that in many ways *Kakuto Chojin* is simpler in terms of manoeuvrability and controllability, but it can do many other things such as allow the characters to run, which was not available in *DOA*, and to move around freely. In most other fighting games the only non-attack move available is to block, but *Kakuto Chojin* allows the player to find the optimum position for the character to take in fighting. Although you can't do a direct comparison, *Kakuto Chojin* offers more depth than other games.

XBM: How many different characters are there?
DP: There are 12 contestants in all. Each contestant in the tournament comes not only with a choice of costumes from the outset, but they each have two playing styles. You have to win the tournament in the 'normal' setting before you get the opportunity to play through again in the character's 'Chojin' style, which endows them with superhuman strengths and abilities. Not only are you getting replay value, then, from the two-player and multiplayer facilities, but you're given extra in one-player as each character has another, different style to unlock.

XBM: What made you choose these dark character designs?
DP: We were not looking for cheerful, fun characters. We wanted to portray half-crazed characters that represent the darker side of human nature and all of its imbalances – characters with a threatening presence. These characters' primary nature is exposed in a very raw manner, with the showing of muscles and exposure of skin and tattoos.

Characters in fighting games are very important, each player needs to identify characters they really want to control and play as. *Kakuto Chojin* features a range of characters, with diverse looks and styles, but they all have the same worldview, which we feel is an essential element of the game. Although each one is unique and has their own look and style, they have a unified image which defines them as fighters very much from the same dark, edgy background.

XBM: Does the AI learn from your actions in the game?
DP: It doesn't necessarily learn, but it makes decisions depending on the circumstances that it is placed in. There is a general thought routine throughout the game that is applied for each character.

XBM: Can you counter a grapple?
DP: Yes – you can escape a grapple, but there is also an additional step where you can counter with another grappling motion. It is not as simple as *Tobal* was.

XBM: The music is fairly haunting – was there a real effort to do something original with the soundtrack?
DP: We were constantly thinking about to what extent we could express the continued tension and energy of the game plus the powerful explosions of violence. This is the very first fighting game to have subdued, quiet introduction music until the first attack is launched. When the first punch or kick lands, the music catches the tempo, which gives the sensation that the action has begun. We also did a lot to incorporate voices into the musical score.

XBM: Will *Kakuto Chojin* have Xbox Live capabilities?
DP: Currently the game is not Xbox Live compatible, but if there is a strong demand from users, we will consider it.

XBM: What new aspect does *Kakuto Chojin* bring to the fighting game?
DP: *Kakuto Chojin* adds a new element to the world of fighting games with its Battle Royale mode. Yes, it is similar to the Royal Rumble sections of *WWE* games, in that it is created for four players, but it is distinct from these elements of *WWE* as, even in the pre-preview code, there is virtually no slow-down and the gameplay actually retains its fun value.

There is also a new one-player mode called 'Survival', in which gamers can go up against three CPU characters at once to see how long they will survive. You can actually battle through up to 99 characters in this mode.

We are also very proud of the control system: instead of having punch and kick buttons, *Kakuto Chojin* gives you upper, middle and lower attack buttons, meaning that players can enjoy fights based on their own cat-like instincts. You also have freedom not only to dodge and block attacks but also to run around and get behind your opponents, freeing up your character to use the whole 3D arena.



IT'S ALWAYS DARKEST BEFORE THE DAWN.

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THE TERMINATOR™ DAWN OF FATE







XBOX AND PS2 SCREENSHOTS SHOWN

ATARI®

XBOX

PlayStation®2

PARADIGM ENTERTAINMENT®

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NEWS

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

NEW SCREENS



PANZER DRAGOON

MILKING A DRAGON...

Publisher: ..... SEGA
Developer: ..... SEGA
Players 1
Out: ..... January 2003

With *Panzer Dragoon Orta* being knocked back into January SEGA is taking every opportunity to tease and make you want this stunning shoot-'em-up all the more. Look at these screens and imagine what it would be like to own this game. Close your eyes and let the SEGA vibe run through your body.

Now wipe the tears from your pitiful face and listen up because this time these new images come with brand-new information. *Orta* is going to be split into ten stages in total and although for the most part this will be linear we are promised multiple routes through each one. This, of course, all depends on your skill when playing the game and how you make use of the varied dragon forms.

The most impressive feature of the main character Orta is her pet dragon and its ability to morph mid game. You can select the normal all-round dragon or select from either the heavy attack and high mobility forms. This, along with the stunning levels












WING NUT: A single push of a button can transform your dragon and its fighting abilities.

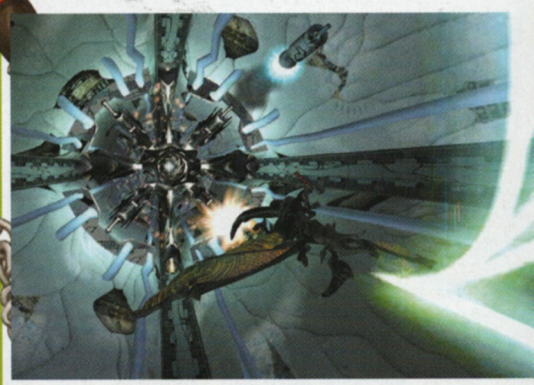




NIGHTMARE CREATURES: The design of the enemies in *Panzer Dragoon* varies from cool to downright bizarre.



ORTA IN THE SKY WITH DRAGONS: Look closely and you can see an outline of a poodle, or is that just us?



FIGHTING FANTASY: *Panzer Dragoon's* blend of cyberpunk and fantasy art is truely unique.

> "The original *Dragoon* game is going to be a secret bonus"

ORTA

and enemies, helps to keep the game a bit more varied than your usual shoot-'em-up.

The developer should not need to worry about the gameplay getting stale. There are a lot of *Panzer* fans and we're guessing that there are going to be a lot more after this game is released. Old fans of the series, however, are going to be pleased to hear of the fact that the original *Dragoon* game is going to be a secret bonus! This shows a great commitment from SEGA to the gamer and it's also been confirmed that *House Of The Dead 3* is going to include the original game. Talk about value for money.









NEWS

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











XBM EXCLUSIVE!

SERIOUS SAM

THERE'S NOTHING SERIOUS ABOUT THIS GAME!

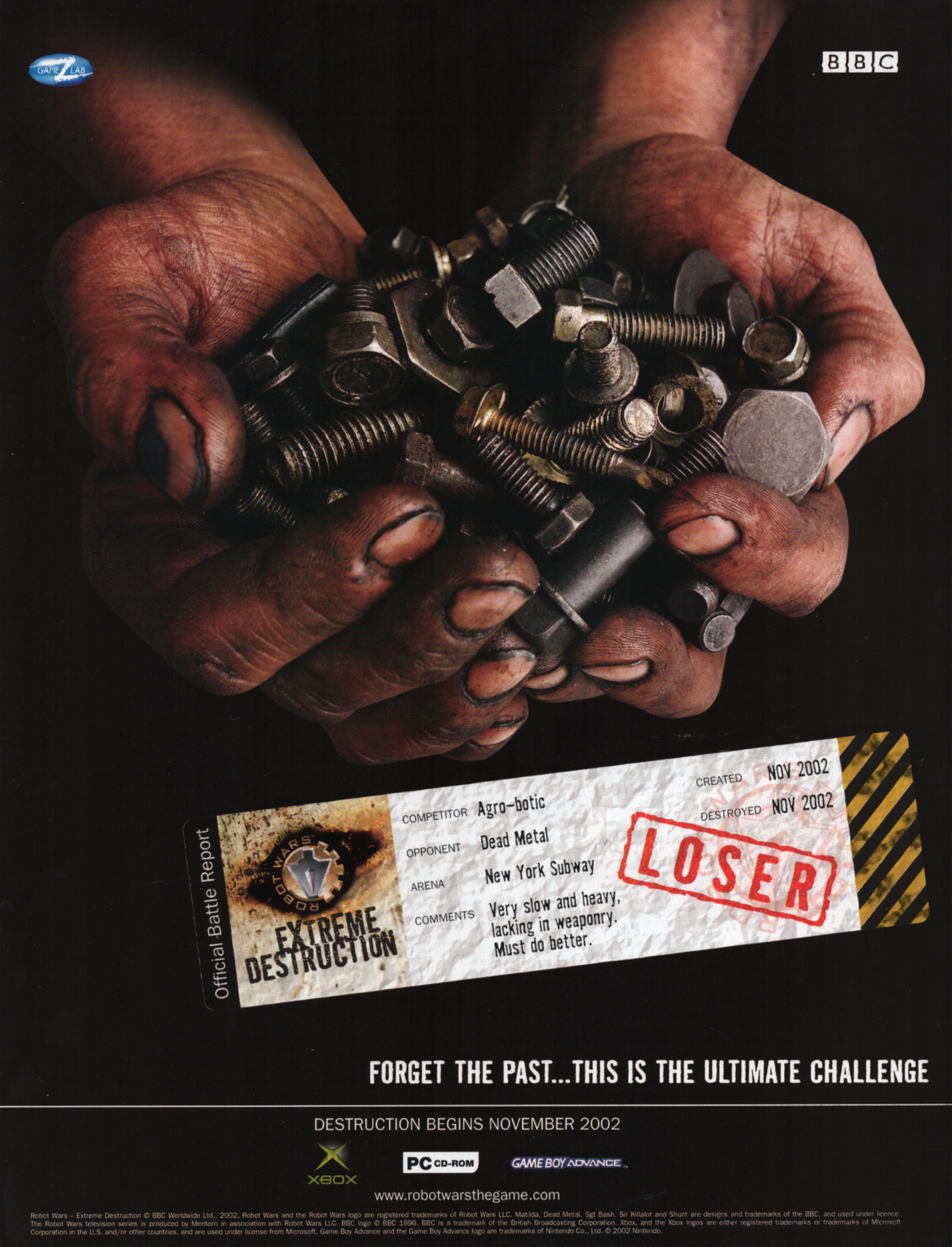
Publisher:	Take2
Developer:	Crotean
Players	1-8
Out:	December

You have to admire games like *Serious Sam*. They tell it like it is. There is a large bulk of people out there that play first-person shooters simply because they like killing creatures, blowing stuff up and generally being all macho. It's a great way to get stress out of the system and, as any gamer will tell you, it is immensely satisfying.

This is exactly the kind of mentality this game appeals to. There is some form of story sprinkled over the top but the whole point of *Serious Sam* is to get through as many shells as is physically possible in as short a space of time as possible. Whilst combating some of the most ridiculous and over the top creatures you've ever seen. Now you might think this is just the developer being lazy but far from it in fact, as a lot of time and consideration has gone into this slaughter fest.

The game isn't even a straight port – amazing! Instead you get a compilation of both PC games with some extra elements thrown in to bind it all together. Read our cathartic review next month.

> "The whole point is to get through as many shells as is possible"



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"Surround sound really delivers a massive gaming experience"

THE KNOWLEDGE
IMPROVING YOUR GAMING LIFE...

HOOKING UP YOUR XBOX TO YOUR HOME CINEMA SYSTEM

HOME CINEMA IN A BOX
THE BEST SOLUTION FOR MOST GAMERS

One of the best ways to experience surround sound is with the new 'Home Cinema In-a-Box' products, which include a Dolby Digital receiver, five main speakers, a subwoofer, and all the wiring necessary to connect up the system. These products deliver between 50 and 100 watts of power to each of the main speakers and often cost around £300. As a result these systems are extremely powerful, and can make some serious sound.

The subwoofers in these systems often pack quite a punch, as they are perfectly matched to the system and often can handle quite a bit of power. This allows many of these systems to create bass that can shake the walls around your Xbox, and really deliver a massive game experience.



SHAKE THE ROOM: A kit like this will soon have your neighbours selling up.

PERSONAL SURROUND SYSTEMS
FOR GAMERS ON A BUDGET

Even gamers on a strict budget can enjoy their games in stunning surround sound by using very low-cost integrated 5.1 systems, often called 'Personal Surround Systems.' These systems generally pack around 10 to 20 watts for all 5 main channels, come with a small plastic subwoofer, and retail for around £150. Most of these systems feature Dolby Digital and Dolby Pro Logic, but very few have the newer Dolby Digital and Dolby Pro Logic II combination.

These systems won't cause the neighbours to complain, but for small rooms, personal surround systems often impress with quite real-to-life sound coming from very compact speakers. For gamers that have never experienced Dolby Digital in games before, these can be a great way to get started.



SAVE YOUR PENNIES: Even a budget set-up like this will enhance your gaming.

As we've recently discovered for ourselves, surround sound can vastly improve your gaming experience. Xbox is the first game platform to be designed from the ground up to deliver Dolby Digital audio during gameplay, and as a result has the most powerful audio processing hardware ever seen in a games console.

Almost every Xbox game is created specifically for use on a home cinema system. Look for the Dolby Digital logo on the back of your Xbox games to determine which games will make the most of your system.

While some PlayStation2 and GameCube games support a less powerful interactive 5.1 channel technology called Dolby Pro Logic II, only the Xbox currently has the capability to create real-time 5.1 channel Dolby Digital during gameplay.

SPEAKER SET-UP

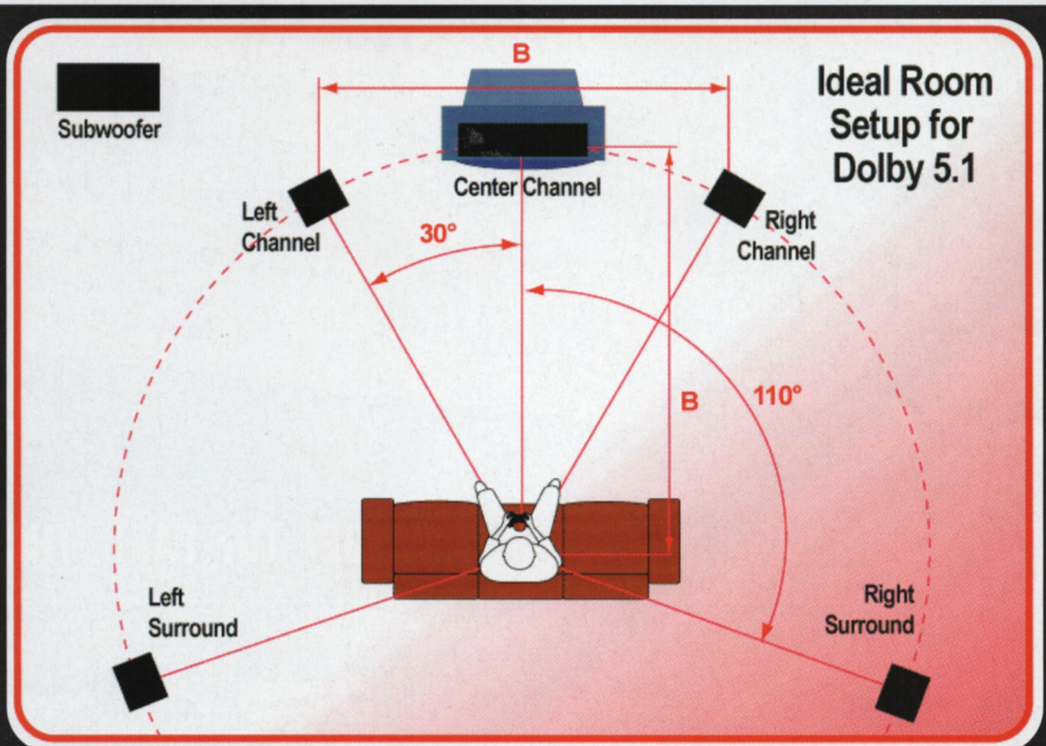
Once you get the system home, you will immediately notice that you have a lot of speakers to find room for. Depending on your room, this might require a bit of thought. Fortunately, finding the best place for your speakers is fun and easy if you follow a few basic rules about speaker placement.

RULE 1:
Put the Left and Right speakers as far apart as possible. This will increase the width of your sound field, and really make it sound like you are playing games in a cinema.

RULE 2:
Place the Centre speaker on top of, or directly below, your television set. The Centre speaker locks sound to the screen and is often used for speech and first-person player character sound effects. The Centre speaker should be placed so that sound seems to appear from your television screen.

RULE 3:
The subwoofer can be placed almost anywhere in the room, as people cannot easily tell where bass is coming from. You may want to try putting the subwoofer in several different places in your room, as each location will cause the subwoofer to sound different from your gaming position.

RULE 4:
The Left Surround and Right Surround speakers are slightly trickier to place, as they have to be behind you. These speakers are the most important to place properly as they are responsible for creating the surround sound experience. Make sure that the Left Surround speaker is behind you on your left side, and the Right Surround speaker is behind you on your right side. Ideally, the surround speakers should be the same distance apart as the Left and Right speakers in the front.



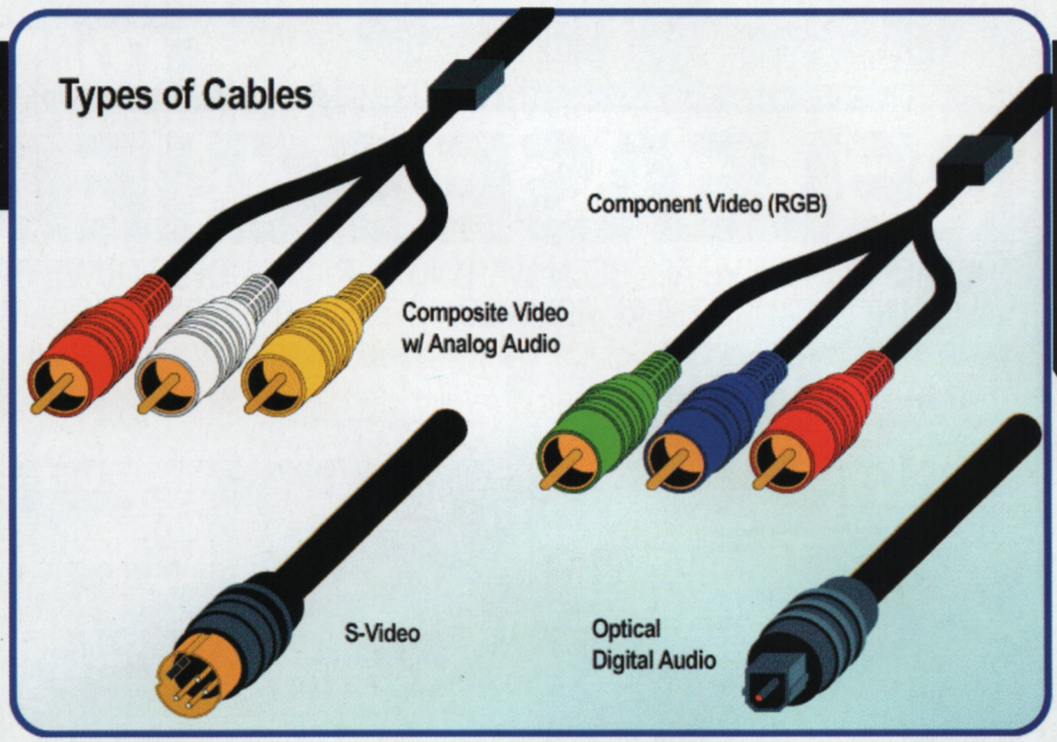
CONNECTING THE XBOX

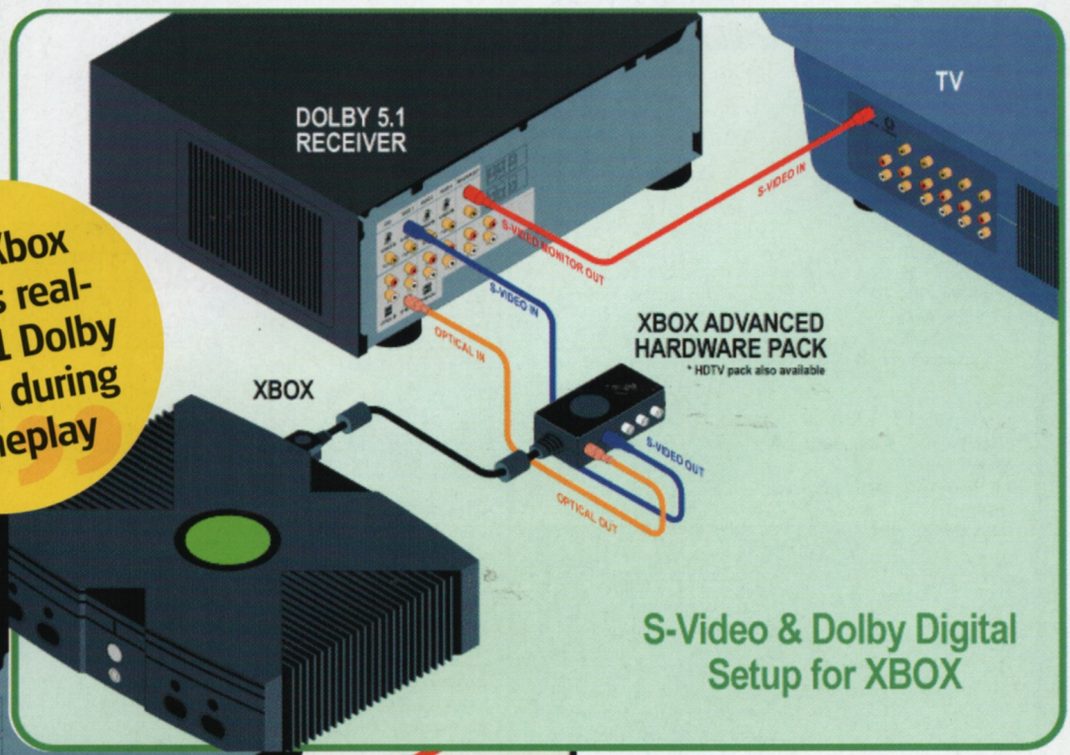
Once you have the speakers wired up to the receiver and positioned correctly, you will need to hook up your Xbox. You will notice that your receiver has lots of different inputs in the back. These inputs allow you to use your receiver as a switch box. If you hook up everything properly, and you have a good enough receiver, you will be able to switch between your Xbox, VCR, TV broadcasts, other game consoles, and everything else with ease.

The Xbox does not come standard with a digital audio output. You will need to buy Microsoft's Xbox Advanced SCART Cable, which has a digital audio output. Next, you will need to adjust the audio settings in the Xbox dashboard so that Dolby Digital is enabled. Compatible cables are also available from third-party manufacturers, but beware as many do not have the necessary digital audio (S/PDIF) output.

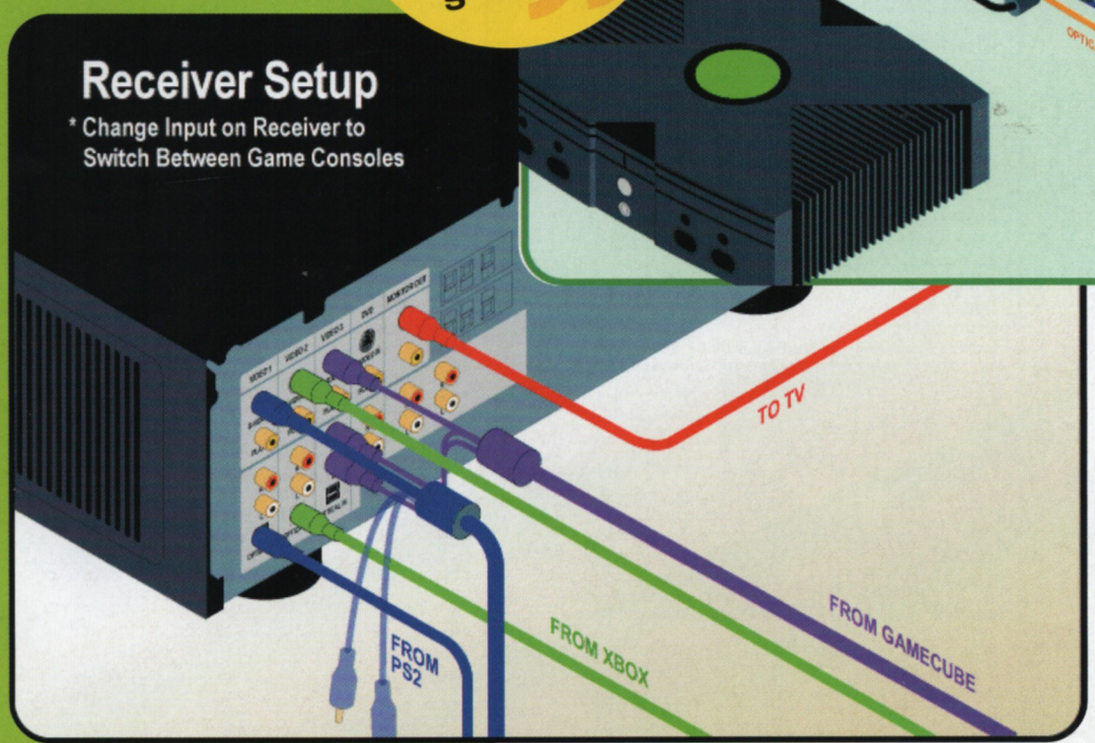
For your Xbox to be connected properly, you will need at least one free optical digital input on your receiver. Use an optical digital audio cable to connect the digital audio output from your Xbox to the optical digital input on your receiver. Don't bother connecting the two-channel analogue outputs from your Xbox, as you will always want to hear the digital audio, and not the analogue.

For those of you with Dolby Surround Pro Logic systems, although these systems will not offer the quality audio as a Dolby Digital system, the analogue outputs on your standard Xbox A/V cable are completely compatible with existing Pro Logic systems.





"Only Xbox creates real-time 5.1 Dolby Digital during gameplay"



THE PROFESSIONAL: If you're serious about your sound system then you may want to get hold of an Advanced Hardware Pack from the States. Sadly, they're not available in the UK yet.

Related Links

www.dolby.com
www.videologic.co.uk
www.yamaha.co.uk
www.aego2.acoustic-energy.co.uk
www.creative.com

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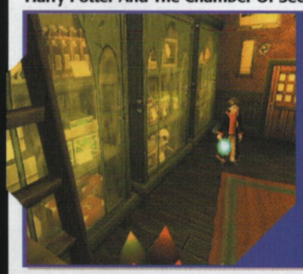
COMPLETE LISTINGS

RELEASE SCHEDULE

THE MONTH YOU'VE ALL BEEN WAITING FOR! WE HOPE YOU'VE GOT PLENTY OF MONEY SAVED UP BECAUSE THERE ARE A LOT OF QUALITY TITLES SCREAMING FOR YOUR ATTENTION...

NOVEMBER 2002

007 Nightfire	EA
Batman: Dark Tomorrow	Kemco
Blackstone: Magic And Steel	Xicat
Blinx: The Time Sweeper	Microsoft
Dynasty Warriors 3	THQ
Fellowship Of The Ring	Vivendi
Harry Potter And The Chamber Of Secrets	EA



HARRY POTTER

Publisher: EA
Developer: In-house
Genre: Adventure

☒ The hype starts here: get your *Potter* fix from the movie, the books, the lunchbox, the duvet cover and now... the videogame!

Kakuto Chojin	Microsoft
Legends Of Wrestling 2	Acclaim
Lotus Challenge	Virgin
Marvel Vs Capcom 2	Capcom
Mech Assault	Microsoft
Medal Of Honor Frontline	EA
Metal Dungeon	Xicat
Micro Machines	Infogrames
Minority Report	Activision
Morrowind: The Elder Scrolls III	Ubi Soft
Moto GP Online	THQ
NFL Fever 2003	Microsoft
Phantom Crash	Phantagram
Rally Fusion: Race Of Champions	Activision
Robotech	TDK
Rocky	Rage
SEGA GT2002	SEGA
Shaun Palmer's Pro Snowboarder	Activision
Splinter Cell	Ubi Soft
Star Wars: Jedi Knight II Outcast	Activision
Superman	Infogrames



SUPERMAN MAN OF STEEL

Publisher: Infogrames
Developer: In-house
Genre: Adventure

☒ Is it a bird? Is it a plane? Is it a shameless attempt to cash in on the *Spider-Man* videogames? Of course not!

Tom Clancy's Ghost Recon	Ubi Soft
Tony Hawk's Pro Skater 4	Activision
Total Immersion Racing	Empire
Toxic Grind	THQ
TransWorld Snowboarding	Infogrames
Ty The Tasmanian Tiger	EA
Unreal Championship	Infogrames
X Men: Next Dimension	Activision

DECEMBER 2002

Alter Echo	THQ
ATV Quad Racing 2	Acclaim
Big Mutha Truckers	Empire
Bloodrayne	Vivendi
Evil Dead: A Fistful Of Broomstick	THQ
Gothic	Xicat

DECEMBER 2002

Duality	Phantagram
Jurassic Park: Project Genesis	Vivendi
Mercedes-Benz World Racing	TDK

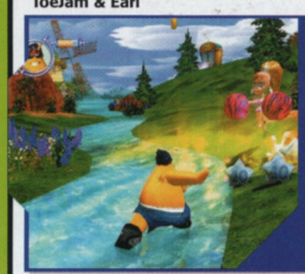


MERCEDEZ-BENZ WORLD RACING

Publisher: TDK
Developer: Synetic
Genre: Racing

☒ Huge environments and a twist on the driving genre: mission objectives!

Outlaw Golf	TDK
Rolling	Rage
Shenmue II	SEGA
Starsky And Hutch	Empire
Strident Shadowfront	Phantagram
Seablade	TDK
Serious Sam	Take2
Starsky And Hutch	Empire
Strident Shadowfront	Phantagram
Tiger Woods 2003	EA
ToeJam & Earl	SEGA



TOEJAM & EARL

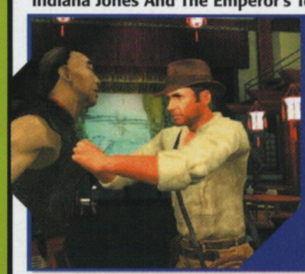
Publisher: Microsoft
Developer: TJ&E Productions
Genre: Platform

☒ This bizarre 3D Hip-Hop adventure will come as welcome relief from games that take themselves too seriously.

Ultimate: Blade Of Darkness	Codemasters
Warhammer 40,000	THQ
Whacked	Microsoft
XIII	Ubi Soft
Yager	THQ

JANUARY 2003

Battle Engine Aquila	Infogrames
Brute Force	Microsoft
Dark Angel	Vivendi
Falcone: Into The Maelstrom	Virgin
Frogger Classic	Konami
House Of The Dead 3	SEGA
Indiana Jones And The Emperor's Tomb	Activision



INDIANA JONES AND THE EMPEROR'S TOMB

Publisher: Activision
Developer: The Collective
Genre: Adventure

☒ Find fortune and glory with the original tomb raider!

Malice	Vivendi
Monopoly Party	Infogrames
Operation Flashpoint	Codemasters

JANUARY 2003

Panzer Dragoon Orta	SEGA
Return To Castle Wolfenstein	Activision
Risk	Infogrames

FEBRUARY 2003

Armada 2: Exodus	Metroid
BMX XXX	Acclaim
Dead Or Alive Xtreme Beach Volleyball	Microsoft



DOA: XTREME BEACH VOLLEYBALL

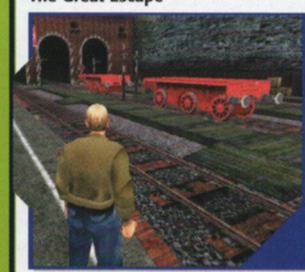
Publisher: Microsoft
Developer: Tecmo
Genre: Sports

☒ We've heard that the Japanese release comes free with tissues...

Dungeons & Dragons Heroes	Infogrames
Freaky Flyers	Midway
Furious Karting	Infogrames
Futurama	SCi
Kung Fu Chaos	Microsoft
Midtown Madness 3	Microsoft
Mortal Kombat	Midway
Racing Evoluzione	Infogrames
Star Wars: Knights Of The Old Republic	Activision
Steel Battalion	Capcom
TOCA Race Driver	Codemasters
Vexx	Acclaim

MARCH 2003

Coaster Works	Xicat
Defender	Midway
Deus Ex 2: Invisible War	Eidos
Dino Crisis 3	Capcom
Dronez	Metro 3D
Evolution Snocross	Konami
Haven: Call Of The King	Midway
Kingdom Under Fire 2	Phantagram
Lamborghini	Rage
Metal Gear Solid 2 Substance	Konami
Rainbow Six: Raven Shield	Ubi Soft
Rollercoaster Tycoon 2	Infogrames
Sniper: Path Of Vengeance	Xicat
SWAT: Global Strike Team	Vivendi
Top Angler	Xicat
The Great Escape	SCi



THE GREAT ESCAPE

Publisher: SCi
Developer: In-house
Genre: Adventure

☒ Just about the perfect way to spend Christmas Day afternoon on the game that *Prisoner of War* should have been!

Twin Caliber	Rage
XIII	Ubi Soft
Yager	THQ
Zapper	Infogrames

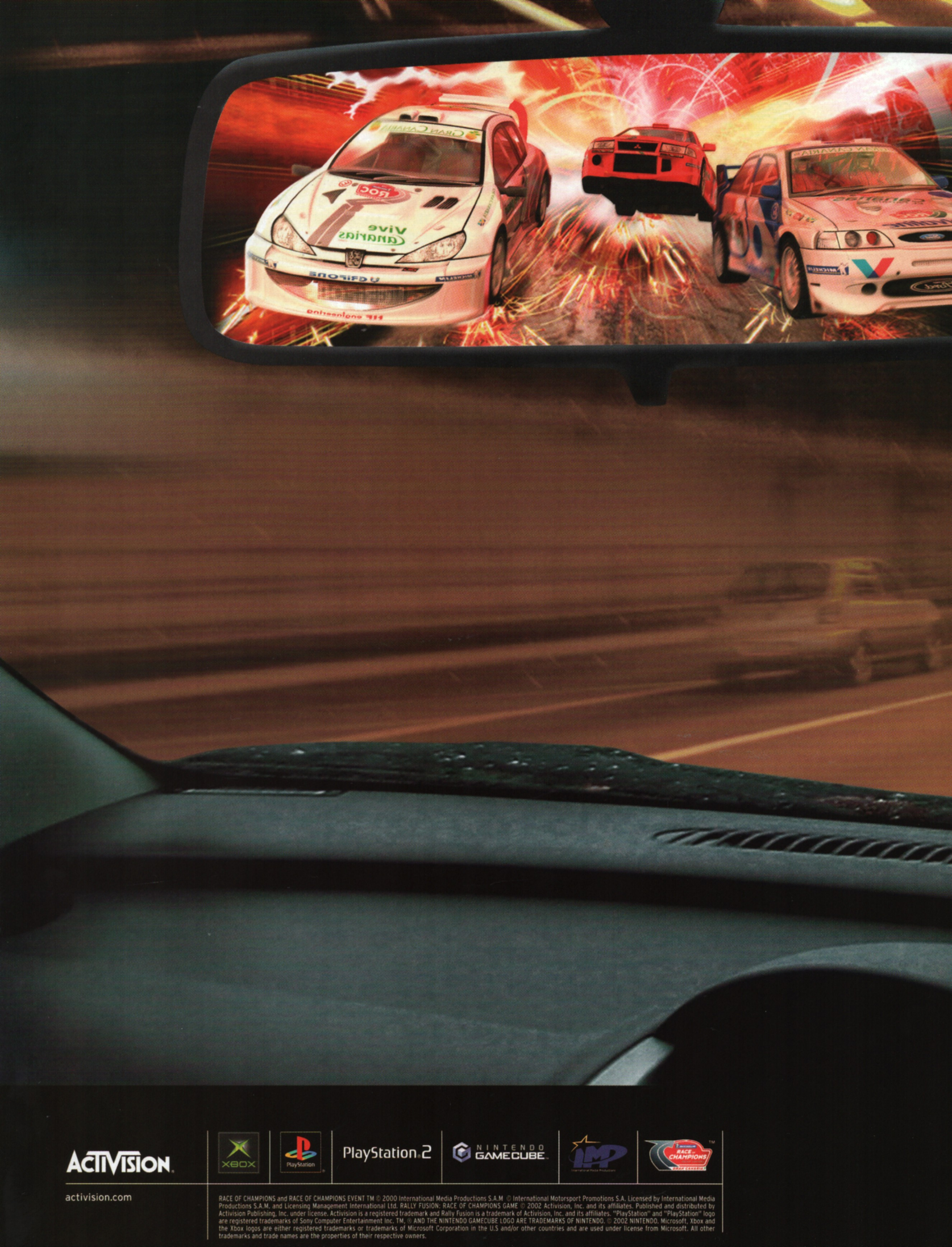
REST OF 2003

Amped: Freestyle Snowboarding 2	Microsoft
Aquaman	TDK
Battlefield 1942	EA
BC	Microsoft
Black And White	EA
Bullet-proof Monk	Empire
Burnout 2	Acclaim
Breakdown	EA
Breed	CDV
Broken Sword 3: The Sleeping Dragon	BAM!
Charlie's Angels	Ubi Soft
Counter-Strike	Vivendi
Crank The Weasel	Midway
Crimson Sea	THQ
Crimson Skies: High Road To Revenge	Microsoft
Crouching Tiger Hidden Dragon	Ubi Soft
Dead To Rights	EA
Doom 3	Activision
Driver 3	Infogrames
Duality	Phantagram
Fable	Microsoft
Far Cry	Ubi Soft
Fast And The Furious	Vivendi
Fatal Frame	Microsoft
Fireblade	Midway
Fishing Live Online	Microsoft
Freedom: Battle For Liberty Island	EA
Four Horsemen Of The Apocalypse	3DO
Galleon	Interplay
Ghost Master	Empire
Gladius	Activision
Gumball 3000	SCi
Halo 2	Microsoft
Ironstorm	Koch
Jacked	3DO
Kameo: Elements Of Power	Microsoft
Kill Bill	Vivendi
Loose Cannon	Ubi Soft
Mafia	Take2
Mission Impossible 2	Infogrames
Moto X	Konami
MX Superfly	THQ
Nightmare Creatures 3	Ubi Soft
Ninja Gaiden	Microsoft
NFL Blitz 20-03	Midway
Orchid	Argonaut
Outlaw Volleyball	TDK
Pac-Man World 2	EA
Perfect Dark 2	Microsoft
Phantasy Star Online 2	SEGA
Project Gotham Racing 2	Microsoft
Psychonauts	Microsoft
Rainbow Six: Raven Shield	Ubi Soft
Rayman 3: Hoodlums World	Ubi Soft
Robocop	Virgin
Sam And Max	Activision
Shaun Murray's Pro Wakeboarder	Activision
Shayde	Metro 3D
Shining Lore	Phantagram
Shoot To Kill: Colombian Crackdown	Codemasters
Shrek Super Party	TDK
Soldier Of Fortune 2: Double Helix	Activision
Soul Calibur 2	EA
Space Race	Infogrames
Spy Vs Spy	TDK
State Of Emergency	Take2
Starcraft Ghost	Vivendi
Sudeki	Microsoft
Tao Feng: Fist Of Lotus	Microsoft
Team SAS	Rage
Thunderstrike: Operation Delta	Eidos
Tork	Microsoft
True Crime: Streets OF LA	Activision
True Fantasy Live Online	Microsoft
Unseen	Microsoft
Vultures	CDV
Warhammer 40,000	THQ
Worms Blast	Ubi Soft
WWE Crush Hour	THQ
X Men: Wolverine's Revenge	Activision
XXX	Activision

TOP 10 MOST WANTED

THE RARE ANNOUNCEMENT LAST MONTH EXCITED A LOT OF PEOPLE – US INCLUDED! IT'S NO SURPRISE THEN THAT KAMEO HAS SLIPPED INTO OUR MOST WANTED ALONG WITH A COUPLE OF OTHER NEW ENTRIES.

NEW POSITION	LAST POSITION	GAME TITLE
1	1	**HALO 2** Nothing new has surfaced since the trailer at X02 but that hasn't stopped us from closing our eyelids and fantasising of what happiness is sure to come.
2	2	**FABLE** With the name finally confirmed the game that was formerly known as *Project Ego* is still looking like it will be one of the best things to happen to the Xbox.
3	3	**PROJECT GOTHAM RACING 2** We're still playing the first game quite a bit and if this sequel even comes close to the original article we're going to be racing for a long time!
4	6	**DEAD OR ALIVE VOLLEYBALL** Now that we've had the pleasure of seeing this game in action the mere possibility of getting our hands on a controller is enough to make us happy.
5	NEW	**KAMEO: ELEMENTS OF POWER** We were the first to break the news and now it's official, we can't wait to get our paws on the first Xbox instalment from the boys at Rare.
6	NEW	**NINJA GAIDEN** Super fast and ultra violent slasher *Ninja Gaiden* has done nothing but impress us. It may not be a subtle game but then who wants subtlety?
7	7	**DEUS EX 2: THE INVISIBLE WAR** Invisible is just about right as this game is remaining incredibly covert at the moment. We should have loads more on this epic for you next issue.
8	NEW	**XIII** Looks stylish, plays like a dream and is guaranteed to capture the hearts of many gamers everywhere. It certainly already has ours.
9	8	**METAL GEAR SOLID 2 SUBSTANCE** We thought that the release of *Splinter Cell* would squash all our anticipation surrounding this game. It hasn't – we still want you Snake!
10	9	**PANZER DRAGOON ORTA** Every time we see a new level of this game we're taken aback by the beauty of it all. Check out the new screens in this issue of the game in action.



ACTIVISION

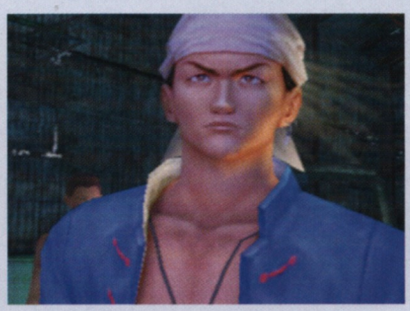
XBOX | PlayStation | PlayStation 2 | NINTENDO GAMECUBE | IMP | RACE OF CHAMPIONS

activision.com

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REMEMBER WHERE THE GAME ENDS
RALLY
FUSION
MICHELIN
RACE OF CHAMPIONS

PREVIEWS



FIRST LOOK!

SHENMUE II

LIFTING CRATES, MOVING CUPS AND PLAYING PACHINKO? SOUNDS GREAT. NO, REALLY...

"IT'S NOT HARD TO SEE WHY THE GAME HAS SO MANY ADMIRERS"

"THE ARRIVAL OF THIS MASSIVE SEQUEL ON THE XBOX IS A BIT OF A COUP"

INFORMATION

- **PUBLISHER** SEGA
- **DEVELOPER** AM2
- **GENRE** Adventure
- **RELEASE DATE** January 2003

DEVELOPER HISTORY



BEACH SPIKERS



VIRTUA FIGHTER 4



SHENMUE

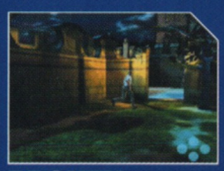
HARD SELL

"SHENMUE II IS AN EPIC ADVENTURE WITH ALL THE ELEMENTS OF A GREAT MOVIE: DRAMA, MYSTERY, SUSPENSE AND ACTION"

MICROSOFT GAME SYSTEMS


SHENMUE II pg26

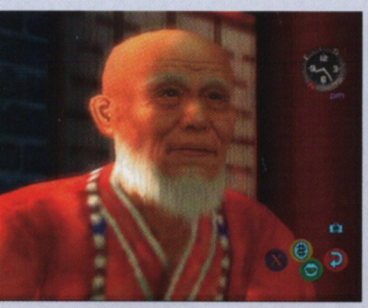

GALLEON pg28


BROKEN SWORD 3 pg30


BATTLE ENGINE AQUILA pg32


BRUTE FORCE pg33


DARK ANGEL pg34









Much like Marmite, *Shenmue* was one of those games that you either absolutely loved or loathed with a passion – some argued that it was the first example of a videogame emulating life, while others thought that if they wanted to play with toy figures, feed cats and buy cans of Coke… well, they'd do it for real. Not surprisingly, the first game had a huge fan base across the globe, but while the sequel was successfully released in Europe and Japan, it never reached the US on the Dreamcast. Why? Because some bloke in America called Bill had already snaffled the rights for the game away for his own upcoming games console, that's why… what other reason could there be, eh?

Considering the first game left so many people wanting to see what happened next, the release of *Shenmue II* on the Xbox can only be a good thing (if only for the ever-strengthening sales figures). For those of you who've been living under several large rocks for the past five years, the *Shenmue* saga tells the story of Ryo Hazuki – a young man with revenge on his mind. In the original game, everything kicked off with suitable tragedy; Ryo's father was beaten to a pulp before his eyes, the bloke responsible escaped to Hong Kong with the fabled Phoenix Mirror and (worst of all) all the Coke machines wanted Exact Change Only. Nooooo!

And so, enter Episode two… or rather, Episodes two to five all squished down into one neat little package (because, as Yu Suzuki himself has once said, the *Shenmue* saga is intended to cover in excess of ten chapters). Heading off to Hong Kong in pursuit of the evil Lan Di, Ryo finds himself in an unfamiliar land filled with danger and intrigue – ooh, gripping. What this means in real terms is that *Shenmue II* is remarkably similar to the original game; using the FREE (Full Reactive Eyes Entertainment) system developed specifically for the series, Ryo can wander around the highly detailed 3-D environments as he pleases and interact with pretty much anything or do whatever he wants. Practically anything's possible, from working down the docks to earn a bit of cash, playing classic SEGA games in the arcade or buying random items from shops… although you might want to remember that there's a mystery to be solved here. Add to that a sophisticated *Virtua Fighter*-style combat system that evolves as you use moves more often (along with a superbly paced story line that draws you in the more you play) and you get something rather special indeed. It's not hard to see why the game has so many admirers… let's just hope they all buy an Xbox because of it, eh?

IT'S LIKE

☒ *Shenmue* introduces a more martial arts-based combat system into what is a rather simple 'man wanders the earth' adventure game.







DON'T PUSH ME: Ignore them and they'll go away. Worst advice ever…

SATURDAY NIGHT AT THE MOVIES

Last time on Shenmue…



For anyone who hasn't experienced the delights of the original, you might be apprehensive about picking up the sequel simply because you don't know the story. Don't panic though – you won't be missing out on a thing. Why? Because the thoughtful people at SEGA have decided to include *Shenmue: The Movie* on a bonus DVD for those of you who want to catch up on the events from the first game. Originally produced for Japanese audiences, this extra disc features a 90-minute movie made up of cut-scenes and additional footage from the first game… so it's pretty much like a soap opera recap to get you up to speed on the story (only much, much longer). Nevertheless, it's a nice addition and something that'll hopefully encourage first-time *Shenmue* players to pick up the sequel.









EXCLUSIVE PICS!

GALLEON: ISLANDS OF

WILD TIMES IN A BOAT FULL OF LADIES!

Set on the high seas in a world populated by swashbucklers and skeletons, *Galleon* puts you at the helm of the mighty clipper, Endeavour. As Captain Rhama Sabier, the game begins when you are summoned to the port town of Akbah by a famous healer. But things don't go altogether as planned when a mysterious boat is discovered with a special significance to the Captain. The story unfolds with epic legends and myths, invincible armies of skeletons and shipwrecks galore.

The development team is lead by Toby Gard, the man who, like it or not, created one of the most iconic gaming characters ever: Lara Croft. The main character, Rhama, is another perfectly honed character (although minus the sizable norks). Chiselled good looks and a thirst for adventure are helped along by the agility he is afforded in the game; as well as the standard run, jump and swim, Rhama has a few previously unseen skills, including the ability to fight in the style of a Shao-lin master, backflip off ledges to land on a pinpointed area and climb almost any surface. Each type of surface Rhama encounters, like grass, rock and sand has different friction levels,

INFORMATION

- **PUBLISHER** Interplay
- **DEVELOPER** Confounding Factor
- **GENRE** Adventure
- **RELEASE DATE** December

MANY OF RHAMA'S NEW RECRUITS ARE FOXY YOUNG LADIES WITH SPECIAL POWERS

PUBLISHER HISTORY

[GC/XBOX] 2002



HUNTER

[PS2/GC/XBOX] 2002



BALDUR'S GATE

[PS2] 2002



RUN LIKE HELL

HARD SELL

"GALLEON WILL BE THE NEW BENCHMARK IN ACTION ADVENTURE GAMES"

PRESS RELEASE

"THE DEVELOPMENT TEAM IS LEAD BY TOBY GARD, THE MAN WHO CREATED LARA CROFT"







UNDERWATER LOVE: There are several underwater levels, this being a water-based game.



MYSTERY

so on low friction surfaces characters will start to slip and slide. The result is that you need to judge each surface's properties while you are moving around the world at high speeds. As well as this, strong winds can affect your movement, even blowing you off high ledges, while water currents also affect you as you swim and wade through water.

Like Lara, Rhama is on the search for artefacts which have hidden mystical powers, with the aim of preventing them from falling into the wrong hands. On his voyage, Rhama can recruit new crew members onto the Endeavour, each of whom bring new skills to the expedition which help the voyagers to overcome challenges and defeat enemies. Having got over the superstitious fears sailors have about women being on board, many of Rhama's new recruits are foxy looking young ladies with special powers.

The game features six original worlds, each on a separate island and featuring expansive indoor and outdoor locations. Each location has its own theme and presents Rhama with a new challenge.

We can't help but compare the look of this game, with its lanky characters and swashbuckling story, to the unfortunate *Road To El Dorado* on the PlayStation. However, with the power of Xbox we have every faith that the developers, with the experience of working on *Tomb Raider*, will produce something far more playable.

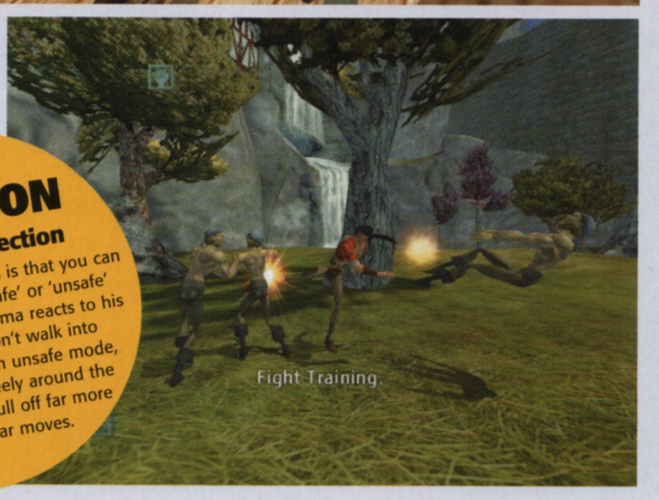
IT'S LIKE

☒ It's an action adventure, with puzzle solving, set on the high seas, with chicks in it. You do the math.





BY THE GODS! A good deal of the action takes place above and below deck on the good ship Endeavour.



MOVIN' ON

Technical Perfection

One innovation in controls is that you can set your character on 'safe' or 'unsafe' mode. In safe mode, Rhama reacts to his surroundings and won't walk into dangerous areas, but in unsafe mode, Rhama can bound freely around the environments and pull off far more of his spectacular moves.

THE MAIN FRAME

Characters who make the difference...



RHAMA SABIER

Rhama is the central character. He is strong (note the jaw line), sincere, moral and is a hero of mythical proportions, revered by his fellow man. Rhama also has the ability to move faster and with more agility than any other human, which is handy.



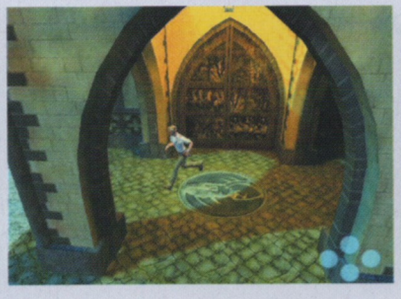
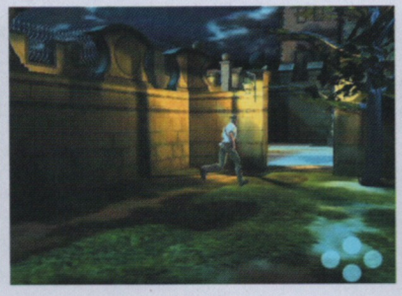
FAITH

Faith is the daughter of a famous healer who has learnt some of the ancient arts from her father. She is headstrong and sometimes reckless – endangering the mission at times – but her healing powers and ability to unlock magically sealed doors make her invaluable to the team.



MIHOKO

For years, Mihoko was enslaved by an evil sorcerer and forced to use her incredible Kung Fu abilities to kill for him. She is legendary in her homeland as an unbeatable warrior, and has incredible speed, agility and strength.


FIRST LOOK!

BROKEN SWORD 3

THE FAMOUS DUO ARE BACK TO SAVE THE WORLD FROM ANCIENT MYTHS AGAIN!

After the success of *Broken Sword 1* and *2*, Revolution waited a long time to bring out the next part of the trilogy. After publishing *Smoking Mirror* in 1997, Revolution decided to wait until the next-generation technology was available to realise the final chapter of the adventures of Tobias and Nico.

If you are unfamiliar with the titles, *Broken Sword* games are beautifully plotted adventures that work on the premise of a historical myth affecting the two modern-day heroes. The first game dealt with the reappearance of the Knights Templar, who disappeared in the pursuit of the Holy Grail in the 15th Century. The second game dealt with the Mayan prophecy which states that the world will end in 2012 (don't worry folks, there's plenty more where that came from), and the third instalment utilises the idea that the shifting geometric plates of the earth contain power, which can be channelled and used for evil ends.

INFORMATION

PUBLISHER
Criterion Software

DEVELOPER
Revolution

GENRE
Adventure

RELEASE DATE
Winter 2003

DEVELOPER HISTORY


[PS] 1999
IN COLD BLOOD


[PS] 2001
ROAD TO EL DORADO


[PC/AMIGA] 1995
BENEATH A STEEL SKY

HARD SELL

"BS:TSD IS ON TRACK, AND LOOKING AMAZING. I'M VERY EXCITED ABOUT SHOWING THE GAME FOR THE FIRST TIME"

CHARLES CECIL, REVOLUTION'S MANAGING DIRECTOR

SHE MUST WORK OUT: The *Buns Of Steel* video had been a great success.

"BROKEN SWORD ADVENTURES WORK ON THE PREMISE OF A HISTORICAL MYTH AFFECTING MODERN DAY HEROES"







Powerful seismic events are shaking the world and it's not down to global warming. Something much more sinister is emerging. An Ancient Conspiracy, the Secrets of the Templars, and a fiendish source of pure Evil is responsible...

From the Congo to the calm of the English West Country, from underground pyramids in Ethiopia to gothic castles – time is running out for the Earth and only our heroes can save it...

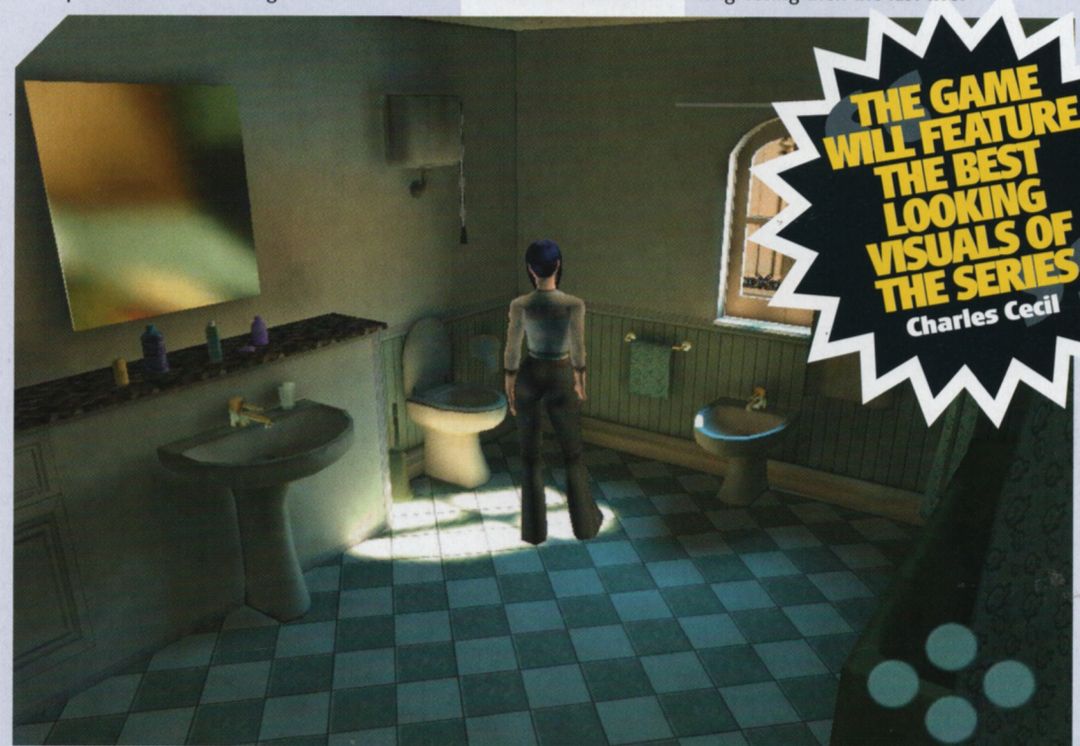
The game features the same two heroes, adventurer George Stobbart and French journalist Nicole Collard. But there are several significant changes: it's now in full 3D, and is no longer a point and click epic. Instead of directing the character at an object, you get them to walk up to it and four circles, representing the four buttons, appear in the bottom corner of the screen. Each circle represents an action: look, take, open and one specific to the object itself.

Although the makers have retained elements of the original games, such as the hand-drawn, cartoon style and the strong plot lines, you now have direct control of the characters. The graphics we have seen are looking quite stunning so far, with some incredibly well mapped areas, beautiful lighting effects and highly detailed characters making *Broken Sword*'s new instalment look even more engrossing then the last two.

IT'S LIKE

☒ The two lead characters play out a 'will they, wont they?' relationship while shrouded in prophecies of doom.





THE GAME WILL FEATURE THE BEST LOOKING VISUALS OF THE SERIES
Charles Cecil



THAT BAD CAT: This girl looks evil. And that can't be her real hair colour...she's an airplane blonde!



TOUGH GUY, HUH?: George has some great action scenes and moving out of the 'point and click' realm has really helped with his versatility.

DEVELOPER INTERVIEW

☒ CHARLES CECIL, MD REVOLUTION



XBM: What changes have you made in terms of the style of the game in order to aid transition of the series over to the Xbox?

CHARLES: We were always restricted by the format of the 2D point and click adventure – and waited for technology to catch up sufficiently to allow us to create a fully 3D world with the visual quality that is required for an adventure. In 3D we have the advantage of being able to move the camera, which makes the game more cinematic. More importantly however, the gameplay opportunities that open up in a 3D environment are immense, so the gameplay will be much richer.

Our first ever release, *Lure of the Temptress*, featured technology known as 'Virtual Theatre' which shook up the way adventure games were played by introducing more non-linear elements with regards to the NPCs. *The Sleeping Dragon* will feature similar technology – though the story will be broadly linear, there will many different ways to tackle each problem, and certain events will occur randomly.

The game will also feature the best-looking visuals of the series. We've gone through a lot of iterations since the original design document, and we're really pleased with the results. Initially we went down the cartoon style, but have moved away this in favour of a more adult-orientated look. Our objective has always been to create believable rather than realistic visuals.

All in, *The Sleeping Dragon* will be more epic than any of the previous titles. Not just in terms of size, but in terms of look and feel. Our objective is no less than to redefine and re-invent the genre – a bold claim but we believe that we will do it.

XBM: What is it, do you think, that made the last two titles so successful?

CHARLES: We've always focussed hard on our plots and characterisation, none more so than with the Broken Sword games. I believe that part of the success comes from the way in which we respect the narrative rules that have been developed in film.

The weaving of established myths or legends, such as the Knights Templars or the Mayan Prophecies, with contemporary fiction, creates a game world which is fantastic yet plausible. Testament to the strength of the effectiveness of this fusion is the fact that many players who have completed the *Broken Sword* games have subsequently developed a profound interest in the subject matter.

The interplay between characters is vital. George and Nico have always enjoyed a competitive relationship, and it's this friction that defines their characters. Also, the way we leave each character in cliffhanger situations gives players an enormous incentive to press on – provided, of course, that they care about the characters!

The *Broken Sword* games have always been unusual adventures as the character you play can die. Other adventures allow players to roam around with minimal tension, so there's rarely a sense of urgency or drama. I believe without excitement it's impossible to create a compelling story.

There's great pressure on us to maintain our narrative standards and that's pretty scary sometimes. We know that there is a high expectation. The amount of research that has gone into *The Sleeping Dragon*'s back-story is equivalent to a major TV drama or film. All in all I really do think that this will be a better game experience then any of our previous games.









EXCLUSIVE PICS!

BATTLE ENGINE AQUILA

IF EVER THERE WERE A PREQUEL MADE TO WATERWORLD THIS IS WHAT IT WOULD BE...

An uplifting vision of the future, *Battle Engine* shows a world ravaged by global warming. Two factions have emerged in the aftermath and they're both battling to gain control of the last remaining pieces of dry land.

The story is pretty much irrelevant however, as this arcade shooter is all about massive conflicts involving a ridiculous number of units. And you're stuck in the middle of it all with your transforming robot Aquila. The missions are pretty much as you might expect but what makes this game stand out is the scale of the battles that go on around the main objectives.

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** Lost Toys
- **GENRE** Shoot-'em-up
- **RELEASE DATE** 17 January

DEVELOPER HISTORY



- **MOHO**

HARD SELL

"FIGHT ALONE OR WORK WITH ALLIED FORCES? YOUR CHOICE, YOUR STRATEGY, YOUR BATTLE ENGINE"

INFOGRAMES PRESS RELEASE



"MASSIVE CONFLICTS INVOLVING A RIDICULOUS NUMBER OF UNITS"

"THIS ARCADE SHOOTER IS ALL ABOUT MASSIVE CONFLICTS"



Enter a battle and you have planes, tanks, foot soldiers, huge warships and mechs running around all over the place. It's difficult to know where to start, who to kill and who to protect! The developer has obviously seen this as the main selling point because you can also play some of the epic battles against a friend in a split-screen mode.

It's exactly this kind of mode we can imagine playing the most. Don't get us wrong, the one-player game is great fun to play but leading an army against a friend is very appealing. We'll have the review on *Battle Engine* for you next issue.



GAME ENGINE

An excellent run around, good for getting from A to B and perfect for mass destruction...

The ship you control in this game is a Battle Engine known as Aquila – hence the game name. It's basically a huge spider-like mech that has the ability to change into a ship. Both make use of different weapons and you'll need to use the walker and flight modes to get through most of the missions in the game.






FIRST PLAY!

BRUTE FORCE

YOU'RE GOING TO HAVE TO WAIT TILL NEXT YEAR FOR THIS ONE BUT IT'S GOING TO BE WORTH IT...

INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Digital Anvil
- **GENRE** Shoot-'em-up
- **RELEASE DATE** January

It's strange that this game should be called *Brute Force*. When you first play the game you soon realise that, although the action is plentiful, tactics and discretion is the best way to get through a level. Which is why the game works so well in its much-hyped four-player co-op mode.

The levels have been designed very much with this in mind and if you don't make use of the team you aren't going to be getting very far in the game! This can, of course, be done in one-player as well by handing out some basic orders or simply taking control of the individual characters yourself. The four team members consist of an assault trooper, alien, scout and the almost obligatory sniper.

One great feature of *Brute Force* is that it doesn't matter whether or not you begin the game in co-op or on your own. In *Halo* you are restricted on the way in which you can approach the levels but in this game any player can jump in or leave when they feel like it. The screen splits accordingly and the gameplay goes on uninterrupted. Oh, and just in case you're not the kind of person who likes to play nice the option is also there to start up a good old-fashioned friend-slaying deathmatch!

DEVELOPER HISTORY

[DC] 2000



- **STARLANCER**

[PC] 2001



- **CONQUEST: FRONTIER WARS**

HARD SELL

"GAMERS EXPERIENCE THE INTENSITY OF A SHOOTER GAME WITH THE CUNNING STRATEGIES OF TEAM-BASED TACTICAL COMBAT"

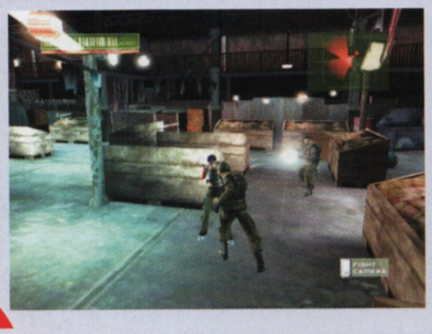
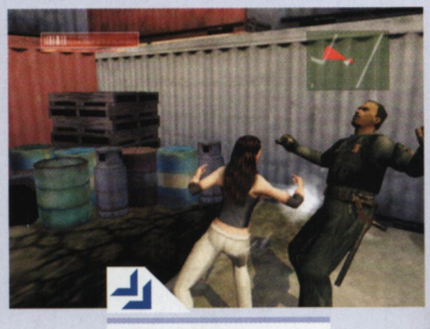
MICROSOFT PRESS RELEASE



"TACTICS AND DISCRETION IS THE BEST WAY TO GET THROUGH A LEVEL"

IT'S LIKE

- Visuals to rival *Halo* with some fantastic team based co-operative gameplay.


EXCLUSIVE!

DARK ANGEL

WHERE WOULD GAMES DEVELOPERS BE WITHOUT TV SERIES' TO LICENSE?

For those that don't know, *Dark Angel* is a teenage-aimed TV series created by James Cameron about an attractive girl and her adventures that is doing quite well on Sky One. Sound familiar? Well it's no surprise then that, just like the TV series, this game is trying to cash in on the *Buffy* phenomenon.

After *Buffy* did well on the telly a videogame followed and the same is happening here. Hopefully because this game is following in hallowed footsteps this should mean you're going to get a very playable game. After a mess around with some early code it's obvious that there is good potential here. Sure it may just be a scrolling beat-'em-up but it is a good laugh to play and some of the animations are very impressive.

The main character from the show (Max) is a military trained and genetically altered human and the combat represents that. The *Matrix*-style slow motion special moves in particular look pretty spectacular. Hopefully the game won't try to emulate *Buffy* too much – you never know, this game may even come out on time! Whatever the case, fans of the series are going to be pleased with the authenticity of it all.

INFORMATION

- **PUBLISHER** Vivendi Universal
- **DEVELOPER** Fox Interactive
- **GENRE** Beat-'em-up
- **RELEASE DATE** January

PUBLISHER HISTORY

XBOX 2002



- CRASH BANDICOOT

XBOX 2002



- THE THING

XBOX 2003



- MALICE

"IT'S OBVIOUS THAT THERE IS GOOD POTENTIAL HERE"

HARD SELL

"TAKE ON THE ROLE OF MAX, A GENETICALLY-ENHANCED SUPER-SOLDIER, ON A QUEST TO RECLAIM HER PAST"

VIVENDI PRESS RELEASE

XBM INFO

- *Dark Angel* TV series star Jessica Alba came in in a very respectable fourth place in a Top 10 Sci-Fi Babes poll conducted in the summer of 2002 for her role in the show.

"SOME OF THE ANIMATIONS ARE VERY IMPRESSIVE"



SEXY SNEAKY

Make sure you're the only one who gets to appreciate her looks...

One feature this does have that *Buffy* was lacking is an element of stealth. There are several points in *Dark Angel* where it is very advisable to stay well out of the way of anyone who might not like to make your acquaintance. Sadly, there are quite a few of these types around.

"**UCK"



The amount of money and enemies you make will vary depending on how you drive the truck.

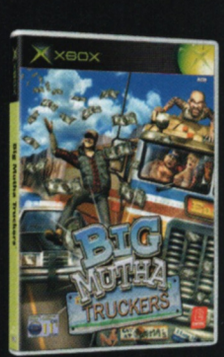
Welcome to Hick State County.

BIG MUTHA TRUCKERS

Chief Medical Officers' Warning

Trucking mayhem Deliverance style. Earn money using whatever means necessary, screw your family and truck everyone else.

Are you a Big Mutha Trucker?



XBOX

PlayStation.2

www.bigmuthatruckers.com

eutechnyx

EMPIRE INTERACTIVE

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REVIEWS

YOUR NO.1 SOURCE FOR DEFINITIVE XBOX REVIEWS



MICROSOFT has said that by the time Christmas is upon us there will be over 175 Xbox games on the shelf for you to choose from to play on your lovely console. This figure does not surprise us. Just look at the huge number of games reviewed this issue. The worrying thing is we didn't even have enough space to fit all the games this month into the magazine you're holding now! This is kind of a double-edged sword because more games means a higher percentage of both quality titles and, sadly, also average cannon fodder. But we can accept a few sub standard products if it means we get to play games like *Colin McRae*, *Blinx*, *SEGA GT* and *Tiger Woods*...oh and something you may have heard of called *Splinter Cell*. It's only the game everyone has been talking about every day for the past year! Now it's finally here has it really been worth the wait? Well we think there couldn't be a finer title to lead the more than impressive line-up on Xbox this Xmas.

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.

SPLINTER CELL

Softly, softly... the best game on Xbox since Halo!

pg38



BLINX: THE TIME SWEEPER

pg44

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"TOM CLANCY'S SPLINTER CELL IS A TRUE WORK OF ART"



TIGER WOODS pg54



COLIN MCRAE 3 pg56



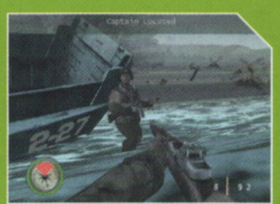
SEGA GT 2002 pg66



BIG MUTHA TRUCKERS pg70



PHANTOM CRASH pg72



MEDAL OF HONOR pg76

SPLINTER LEG

When a game like Splinter Cell comes into the office it's difficult not to be caught up by it all. Unfortunately, one of us took it a little bit more seriously than the rest...



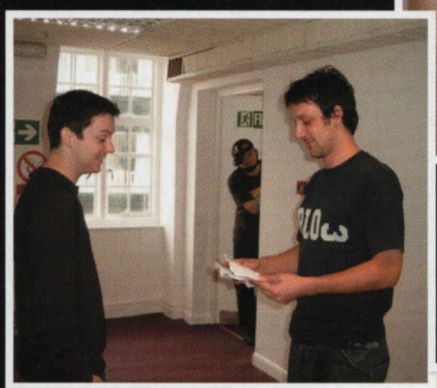
Front Door
08:02

Trying to get ahead of the game Nick Jones arrives on location early to find hostiles already present. This did give him the opportunity to retrieve the keypad number but he would need to time his insertion into the evil corporation carefully.



Main Lobby
08:29

Rushing in between patrols Jones makes use of the key code to waltz in through the front door into the waiting lift beyond. Using the crutches as a climbing tool he manages to clamber up into the lift shaft before alerting suspicion from the goons.



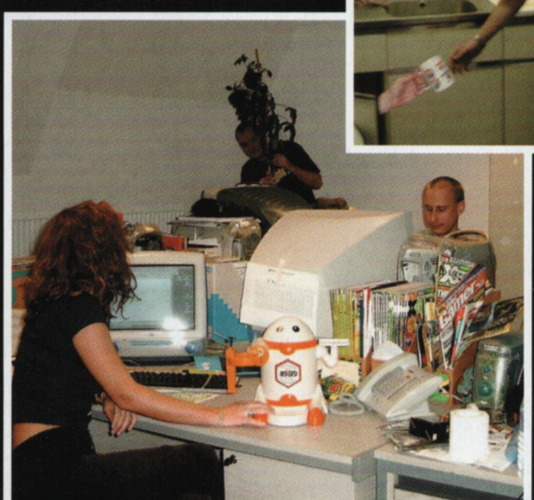
Office Level
08:43

After negotiating several metres of air conditioning systems our agent wannabe arrives on the uppermost level just a step away from the main office area. Unfortunately, it appears as though this isn't going to be as easy as he thought.



Kitchen
08:45

So far so good. The only obstacle in his way now is the kitchen – populated, sadly, by the enemy scum. Using stealth tactics learned from Splinter Cell Jones not only slips by the guards unnoticed but also picks up a refreshing coffee along the way.



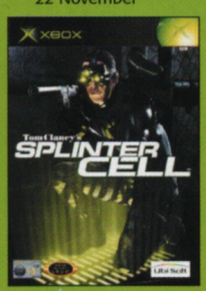
The XBM Desks
08:52

With just eight minutes to go he makes it in to discover that the mission is a success in record time. The rest of the team, of course, made it in hours ago using far more basic techniques, but he knew they didn't have the satisfaction agent Jones had.

THE COOL FACTOR GOES WAY OFF THE SCALE – JAMES BOND NEVER HAD IT THIS GOOD!

INFORMATION

- **PUBLISHER** Ubi Soft
- **DEVELOPER** Red Storm
- **GENRE** Shoot-'em-up
- **PRICE** £44.99
- **PLAYERS** 1
- **DOLBY 5.1** Yes
- **WIDESCREEN** Yes
- **XBOX LIVE** Downloadable content
- **WEBLINK** www.splintercell.com
- **RELEASE DATE** 22 November



PUBLISHER HISTORY

☒ Another Tom Clancy outing on the Xbox, only this time based around open air combat. It controls surprisingly well, is great fun to play and like all Clancy games eats hours away from your life.



GHOST RECON

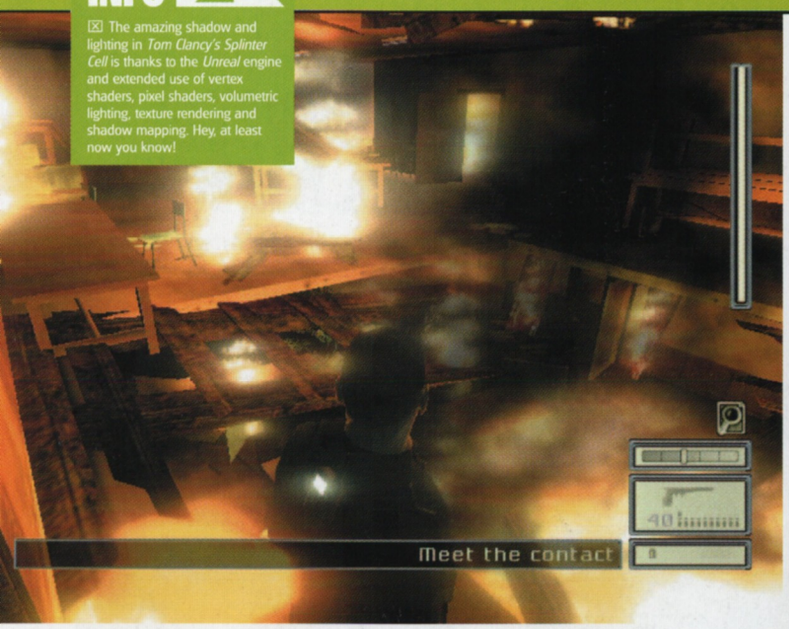
SPLINTER CELL

WHERE THERE IS LIGHT THERE IS ALSO SHADOW...

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

XBM INFO

The amazing shadow and lighting in *Tom Clancy's Splinter Cell* is thanks to the *Unreal* engine and extended use of vertex shaders, pixel shaders, volumetric lighting, texture rendering and shadow mapping. Hey, at least now you know!



FEEL THE BURN: The opening level is a great show of what the game can do visually. It's like the developer saying: "Check us out!"







How apt a name. This game is just like an annoying splinter that burrows inside you and sits just underneath the surface of the skin. You'll spend ages picking away at it trying to remove the culprit and then, even after you know it's gone, you find yourself coming back to it unsure as to whether or not you were initially successful. The masterpiece that is *Splinter Cell* gets under your skin and stays there for a very long time.

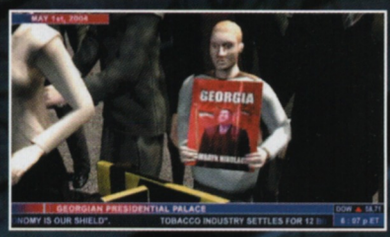
After all the hype this game has received you might be expecting some kind of anti climax. Trust us when we say this does not come. From the moment we took the game from the packaging like over-excited children on Christmas day, to the point when our eyes began to sting through too many hours of play no drawbacks could be found. This Tom Clancy title may as well have 'super cool' written all over it – Sam Fisher is one badass agent.

By the time you hit the end of the first mission you start to laugh at any effort made by 007. Chuckle at the lack of style offered by Agent 47. Cry with tears at the sheer silliness of Max Payne. And snigger (let's get this out of the way now) at the attempts of Solid Snake. Okay, so it has to be mentioned. Yes this is a little bit like *Metal Gear Solid 2* only with a decent story and a more refined control system. If we could have a penny for the number of

FIRST NEWS WIRE

Since the game is the idea of author Tom Clancy you wouldn't expect anything less than a tense political thriller. In-between levels you're kept up to date via a news station called FNW...

At the beginning of the game the Georgian president is killed in a car bomb attack and a man called Nikoladze rises in his place. You're sent into Georgia to investigate the disappearance of two undercover agents sent in to spy on the president.





After discovering that the agents were killed for getting too close to Nikoladze you're sent to the local defence ministry to get more information. Meanwhile the news is reporting that the new president becoming a serious military world player.





Neighbouring Azerbijan is invaded by Georgian special forces and Nikoladze vanishes into thin air. Nato intervention removes most of the problem but a few cells remain and you're given the job of infiltrating one such group on an oil rig.



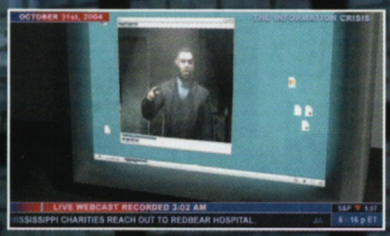


Whilst on the oil rig you find out that the Georgians have a man inside the CIA. Unfortunately, they also have several other men in the US and terrorist attacks begin all over the country! The only link is the CIA and you're asked to pay a visit.





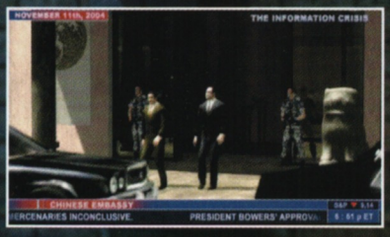
With the American public scared of more attacks the hunt for Nikoladze becomes even more important. The CIA mole does not know his whereabouts but you are pointed in the direction of the infamous Langley and a division known as Kalinatek.





It's at Kalinatek that you discover the possibility that China may be backing Nikoladze. Your next stop is the Chinese Embassy in Yangon and this is where the story starts to get interesting. But then you'll have to find out the rest for yourself...

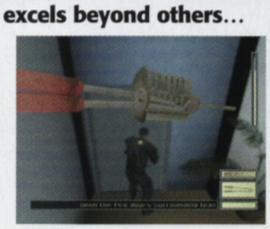




PICK-LOCK AND LOAD

One of many reasons why this game excels beyond others...

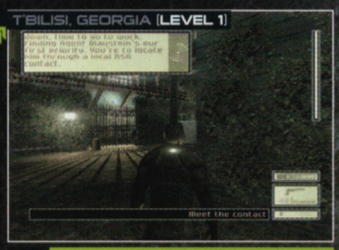
A lot of games like this use lock pick kits to heighten tension and add variety to the gameplay, but few give you the chance to actually work the cylinder. Instead of watching a progress bar, this cut away of the lock appears and you have to use the Left Analogue Stick to line up the pins. The pad rumbles when you're getting it right. Simple but very effective.



(LEVEL 1) T'BILISI, GEORGIA

FIRE WALKER

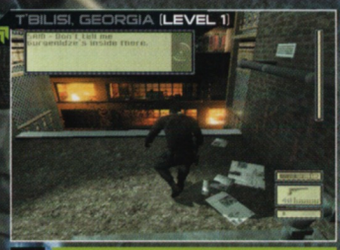
A nice easy first mission behind enemy lines for Mr Fisher that lets you get used to the controls...



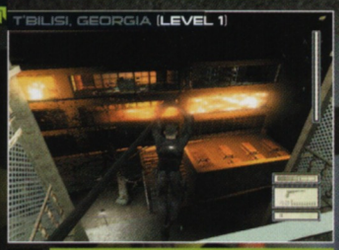
1 ☒ Sun down and the game begins. You start outside the main gate of a building littered with patrolling goons – knocking on the front door is not an option here.



2 ☒ Off to the side of the gate you find a ladder that leads up onto a side roof overlooking the gate. Don't get too used to the missions being this easy all the time.



3 ☒ Once on the roof you can make your way to the target building where you're supposed to meet a contact. That would be the one that is on fire by the way!



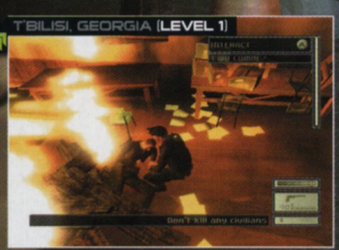
4 ☒ Since staying off the streets is recommended via your earpiece you have to use this handy zip line to gain access. You don't need to worry about being seen.



5 ☒ Once inside you can concentrate on finding your contact. This means making your way through several fire-filled rooms and stairwells. And yes, fire does hurt!



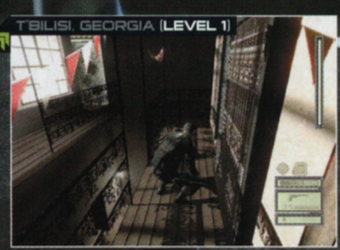
6 ☒ Picking your way through the building also gives you the chance to try out some of the fancy moves Mr Fisher has at his disposal. How do you like your agent cooked?



7 ☒ You eventually meet up with your contact who (unsurprisingly) is on his last legs. He does have just enough life in him, however, to tell you about what to do next.



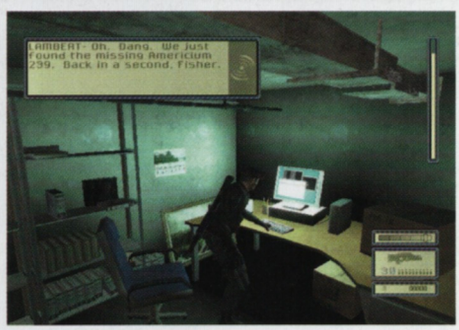
8 ☒ With the contact dead and the building collapsing you need to get out. Your only option is to exit through a smoke-filled room. Shoot the skylights out to clear the air.

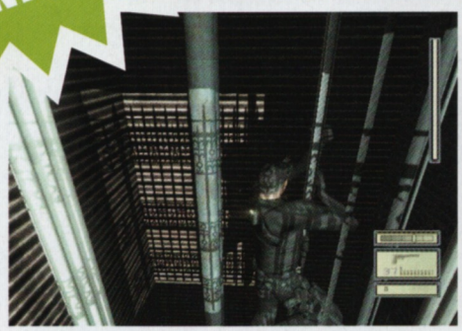


9 ☒ Leaving the building marks the end of the first mission and the beginning of the next one. Now that you're used to the moves everything starts to get a little bit tougher!

SPLINTER CELL IS ONE OF THE FIRST GAMES TO TAKE ADVANTAGE OF DOWNLOADABLE CONTENT









TRAINED KILLER

The controls in Splinter Cell are actually fairly simple to get used to, but there is still plenty for you to remember.



1 The ● button brings up your inventory. From here you can select your choice of weapon or item to use. Including your array of cool cameras.



2 Tap the ○ button when you're next to a wall and Max will cling to it for his life. You can then shuffle along to peak round corners.



3 Using night vision and thermal vision is essential in this game. Both can be turned on or off instantly with a press of the D-pad.



4 When you've got the rifle to your shoulder the Y button activates the zoom and the Left Trigger holds your breath to steady the aim.

SPLINTER CELL GETS UNDER YOUR SKIN AND STAYS THERE FOR A VERY LONG TIME

1 DETAILED FILES
☒ A lot of the information you need to get through the game comes from computers dotted around the level. If you can't find the door code the odds are that it's on one of these.

2 ASK NICELY
☒ If you manage to sneak up on an enemy undetected you are sometimes given the option of interrogating them. It's funny how people seem so much more eager to talk with a gun pointed at their head.

3 LIGHTS OUT
☒ Everywhere Sam goes his goggles go with him! They're the most important tool in the game as they allow you to see in the dark and detect thermal signatures. Darkness truly is your friend.

XBM INFO

☒ If this slice of thrilling world politics isn't enough for you Tom Clancy has two other games on the way to the Xbox. The epic *Ghost Recon* and the close quarters, dynamic hostage rescue simulator *Raven Shield*.



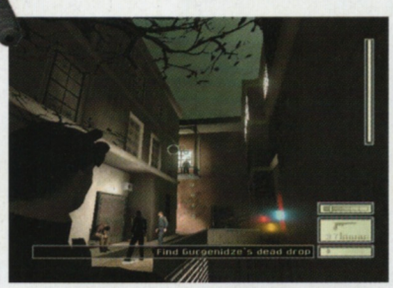
times we have heard this game being labelled an '*MGS2* beater'. Well, let's just say we'd be able to buy an unhealthy amount of fizzy cola bottles. Both are good games and both have plus points – simple as that.

The first obvious plus of *Splinter Cell* is the use of shadow and light sources. This not only looks ridiculously amazing but it also plays a very important role with the gameplay. The darkness is your friend and on most occasions you're well advised to take out as many lights as possible. A meter in the bottom corner of the screen tells you just how much light there is in your current area. The idea being the darker the area, the less likely you are to be seen. This means you are going to spend a lot of time using the complimentary night vision. Which does take the edge off of some of the gorgeous textures and moody lighting effects but also looks fantastic in its own right.

The use of soft focus in this game is superb and the night vision is the best example of that. Switch it on and a hazy blur mixes in with any strong light sources burning a silhouette around any distant figures – giving you a warm fuzzy feeling inside. Realism is, as always with Clancy games, a key factor and we can bet the night vision in this title isn't too far from the real deal.

The game actually marks a departure from the norm for Clancy as it is the first stealth-'em-up game of his that isn't based around team gameplay. In *Splinter Cell* you play a lone agent sent in to tackle 'sensitive' problems. There are no other special forces guys around to fall back on in *Rainbow Six* fashion should something go wrong. That's not to say that tactics aren't needed. You need to use your noggin to get through the missions in this game.

To start with it can all be a little confusing. Getting used to the controls,



DISTR-ACTION: A variety of objects can be picked up and thrown – perfect for confusing any gullible guards.



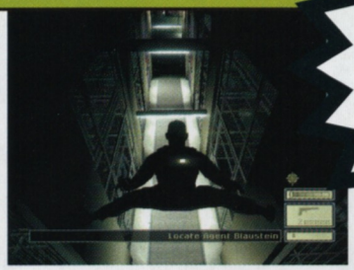
STRANGERS AT NIGHT: If it's dark enough you can get away without being seen – even if you're close enough to touch!



SHADOW DANCER: We know the Xbox is good but this is just like showing off!

THE USE OF SOFT FOCUS IN THIS GAME IS SUPERB







HANGING AROUND: Luckily the rain doesn't affect your grip, you can even hang from one hand using the other free to operate a pistol!



NIGHT FEVER: If Sam has both hands tied up he'll put his bizarre looking night vision on and off by nodding his head!



THE X FACTOR

It kind of goes without saying, but the lighting in this game is a true work of art.

XBM INFO

There are over 300 sets of animations on the lead character and every single one was created by hand. Normally you'd expect motion capture to be used but the developer wanted to give Sam a distinct style.

BODY COUNT

Killing the enemy is fun but playing with them is what makes the job worthwhile.



This dumb goon is the very first hostile you come up against in the game and if you're cautious enough you can sneak up right behind him without too much trouble.



A tap of the action button then allows you to grab him. From here you can usually interrogate a target, knock him out cold or better yet make use of them as a...



...human shield! Hang around long enough and another goon shows his face. You can take care of him the same way or make him choose: die or shoot your friend?



the gadgets and all the actions you can perform does take a while. There were several times when we got stuck only to remember some gadget we had. At your disposal you eventually have a lock pick, fibre optic cable, pistol, laser mike, frag grenades, smoke grenades, rappelling kit, night vision and thermal vision. In addition to all of this you also carry the seriously cool FS2000 suppressed rifle that can be equipped with a sticky camera, diversion camera, zoomed scope, airfoil round and electric shock round. The cool factor goes way off the scale – James Bond never had it this good!

Add to all of this the moves you can perform and it's amazing that the game doesn't feel at all fiddly to control! Every action in the game is smooth and you never doubt the fact that you are controlling Sam Fisher. The animations in particular put every other game of its type we have seen to shame. Each character model looks the business already but watch them move and fluidity of it all really begins to shine. Not a hand, leg or even so much as a small toe seems out of place. It makes a change to see a character climb a ladder and actually touch the rungs.

Let's face it though, this shouldn't come as any shocking surprise. The development team has been working on this for a long time and this is more than apparent with the fine-tuning that has taken place on each mission. The refined level design takes full advantage of the gadgets and the abilities of your character whilst striking a good balance so that you get your ass kicked on plenty of occasions.

If there's one problem we do have with *Splinter Cell* it is that the level design can feel a little bit too linear. Sure there are plenty of ways to approach each section of each mission but you never really feel tempted to stray too far off the suggested route. The levels, gorgeous as they are, definitely don't allow as much exploring as you first might think.

Having said that, this is the kind of game you do want to go through over and over simply because it is a delight to play around with. Besides which, promises were made at XO2 that *Splinter Cell* would be one of the first games to take advantage of downloadable content via Xbox Live. This means more missions on top of the healthy selection on offer. Amusing really as we can't see why any sane gamer would need more persuasion. This is a true work of art – get down to the shops before it 'cells' out. **MIKE**

VERDICT

TOM CLANCY'S SPLINTER CELL

SECOND OPINION

Amazing. A game that lives up to the hype. *Splinter Cell* is one of those games that comes along every now and again that builds on the work done by others and redefines the genre. Not content with titillating your eyes with astounding visuals, this game gives you the sort of freedom that you could once only have dreamt of. There are so many ways to approach the game, so many different tactics to choose. And that's the point: *you* choose how to play. A gripping story and sublime gameplay – what more could you want from Xbox?

NICK

ALTERNATIVELY

HITMAN 2
Eidos
Another stealthy third-person shooter with decent features and solid fun gameplay.



XBM RATINGS

LOOKS
The lighting effects alone warrant a purchase of this fine looking game. No other game is better.

SOUNDS
The music is atmospheric enough to make you feel your heart beat and the sound effects are superb.

GAMEPLAY
The development team has clearly spent a long time thinking through the finer details of the game and it shows.

LONGTERM
It may only be one-player but even after weeks of playing you keep noticing new features or new ways to play.

Why we'd buy it	Why we'd leave it
⊕ Lighting effects	⊖ Can feel too linear
⊕ Ace gadgets	
⊕ Gripping gameplay	
⊕ Excellent sound	

Overall

It's right up there with *Halo* in the quality stakes. Buy it immediately.

10 OUT OF TEN

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XBM ONLY ON XBOX

XBM BIG GAME

BLINX
THE TIMESWEEPER

CATS AND VACUUM CLEANERS? NOT AN OBVIOUS COMBINATION...

INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Artoon Co Ltd
- **GENRE** Adventure
- **PRICE** £44.99
- **PLAYERS** 1
- **DOLBY 5.1** Yes
- **WIDESCREEN** Yes
- **XBOX LIVE** No
- **WEBLINK** www.artoon.co.jp
- **RELEASE DATE** Out Now



DEVELOPER HISTORY

Sonic amazed gamers with stunning speed, glorious graphics and intense gameplay. Running at three times the speed of the *Super Mario Brothers* on the SNES, *Sonic* turned quite a few of the Nintendo faithful onto the joys of SEGA.



SONIC THE HEDGEHOG

XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

Creating a platformer is a fine art, perfected by Nintendo – considered by many to be the only exponent of truly brilliant platformers. But there have been some challengers and if you can cast your mind back as far as 1991 and recall the advent of *Sonic The Hedgehog* on SEGA's MegaDrive, you'll remember that it made a huge dent in the comparatively slow-moving world of *Mario* on the SNES.

Now fast forward to the founding of Artoon, the development studio responsible for *Blinx*. Formed in 1999, Artoon was started by Yoji Ishii and Naoto Ohshima: the very people who revolutionised gaming and the fortunes of the MegaDrive by giving birth to Sonic and his compardres. And here they are again, pushing the boundaries of what we have come to expect from games: firstly infusing a much jaded genre with a dose of innovation: secondly, by using that much underused species of gaming character, the common or garden alley cat; and thirdly, by giving him a cleaning appliance as a weapon.

Featuring what must be the biggest leading role in a game for a cat since *Rat Attack* (which we don't want to talk about), Blinx is an operative in the Time Factory, where a massive workforce of biped cats work to create and control time. In charge of the ebb and flow of time, the cats ensure that there are no time glitches and that no time cheats like Marty McFly or rogue packs of dwarves can muck around with its passage. But the opening cut-scene shows us that



1 TIME HOPPING
☒ These green guys bounce about until they see you, and then turn into spiked balls and roll at you. You can only kill them when they're in normal space hopper mode.

2 SUCK AND BLOW
☒ To operate the vacuum, you point it at whatever you want to pick up and then hold the Right Trigger. This leaves you vulnerable as it involves standing still for a while, unable to defend yourself.

3 WHISKERS AND PYJAMAS
☒ That,s right, a videogame starring a cat. XBM would like to point out that it's about time. Cats are everything a gamer should be: lazy, sullen, unhelpful and capable of hocking up huge hairballs.

"BLINX USES THAT MUCH UNDERUSED SPECIES OF GAMING CHARACTER, THE COMMON OR GARDEN ALLEY CAT"

XBM INFO

☒ The landscapes and levels are inspired by real life places such as Venice and the Antarctic, and the artistry of MC Escher (he of the endless staircases).





SANDS OF TIME: The time caves in the second world have some lovely graphics and lighting effects, making it look as if it's set in a glowing underwater world.



POT LUCK: Fire at these targets and it's pot luck whether you turn up gold, a crystal, or bombs, so be ready to run!

things don't always go as planned: a gang of rascally pigs on flying motorcycles have invaded world B1Q64, freezing, speeding up and generally mucking around with time so that they can loot and steal from its inhabitants. The rest of the factory operatives, after staring for a while in startled wonderment in the way that only cats can, decide that the world is lost to them and prepare to shut it down: but when Blinx sees that the pig-bandits have kidnapped a girl with pigtails on sticks, he leaps into the world to save her, and it, from the dangers of stray time crystals and the monsters they become if they aren't collected by an operative with a special time-sucking vacuum cleaner.

As with most back stories, this time control malarkey is an excuse to showcase the unusual gameplay: the most essential element of which is the fact that Blinx has the ability to control time. He can do with time what most of us can only do with video recorders, fast-forwarding, rewinding, pausing, recording and slowing down the passage of time. When you are confronted with three or four time monsters at once, you can pause or slow down time, making everything on screen apart from Blinx himself stop or slow down, so you can run around shooting the enemy while they either stand stock still or move so slowly that you can dance round them in circles. There are endless uses for the time controls: you can stop the flow of water and walk upstream through fast flowing waterfalls, record yourself pressing a button so that you can simultaneously press two at once, and stop blades from swinging so you can pass through unscathed. But although some time controls are useful some of them seem virtually redundant: for example, fast forward speeds up time and seems to apply to none of the puzzles you are presented with. Although they are an interesting innovation in terms of gameplay, they are used only for a fairly standard group of puzzles, and, as a concept, have been underused.

Blinx doesn't come with an endless supply of these controls: he has to earn them by collecting time crystals which either lie scattered around the levels, or have to be acquired by killing the time monsters you have come to defeat. But by 'collect', we don't just mean the random accumulation of shiny things

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!



IT'S ALL GONE YELLOW When you have a time control on, the screen goes the colour of that time control: in this case, it's yellow, which corresponds with the slowdown.

SHOP ONLINE

That's one cute cat!

This fine feline species greets you when you access the shop. Here, you can buy new, more powerful vacuums at remarkably high prices, as well as upgrades and some horribly overpriced items of clothing.





with the aim of gathering more and more crystals and time controls. Like the butterfly collector, there is an art to Blinx's accumulation. You can only hold four crystals at one time: if you collect, say, three purples and one of another colour, you are rewarded with a rewind, the control which corresponds to the purple crystals. If you get four of one colour, you get two of that control.

One of the major flaws of *Blinx* is the collection of these things. There are many points where lacking a time control makes it impossible to complete a level, and as there is only a finite amount of crystals on most levels, if you pick up four which don't add up to a combo, you get a 'bad crystal combo'. It's too easy, in the melee of battle as well as just in passing, to accidentally pick up crystals which mess up your combos. If you end up unable to get through the level because your crystal combos are unworkable, you have no option but to press the 'restart level' button before you actually get through the game. This trial and error play can lead to frustration, especially with the tight time constraints applied to each level. The camera angles, too, do nothing to assist your collection and fighting, often getting stuck in walls or behind objects which prevent you from seeing approaching danger.

The graphics have a slightly grainy, gritty look to them, but in no way skimp on solidity or details. Blinx himself is a



NOBODY'S BOSSING BLINX!

☒ **Predictably, Blinx has a boss level at the end of each level.**

Yellow Space Hopper

The first level boss is this giant yellow space hopper: he looks scary, but he's really a bit of a pussycat. Just keep moving around the square you are fighting in, and he'll chase you, trying to squash you and shooting things at you. It only takes a few hits to finish him off, but he's fairly quick, so you should use a pause or two.



Killer Fish

This is a fairly taxing one. This fish swims around under the surface of this grimy looking water, leaping up and biting chunks out of you very suddenly. You need to get in the water to attract him to you, but leap onto one of the islands to shoot him down. He can take quite a few hits, and one bite from him eliminates a retry for you.



Red Space Hopper

This boss is similar to the first level boss, but has a different technique. He leaps around his hexagonal domain, landing on whatever hexagon is coloured red. It's fairly easy to dodge his attacks due to this, but he also fires things at you from his wands.



Giant Frog Fish

This big frogfish thing pops up at the end of Level 2. He is surprisingly easy to defeat as you can stand on a platform which he can't get to, and then shoot at him, although he is able to consume what you shoot at him and grow bigger as a result, so be careful!





(LEVEL 1) TIME SQUARE

TIME TO GO!

This is basically a training level, but you have too make sure you keep your eye on the clock as you only have ten minutes to get through it.



1 ☒ Instructions in little yellow boxes pop up on the screen about various aspects of the gameplay.



2 ☒ You'll see this statue collapse, trapping a Cat Medal behind it. Come back for it when you get a rewind.



3 ☒ You can only collect five pieces of rubbish at present, but later can upgrade and get ten at a time.



4 ☒ Your first time monster! Don't panic, this guy is a pretty slow-moving one and will wait for you...



5 ☒ ...to blow him to kingdom come with a barrel of rubbish. Not a bad shot for such a little cat!



6 ☒ This level teaches you about collecting of time crystals and the orders you have to gather them in.



7 ☒ These buttons here usually open doors or lower bridges. They are to be found throughout the game.



8 ☒ The goal gate opens only when you have put to rest the last monster on the level.



9 ☒ At the end of the level you find out your ranking plus how much gold you earn. Everything picked up is converted into gold.



XBM INFO

☒ Contrary to popular belief, cats, as a general rule, don't like vacuums. And cats are better than dogs.

NOT BIG ON MOVES

The main things you will need to become adept at using are the time controls and the vacuum...



1 Blinx can suck things up with his vacuum cleaner. To do this, hold down the X button. With more powerful machines his power of suction increases dramatically.



2 To fire a missile at an enemy, you have to be standing within a reasonable distance of them, then just tap X. Most enemies need more than one shot.



3 Press B, to pull up the time controls selection bar, then hold down B and scroll through with the left D-pad or stick to select the control you want to use.



4 When you release B, the control starts up and the screen changes colour in accordance with which the control in use.



BOSS LEVELS: The bosses aren't particularly challenging or unusual. For example, this giant hopper on Level 5 leaps from place to place, trying to crush you.



PIGS CAN FLY: The Tom-Tom Gang are a group of dastardly pigs who have overrun B1Q46 to steal swag. These guys are proving once and for all that pigs can fly.



THE X FACTOR

The detail and effects in the stone temples are quite incredible.

SUCKING HARDER

The bigger the blockage...

After the second world, you will notice that some of your paths through the levels are blocked by the presence of these big 16 tonne weights, and your original vacuum doesn't have the suction power to remove them. You'll need to collect enough gold to buy the next vacuum up from the nice catlady at the shop. She'll wink at you if you do.



honed-to-perfection platform character, giving way neither to total cuteness, or to ice cold cool in a way which is reminiscent of the attitude which gave Sonic his edge, and thankfully in no way similar to that dowdy, dungaree bedecked dullard so beloved to the Nintendo massive.

The time monsters you encounter are formed from the stray time crystals produced by glitches in time, and since the world you are trying to save is peppered with such glitches by the invasion of flying pigs, then its up to you to kill every one. Each level has a set amount of monsters, and the completion of each level rests on killing every single monster within the set ten-minute time span – something that gets very tricky as you move into the last half of the game. The monsters seem to be designed with a children's toy/circus performer theme in mind, and, feature space hoppers, hot air balloons, and oddly shaped, bearded gymnasts balancing on giant rubber balls. Each monster has a different mode of attack which you quickly become familiar with, so that, theoretically at least, they should be easy to defeat. But you are put at a great disadvantage by the fact that your vacuum isn't always the most accurate of weapons. It is fairly limiting in that it will lock onto the nearest enemy, regardless of whether the shot will have any effect or not, and if you are too far away from an assailant, the vacuum will fire your carefully collected missiles into thin air. The inaccuracy of your weapon, added to the fact that the monsters can defeat you simply by touching you, can make the fighting very frustrating: especially in a situation where you have three or four monsters on your case at once.

Although *Blinx* has its flaws, it is innovative and unusual enough to make it a worthy purchase for Xbox gamers – especially those who are longing for a decent platformer on the Xbox. *Blinx* adds something new to a genre which for a long time has been waiting for a new direction. The gauntlet has been laid down: gamers will now be looking for something different from the traditional, predictable platformer.

NERYS





XBM INFO

Blinx came runner-up in the 'most Original Game' Awards at E3 2002, coming a close second to Microsoft's *Psychonauts*.





TWO BIG BOUNCY ONES: These green space hoppers are fairly dim-witted, but quite fast when they decide to launch an attack.

VERDICT

BLINX: THE TIME SWEEPER

SECOND OPINION

Okay, so *Blinx* is inventive, it's addictive, it features a cat. It should be the platformer that puts Xbox on the map. So why doesn't it? Simple: it's unfinished. Bugs, glitches and a camera that has a mind all of its own all go to ruin what would have been a sure-fire nine on the XBM scale. It's the camera that makes *Blinx* unplayable at times, intent on showing you the position of a monster when you're attempting a particularly tricky jump. It also has a habit of aiming Blinx at trash rather than monsters. *Blinx* would have been a great game. If only they'd finished it...

NICK

ALTERNATIVELY

JET SET RADIO FUTURE
SEGA

Instant pick up and play appeal from an innovative and beautiful looking platformer.



XBM RATINGS

LOOKS
Cartoony and beautifully detailed levels with well-designed creatures and monsters .

SOUNDS
The music sound like a souped-up version of the *Sonic* soundtrack: its poetry!

GAMEPLAY
Intriguing, dynamic, and certainly innovative, it's playability is detracted from by having to play levels over and over again to get them right.

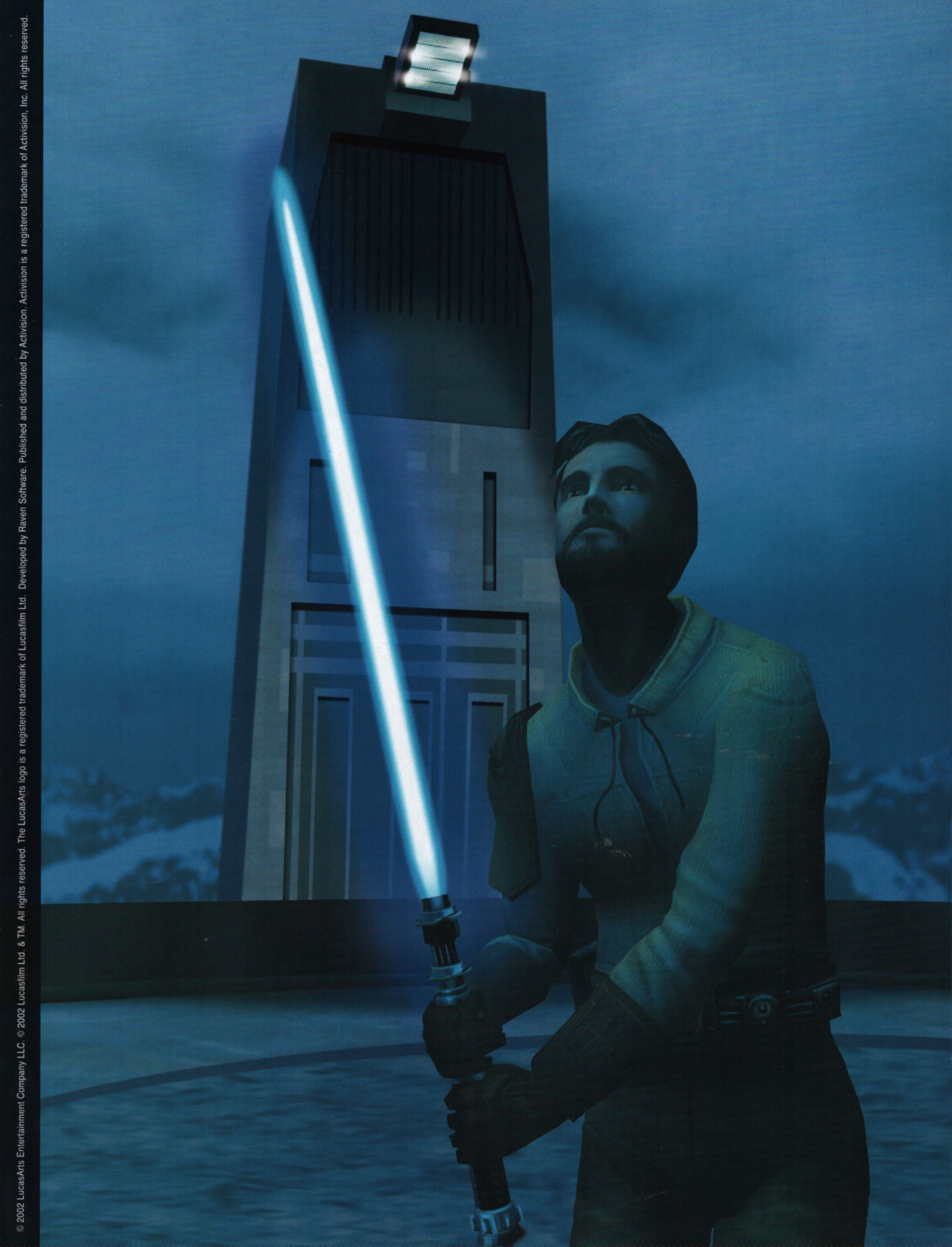
LONGTERM
The fact that you have to repeat levels over many times to complete the game gives it more longevity.

Why we'd buy it	Why we'd leave it
⊕ Time control is a bonus	⊖ Endless repetition of levels
⊕ The presence of the cat	⊖ Trial and error collection
⊕ Beautiful environments	⊖ Camera angles
⊕ Fun and addictive gameplay	⊖ Poor rewards for secrets

Overall

An innovative game which is detracted from by awkward camera angles and controls.

7 OUT OF TEN



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XBOX

XBM INFO

Unfortunately, it has never been medically proven that BMXing can save you from deadly toxins.

WATCH YOURSELF!

BMXing is dangerous enough normally but in the world of *Toxic Grind* you never know when a bloody huge object is going to knock you off your seat.



TOXIC GRIND IS A VICTORY FOR STYLE OVER CONTENT

INFORMATION

- **PUBLISHER** THQ
- **DEVELOPER** Blue Shift
- **GENRE** BMX
- **PRICE** £39.99
- **PLAYERS** 1-2
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.thq.com
- **RELEASE DATE** Out Now



DEVELOPER HISTORY

Blue Shift has taken a popular genre and attempted to add a quirky edge before, with the PSone racer *Running Wild*. Instead of featuring cars or even cute karts, it had animals running on foot around strange locations. Not a classic.

PSONE [1998]



RUNNING WILD

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

TOXIC GRIND

MAT HOFFMAN WITH A VIRUS OR JUST A SICK STUNT?

There are two things that most of us have become sick of in recent years – reality television shows and extreme sports games, so perhaps THQ's combination of the two was doomed to failure from the start!

Toxic Grind finds you in the year 2097, where BMXing has been banned and riders are disposed of live on TV in a reality gameshow where contestants are injected with toxins before appearing, meaning viewers are guaranteed to see both action and death. As Jason Hayes, you must quite literally ride for your life – so far, so *The Running Man*.

Whilst the initial idea might sound original, the *Tony Hawk's* and *Mat Hoffman* titles have basically been including mission-based objectives in their games for the past couple of years, so this is not the fresh idea that it may seem. Sure it is fun dodging the various obstacles put in your way but what you really want from a game of this sort is a feeling of speed and a sense that every move may be your last. Whilst *Toxic Grind* looks great on the surface, it never manages to convey any real sense of movement; you might as well be riding around the local park rather than trying to stay alive!

Thanks to the time travelling plot (the host of the TV show travels to get the best riders to make the show a winner) there are some interesting locations here which give the designers the chance to add some imagination but, unfortunately, *Toxic Grind* is a victory for style over content and must be placed in the damning category of 'tragically average'. **KENDALL**

VERDICT

XBOX

TOXIC GRIND

XBM RATINGS

SECOND OPINION

There's something about this game that just feels a little bit forced. You can just picture a room full of developers desperately trying to come up with a devious new way to hitch a ride on the extreme sports bandwagon. We almost feel compelled to shout 'get over it!' Apart from the rare occurence Activision has more than proved its dominance of this particular market and all attempts to cash in are nothing more than futile. This game may not look too bad but gameplay-wise it just doesn't hold up.

MIKE

ALTERNATIVELY

HOFFMAN'S PRO BMX 2
Activision
This may not have a futuristic story line, but it does have some element of playability!



LOOKS
Toxic Grind certainly looks the business, one of the smoothest looking extreme sports games yet.

SOUNDS
Exactly as you'd expect, although this does have characters giving emotive voiceovers before levels.

GAMEPLAY
Boom! This is where the poison kicks in – it's just not very exciting.

LONG TERM
Unlike the Activision titles, which keep you coming back for more, this is a very short-lived experience

Why we'd buy it	Why we'd leave it
⊕ Good visuals	⊖ Dull
⊕ Interesting concept	⊖ Monotonous
⊕ Varied riders	⊖ No sense of danger
⊕ Plenty of tricks	⊖ No feeling of speed

Overall

Whilst we applaud the attempt to do something different within a stale genre, the main game lacks thrills and leaves you under-whelmed.

6

OUT OF 10

XBM INFO

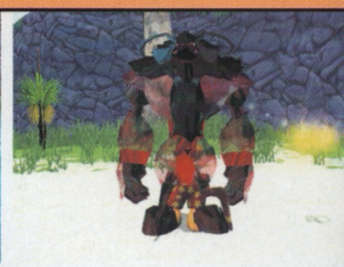
The Tasmanian tiger is thought to be extinct, but perhaps not for long. The Australian museum has a small pup preserved in alcohol with its DNA intact. Scientists are looking at it in a *Jurassic Park* fashion.



1 ROBOT TIGER

This special power-up turns our extinct tiger into a giant robo-mech. For a short period of time you can run around bashing up the bad guys.







IT'S NOT THAT THE GAME IS HORRIFICALLY BAD; IT'S JUST THAT WE'VE SEEN EVERY SINGLE BIT OF IT COUNTLESS TIMES BEFORE

INFORMATION

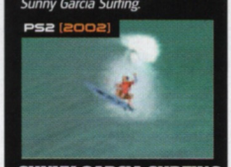
- **PUBLISHER** EA
- **DEVELOPER** Krome Studios
- **GENRE** Platform
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** ty.kromestudios.com
- **RELEASE DATE** 22 November



DEVELOPER HISTORY

Krome has been making games since 1984, but they've been mostly low-key affairs (*Goofy Skateboarding* and *Barbie Beach Vacation* anyone?) The biggest game they've made to date is the decidedly average *Sunny Garcia Surfing*.

PS2 (2002)



SUNNY GARCIA SURFING

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

TY THE TASMANIAN TIGER

TY ME KANGAROO DOWN SPORT!

The Xbox may have first-person shooters down pat, fighting games are a treat and sports spectaculars are exactly that. But platform games have been a bit limp so far to say the least: they've been graphically average, limp in gameplay and stale in originality.

Enter *Ty The Tasmanian Tiger*. It's an extinct Australian cat armed with dual boomerangs and a dodgy accent (it could be Australian – or a poor impersonation; we're not sure.) He's got a world to save, his parents to rescue and an awful lot more on top of this.

As platform games go it's got the lot: obscure cartoon character, level warps, token collection, long range attack, short attack, jump (with glide) and a boss that's kidnapped critters that you've got to save (five per level).

We're sure that somewhere there's a rule (in the big book of gaming rules?) that says '100 items to collect per level.' But no, *Ty* is a rule-breaker; this game contains a whopping great 300 generic tokens for you to pick up. Three times as boring?

It's not that the game is horrifically bad; it's just that we've seen every single bit of it countless times before. Usually it's got some B-list Loony Tunes or Disney character backing it up which at least gives it some reason to exist. To be a good platform game these days you've got to have an angle of some sort. Mario's got his urinate-o-matic backpack, *Oddworld* has got gamespeak and the ability to possess enemies and *Ico* gets rid of virtually everything except the platforms. *Ty* simply has collecting tokens, hopping from ledge to ledge and twirling your boomerang. Go for *Blinx* instead. **MARK**

VERDICT

XBOX

TY THE TASMANIAN TIGER

SECOND OPINION

Hang on a minute! What's this? A platform game featuring a Tasmanian animal? This has been done before with average results and, sadly, that appears to be the case here. We really do want to love *Ty* but deep down we know this is nothing more than an unoriginal platformer. It's not particularly flawed to the extent of being unplayable, it just doesn't seem to try very hard. In fact, this is exactly the kind of game and character you would expect to see cropping up on the GBA! There are far more enjoyable platformers.

MIKE

ALTERNATIVELY

CRASH BANDICOOT
Vivendi

Very similar in scope, but much better in gameplay. Get this or go for *Blinx*.



XBM RATINGS

LOOKS
Visually pleasing on the eye, but there's nothing spectacular. There are some nice facial animations on Ty though.

SOUNDS
There's plenty of speech, but we grew up on *Neighbours* and it doesn't sound Australian to us. The music is instantly forgettable.

GAMEPLAY
Middle-of-the-road platform action that does no wrong but does nothing original or exciting either.

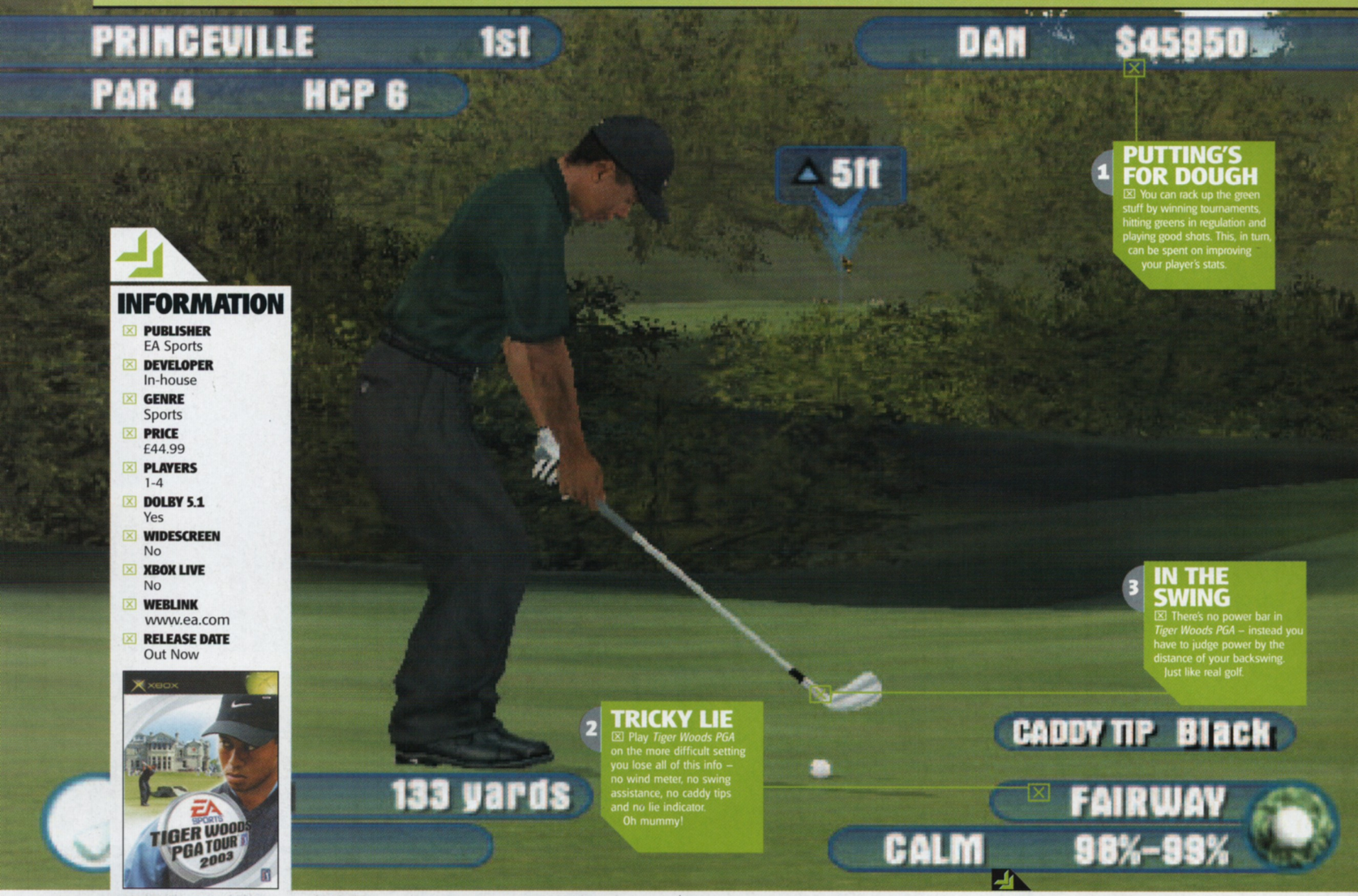
LONG TERM
It's big enough to keep you going, but it's pretty easy all the way through and there's no reason to return.y.

Why we'd buy it	Why we'd leave it
⊕ Easy to get into	⊖ Unoriginal gameplay
⊕ Lots of levels	⊖ Far too many tokens
⊕ Colourful visuals	⊖ Bland characters
⊕ Good animation	⊖ Generally boring

Overall

One of the most average, done-by-the-numbers platform games we've ever played. Does no wrong, but you'll need to have played very few platform games to get into it.

5 OUT OF TEN



INFORMATION

- **PUBLISHER** EA Sports
- **DEVELOPER** In-house
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.ea.com
- **RELEASE DATE** Out Now

TIGER WOODS PGA TOUR 2003

DEVELOPER HISTORY

The rebirth of the *FIFA* series? Not quite, but this goes a long way to repairing its reputation. With a control system that 'thanks' *Pro Evolution* the game is a lot more fluid – it's still a bit heavy on the goals, though...



FIFA FOOTBALL 2003

XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES



TEED OFF: The famous 17th at Sawgrass – can be terrifying if the wind picks up.

I'M TIGER WOODS. NO, I'M TIGER WOODS. NO, I'M TIGER WOODS!

Golf divides people into two categories: Those who think of it as a walk in the country ruined and those who see it as a Zen sport, a game of mind and body working in harmony. Ahem.

Pretensions aside, we like the game. It's fun. It makes for good videogames as well. We liked *Outlaw Golf* so it should come as no surprise to hear that we love *Tiger Woods*. It is, by far and away, the most comprehensive golf experience ever committed to silicon.



IT IS, BY FAR AND AWAY, THE MOST COMPREHENSIVE GOLF EXPERIENCE EVER COMMITTED TO SILICON



EYE OF THE TIGER: Gamebreaker moments can bring out the best in you.



WATER HAZARD: Wet weather affects how the ball reacts to the course.

CRAZY GOLF

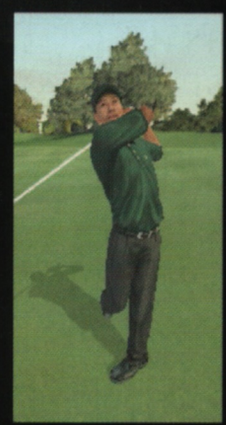


Practice makes perfect...

You'd be forgiven for thinking that *Tiger Woods PGA 2003* was an out and out serious golf simulation. It's not. There are plenty of golf themed mini-games to play including this one simply called Target. The idea is that each golfer takes turns to land a ball close to the flags – the closest wins and it's first to five...







XBM INFO

Tiger Woods is the first golfer to have held all four majors (The Open, the PGA, US Masters and US Open) at the same time and has won almost $33 million in his six-year professional career.

So why is this the best golf game ever made? Simple, it's the combination of a believable level of realism, of subtlety, of the sheer number of tournaments and play modes and the real courses. Most welcome are St Andrews and Royal Birkdale but you also get a number of US courses including Sawgrass and Pebble Beach plus a host of mythical ones. There's also a brilliant system of building your player stats – earn money from winning tournaments, hitting greens in regulation and winning 'tournament balls' (achieving certain milestones) and then this can be spent on improving your golfer. This makes *Tiger Woods PGA 2003* extremely addictive.

Control of the golfer's swing, and here's the important part of any golf game that's trying to be authentic, is done by moving one of the analogue sticks back then forward in a smooth action. This mimics a real golf swing perfectly. Draw and fade can be applied by subtly changing the swing, again just like real golf, and spin can be applied to the ball mid-flight, which enables you to have some degree of control over any of your badly hit shots.

And with this being an EA game there's the expected razzmatazz – thankfully this doesn't go too over the top. At certain key moments of a round (a putt for the lead for example) you'll get a 'gamebreaker moment' – the heartbeat pounds, the pad vibrates and well, it doesn't actually affect the game, it just adds a little bit of tension to the proceedings. Oh, and we have to mention this as well – hit the ball especially well and you'll be treated to some *Matrix*-style camera work and a burst of flame as you hit the ball. Look, it's just a bit of fun all right?

Everything else is pretty much spot-on: the ball physics, the way that the rain affects greens, the swing meter (there's no power bar here – you have to judge by how far the golfer swings back) and the look of the players is frighteningly real. The only gripe that we'd have is that there's no 3D grass, making the judgment of your lie very difficult at times.

If you haven't got it by now, *Tiger Woods 2003* is about as good as it gets – it's easy to pick up and play, it's addictive, it's chock full of bonuses to unlock. It is by far and away the best golf game we've played. Fore! **NICK**

VERDICT

XBOX

TIGER WOODS PGA 2003

SECOND OPINION

Well, it didn't take very long for the old Tiger to suck us in. A plethora of golfing goodness awaits with the purchase of this title and the fact that you get to play some of the world's most famous courses is an absolute treat. In terms of gameplay *Tiger Woods* is superb – get to grips with the intricacies of club control and you soon start seeing results. There is so much in here should you not fancy a whole round, but it's in the tournaments with a few mates where this one shines. *Outlaw Golf*, take a step to the side.

DAN

ALTERNATIVELY

OUTLAW GOLF
TDK Mediactive
The dark, comic side of golf.



XBM RATINGS

LOOKS
Fantastic real player likenesses but the lack of 3D grass is disappointing.

SOUNDS
Once you turn off the nasty anti-golf soundtrack you can hear the lovely atmospheric sound effects.

GAMEPLAY
Solid golfing controls with a surprising amount of subtlety. The money-for-stats system will keep you hooked.

LONG TERM
Loads of real courses and golfers, loads of tournaments and mini-games. Great to play with mates.

Why we'd buy it	Why we'd leave it
⊕ Great-looking players	⊖ No 3D grass
⊕ A ton of real courses	⊖ Awful soundtrack
⊕ Weather	
⊕ Tension-building 'gamebreaker' moments	

Overall

It's as good as *Outlaw Golf* only but with real courses and subtler gameplay. Brilliant.

9 OUT OF TEN

THIS GAME FEATURES THE BEST DAMAGE WE'VE EVER SEEN

XBM INFO

The motor sports section of Ford has been running now for over 100 years. The very first race Ford entered into was in October 1901. The company started competing in rally events in the Sixties.

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** In-house
- **GENRE** Racing
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** Yes
- **XBOX LIVE** No
- **WEBLINK** www.codemasters.com
- **RELEASE DATE** Out now



COLIN MCRAE RALLY 3

DEVELOPER HISTORY

By the time this sequel came around the corner the *Colin McRae* name was very well known for its high standards in racing games. Unsurprisingly, *2.0* did not disappoint the fans.



COLIN MCRAE 2.0

XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

NO NEED TO 'RALLY' SUPPORT FOR THIS GAME...



COL-LATERAL DAMAGE: Damage the car enough and it can start pulling to one side. Which is where these barriers come in handy!



WET AND WILD: Compared to some other Xbox games the water is a bit of a letdown but blink and you'll miss it.

In this year's early Finland rally stage McRae's car developed a serious oil leak. The car was pouring out black smoke from its rear for ages until either driver or co-pilot noticed. People on the side of the track were shouting and waving at him to stop but Colin thought these were eager fans. When they did finally notice Colin decided to finish the stage anyway, at the end both men piled out of the car to watch it burst into flames. These are not sane people. This is not a normal thing to do. But then rally drivers aren't exactly ordinary folk.

To become a world-renowned, professional rally driver you need to have balls of steel. Fear is not an option and this is something that has been translated perfectly into the game. Racing across unstable surfaces, through technical corners at speeds of up to 100 miles per hour is what *Colin McRae 3* is all about. In fact, on the edge driving is what the man himself is all about and this is what is given to you here. The chance to play as Mr McRae.

Every effort has been made to immerse you in the atmosphere of a full rally experience. Everything around the actual racing has been carefully thought

G'DAY MATE

The opening rally in the main Championship mode is Australia. And as you soon find out this is a game that does not allow mistakes!



1 From here you'll take the Ford Focus through three seasons of rallying across eight countries.



2 The first stage isn't quite as technical as some of the later challenges you have to face.



3 This rally takes place in the outback but it doesn't mean there aren't any tarmac sections.



4 If an Aussie rally didn't include some jumps we'd be gutted. This first stage has several.



5 Finish line in sight, rear bumper hanging off and five seconds down. Not the best of starts…

ONE SLIGHT ERROR AND THE CAR CAN EASILY SLAM INTO A TREE



THE X FACTOR

When the first load of screenshots were being released on this game everyone was wowed by the rain effects. Just wait till you see it moving!

XBM INFO

The car models in this game are clearly in a league of their own. Each one features 14,000 polygons. Quite impressive considering that in the previous *Colin* game only 800 were used per car!

out and the presentation is second to none. Just wait till you see the very cool car tuning section – something we never thought we'd get excited about, but trust us it is a visual delight! It's a good job the small sub-sections of the game like this have been meticulously created. After all, the main section of this game puts you through three full seasons across six countries so you don't want to have to endure monotony between every race.

Not that you're ever going to get bored of playing *Colin McRae*. Right from the word 'go' this is a game that sucks you in with its pure addictive gameplay. Now we know some people tend to avoid rally games because they don't have other cars on the track, but all of this is soon forgotten. It's a delight to have the entire track to yourself and only the clock to challenge you. If anything, this forces you to race faster and harder just to get that extra split second. Don't worry though – the handling is sublime. Powersliding around a muddy corner is not only easy but is guaranteed to make you smile every single time.

Pushing yourself to the limit with each run is what makes *Colin* so addictive. The game feels very fast to play and the tension is unbelievable. At every checkpoint you find yourself watching the clock and trying to shave seconds off your time, whilst not wanting to push it too far in case you crash – and then if you do crash trying to minimise damage so that it can be repaired in time for the next stage. Concentration is a must.

Not only do you need to watch the road and the clock but you also need to



BUMPER CAR: Knock the car around too much and body panels start to come off.

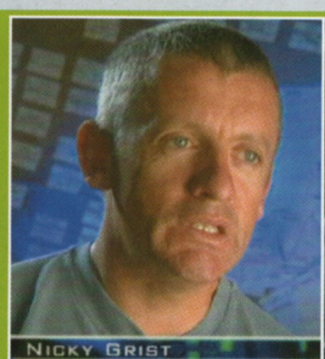


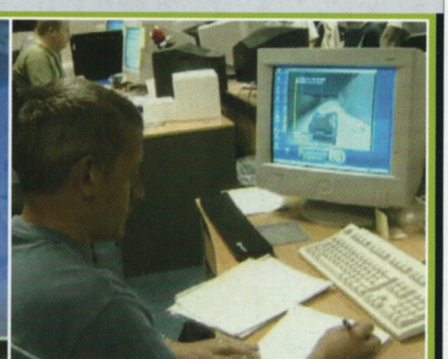
RAIN MAN: Once you get used to driving on wet tarmac you can have some great fun.

KEEPING PACE

When your co-pilot shouts 'jump' you say 'how high?'

Both Colin McRae and Nicky Grist have helped out through every stage in the creation of this game. Nicky in particular has put a lot of work in and a mini *Making Of* documentary on the disc shows him painstakingly creating authentic pace notes for every single stage in the game. It would've been easy for the developers just to record some generic directions but in this game you get the real deal with every word shouted at you whilst you drive.







XBM INFO

☒ It's not really any surprise that Colin McRae has achieved so much success on the rally circuit. His father Jimmy is also a British Rally champion and won five times during his career.

ICE, ICE BABY

There's no Kenwood CD player in this car but the engine is an orchestra of sound!

For the true rally experience you need to play this game from the in-car view. The audio in this game is superb anyway but race from this viewpoint with a surround sound system turned up fully and *Colin McRae* really comes to life. The sound of rain hitting the roof, a loose door banging to one side, plastic or metal bodywork scraping, windscreen wipers squeaking, wheels spinning and the exhaust popping are all perfect for 5.1 surround. The addition of music would have ruined this.









keep an eye on the arrows at the top of the screen whilst listening to instructions from Nicky Grist. The co-pilot directions are authentic to the nearest detail, which also means they can be incredibly daunting at first. The first time you hear a string of orders like 'six left, into six right, tightens to four right, caution don't cut, rocks outside' you usually end up sliding into the corner through sheer confusion.

The precision and the dedication it takes to get through a stage unscathed is just like the real thing. It's hard but in a good way – honest! This should not put anyone off. What is surprising is that *Colin McRae* has something to offer both the hard-core players craving a sim and the casual gamer out for a bit of fun. We spent days upon days completely ignoring the Championship mode of the game and just took it in turns to decimate each other's times over single stages. There is a split-screen mode and a crowded room would be happy to take turns on it since it is as fun to watch as it is to play. There aren't many games you can say this about.

It's all the more fun when you get a good time set so that subsequent players are forced to push the pedal to the floor. That, of course, means crashes! One slight error and the car can easily slam into a tree – which is about when the game begins to shine. The car models in *Colin* are fantastic and when it comes to damage every detail has been thought about. Wheels can fall off, entire body panels detach, doors flap open and drop off, dents appear, glass smashes, scratches manifest and mud splatters.



WRONG WAY: Well you do have to check to make sure the car is accurately modelled.



MEN AT WORK: Smash the doors off to get a good view of McRae and Grist.



COLD PLAY
The snow effects that build up on your car in the Sweden stages are enough to give you goose bumps. It may look nice and pretty but it'll test your driving skills to their very limits as you slip and slide your way to the finish line.







It's weird but every time a new player comes to this game they have to get the damage thing out of their system by deliberately ploughing into rocks or trees. Everyone does it, you don't know it yet but you will do it. Quite rightly so! This game features the best damage we've ever seen. It's obvious that a lot of time and effort has gone into the car models in this game. Unfortunately, this does mean some of the background detail has suffered but we can live with the odd ropey looking stage here and there or dodgy spectators for car models like these.

Don't get us wrong, there are some breathtaking stages in here but every so often you'll get to a patch of poor looking trees and the illusion is jaded. No surprises considering there are around 50 stages to race across. The fact is once you're playing you don't really notice as you're usually too busy trying to keep the car on the road. And if you have got time for your attention to be diverted it will usually be by the car and the particle effects in the immediate area around it.

If you are a rally fan then the addictive gameplay coupled with the sight of the perfectly recreated cars racing around official tracks should be enough to overlook any rough edges. Now we know that rally games aren't for everyone because of the lack of physical presence from the opposing cars but we can strongly suggest that even the doubters give *Colin McRae 3* a go. This is the finest racing game on the Xbox this year and you will not regret it. **MIKE**

VERDICT

XBOX

COLIN McRAE RALLY 3

SECOND OPINION

Whether you are a fan of this series or not it's extremely easily to get hooked on *CM3*. Shaving a precious second off of a lap time takes on a new significance after just a few laps. Visually the car models are outstanding and our only gripe would be with some of the rather ordinary environments, but what the hell are you doing looking at the scenery when you should have your eyes on the road! This game is an essential purchase for fans of rally games as it slips into pole on the Xbox starting grid.

DAN

ALTERNATIVELY

RALLISPORT CHALLENGE
Microsoft
An excellent rally game that's surpassed by *Colin* but still extremely playable.



XBM RATINGS

LOOKS
Some of the backgrounds may let the game down but where the action is the developer has got it just right.

SOUNDS
Every single noise in this game is distinctive and to hear it all in surround sound gives us butterflies in our stomachs.

GAMEPLAY
Incredibly quick to get into and addictive to play – once you're there *Colin McRae* is one of those games you have to play.

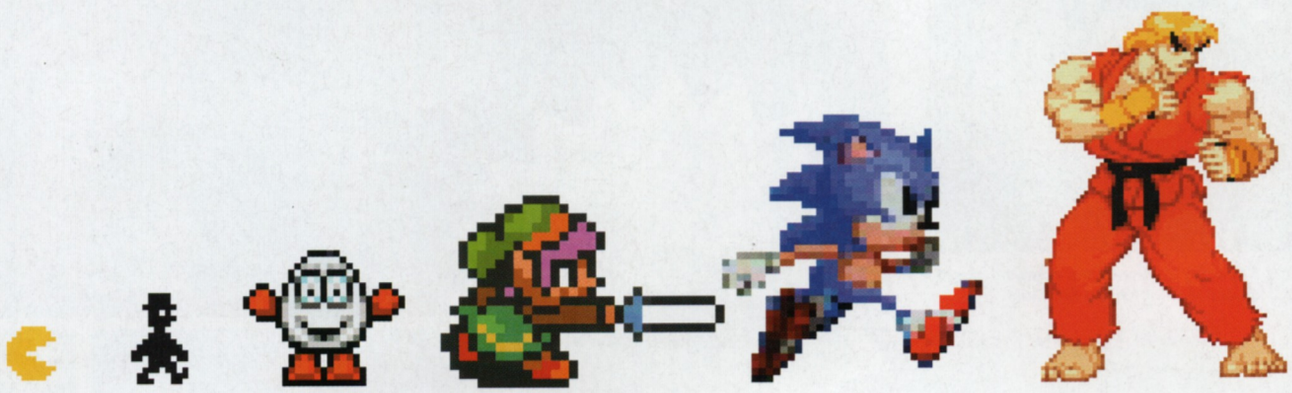
LONG TERM
Completing three seasons does take some time but the game doesn't offer an amazing amount of game modes.

Why we'd buy it	Why we'd leave it
+ Amazing sound effects	– Some stages could look better
+ Ridiculously good car damage	– Rallying not for everyone
+ Addictive gameplay	
+ Realistic weather effects	

Overall

Without a doubt the finest racing game on the Xbox to date.

9 OUT OF TEN



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XBM INFO

Since releasing *Street Fighter 2* over a decade ago, Capcom has created well over 100 2D beat-'em-ups, both in the home and the arcade.

1 CAPCOM

Some of the best-known of the Marvel characters are featured in the game. Amongst them you'll find that you can take control of the likes of Spider-Man, Iceman, Wolverine, Captain America and Dr Doom.







INFORMATION

- **PUBLISHER** Capcom
- **DEVELOPER** In-house
- **GENRE** Fighting
- **PRICE** £44.99
- **PLAYERS** 1-2
- **DOLBY 5.1** No
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.capcom.com
- **RELEASE DATE** 22 November



DEVELOPER HISTORY

Originally released on PS2, updated and enhanced on Xbox, *Onimusha* utilises the 2D renders of yesteryear to bring Japan to life. With this Capcom eradicated many of the problems associated with the genre by introducing more instinctive 3D controls.

XBOX (2002)



GENMA ONIMUSHA

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

MARVEL VS CAPCOM 2

CHANCES ARE YOU WON'T MARVEL AT THIS CAPCOM OFFERING!

Why? That's surely the question on everyone's lips. Why did Capcom decide to release a three-year-old 2D arcade game on Xbox? Well, although this certainly isn't going to win any prizes for technical achievement (it's virtually identical to the Dreamcast version released two years ago), it does bring a different flavour to the current software library.

As a continuation of the *Street Fighter 2* series, *Marvel VS Capcom 2*'s enormous roster of 50 fighters includes favourites from many of Capcom's previous games, as well as some of the best-known Marvel characters. You select a combination of three fighters for each match, and these can be switched at any time during play, or even combined to create visually impressive and extremely deadly super moves.

But while there are plenty of characters on offer, each is represented in low-resolution, giving the game a blocky, retro look. The animation is also fairly ropey, and isn't really any better than the first-generation *Street Fighter* games released over a decade ago. However, the backgrounds are smooth, detailed and 3D, but the strange blend of the two different styles results in an awkward clash that doesn't really work.

Of course, this kind of game has always been about learning special moves and combos, and while Marvel VS Capcom 2 certainly has plenty to offer in this area, it also lacks any of the intricacies and delicate balance of other such titles. There's plenty to discover and see, but because it's almost just as easy to button bash as it is to perform the moves properly: the longevity is seriously affected. **KEITH**

VERDICT

XBOX

MARVEL VS CAPCOM 2

SECOND OPINION

There is no doubt about it, the Xbox is sorely lacking a decent beat-'em-up. The *Dead Or Alive* girls may be pretty but the gameplay is far too limited to please the hard-core fighting fan. If there's one company that can fill this gaping hole it's Capcom. But, as you may have noticed, this is not the game to fill the role. Give us *Streetfighter 2 Turbo* but not this! Sure this does offer a lot to the fighting fan but it's not the Capcom game the buying public want. All we can do now is pray that *Kakuto Chojin* or *Tao Feng* does the job.

MIKE

ALTERNATIVELY

DEAD OR ALIVE 3
Microsoft

The best 3D beat-'em-up available right now.



XBM RATINGS

LOOKS
Despite its retro appearance, the game is faithful to both Marvel and Capcom's history. But only fans will appreciate this authenticity.

SOUNDS
A cheesy funk soundtrack sets the scene nicely, though the voice samples are far worse quality than they should be on the Xbox.

GAMEPLAY
A nice change to the 3D beat-'em-ups out there, but Capcom purists may find that the controls lack the accuracy of the best 2D games.

LONG TERM
There are 50 characters to master, many of which need to be earned by playing through the game. Great if you can be bothered!

Why we'd buy it	Why we'd leave it
+ 50 characters to choose	− Doesn't push the hardware
+ Loads of combos	− RRP is £39.99
+ Plenty of retro goodness	− Get it on Dreamcast for £5
+ Xbox pad works surprisingly well	− Low-res characters

Overall

Despite not being the best Capcom fighting game, this brings something new to Xbox. Fans will enjoy it, but most people will ignore it completely.

6

XBM INFO

☒ Clive Chapman (son of company founder, Colin) drove one of the F1 cars during a sound-take for the game.

1 YOU DOUGHNUT

☒ In a videogame era defined by the 'realistic racer' license is king, it's a nice surprise then to see the Lotus company allowing Kuju to develop a damage model for use in the game.

THE REALISM COMES IN DROVES WITH 38 LICENSED LOTUS VEHICLES





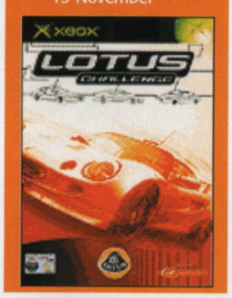
FOR THE FANS: Needless to say, Lotus aficionados will be appeased.



PLAY IT AGAIN: Replays are not as dynamic as this shot makes out.

INFORMATION

- ☒ **PUBLISHER** Virgin Interactive
- ☒ **DEVELOPER** Kuju Entertainment
- ☒ **GENRE** Racing
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-2
- ☒ **DOLBY 5.1** Yes
- ☒ **WIDESCREEN** No
- ☒ **XBOX LIVE** No
- ☒ **WEBLINK** www.kuju.com
- ☒ **RELEASE DATE** 15 November



DEVELOPER HISTORY

☒ A 'copter-based strategic shoot-'em-up that is not nearly as exciting as that description would imply. There are some nice touches but, like the game's environments, these are sparse and none of them are carried out with any true proficiency.



FIREBLADE

XBOX.TOTALGAMES.NET
TOTAL GAMES.net XBM
EXTRA SCREENSHOTS
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LOTUS CHALLENGE

PLAYSTATION2 RACER GETS AN OVERHAUL...

This lived up to its name on PS2. It possessed a difficulty curve that would be better described as a brick wall, pigeonholing it towards the 'hard-core' driving fan only. Not any more. Despite still being a 'challenge' on Xbox, *Lotus* has now learnt to be a little more compromising.

The realism still comes in droves with 38 licensed Lotus vehicles and a sophisticated damage model, but now Kuju wants us to have more 'fun' whilst achieving that much-vaunted podium finish rather than simply making it a process of toil and perseverance. Whereas before the game could be rightly compared to the Dreamcast's devilishly hard *Ferrari F355*, *Lotus Challenge* now has much more of a player-friendly feel to it.

That's not to say it's easy. Far from it, in fact. The words 'more' and 'accessible' spring to mind though, which begs the question: Just who is this likely to appeal to now? *Lotus* very much occupies the middle ground –its new arcadey feel serves to slightly dampen the realism whilst the real tracks and physics lessen the 'fun' factor.

Amidst our debate on the title's prospective audience we had to once again admire the sheer scope of the project though. There's a clever smattering of Challenge modes, various original and well-handled Stunts for you to master and enough tracks and vehicles to give the game decent longevity.

A slightly mixed appeal but vast depth makes *Lotus Challenge* a difficult one to summise. The term 'something for everyone' may work best here. Or is *Lotus* trying too hard to be everything for everyone? A rental should make your mind up. **STU**

VERDICT

XBOX

LOTUS CHALLENGE

SECOND OPINION

☒ When this game came out on the PlayStation2 it seemed like a good idea. It didn't look too bad, it had plenty to do and the Lotus branding was a very nice tempter. Unfortunately, the handling was a massive hurdle the game was simply unable to overcome. This has been sorted out on the Xbox version to some extent but, sadly, little else has changed. These ports are becoming far too common and it looks like this situation isn't going to change any time soon. Buy *Gotham* and play with the Lotus in that instead!

MIKE

ALTERNATIVELY

RALLISPORT CHALLENGE
Microsoft
☒ A realistic driving game that's bags of fun! Wow.



XBM RATINGS

LOOKS
Reflection mapping is second to none in a game that looks polished, but never truly astounding.

SOUNDS
Real Lotuses were used y'know, and there's no annoying rawk soundtrack. Which is a bonus.

GAMEPLAY
With easier control system this teeters between arcade and sim, both pleasing and annoying each party.

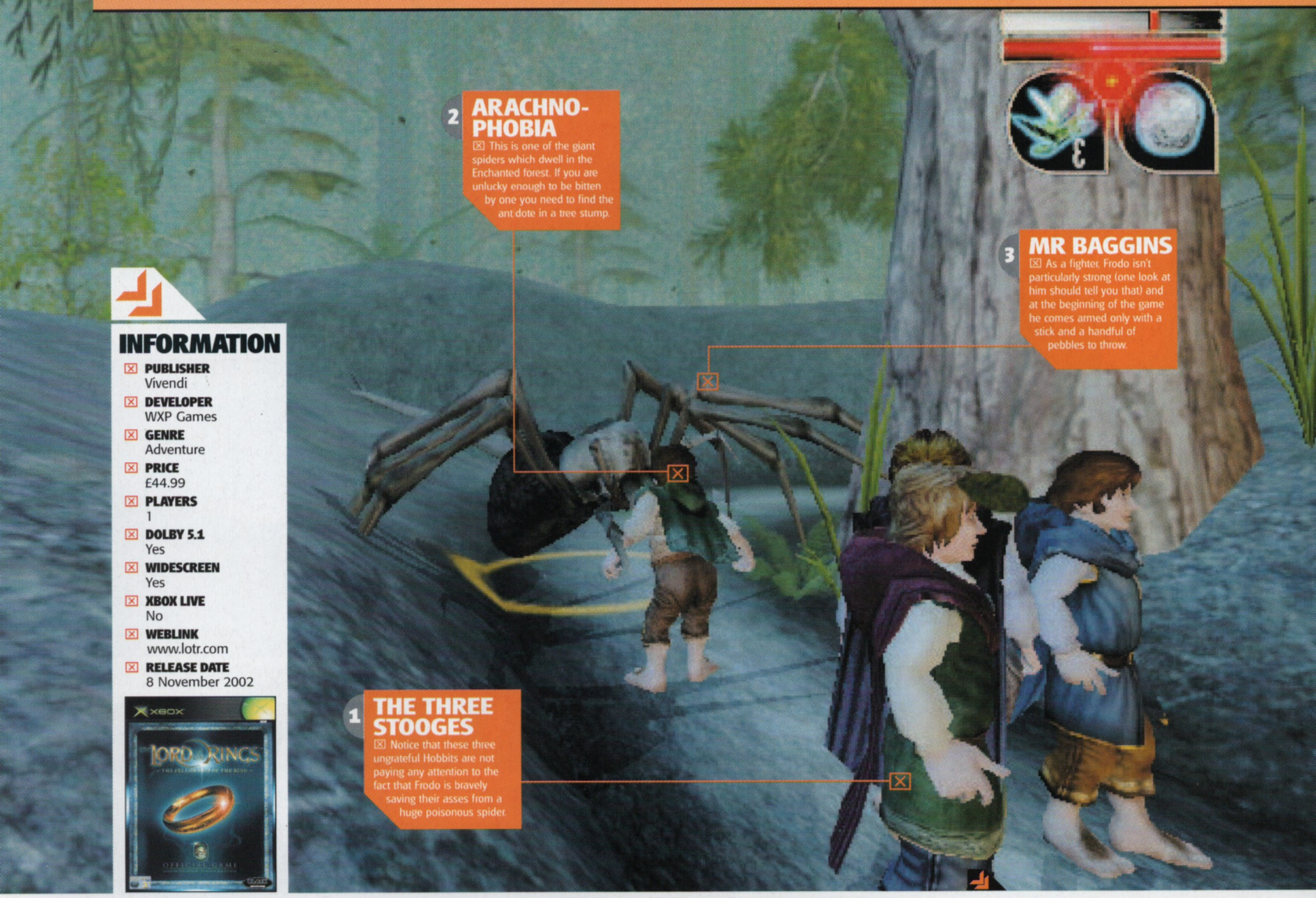
LONG TERM
You cannot argue that this has vast scope and not just depth but also variety.

Why we'd buy it	Why we'd leave it
⊕ It's easier now	⊖ Genre-bender
⊕ There are more challenges	⊖ Fairly unoriginal
⊕ It's got Lotuses in	⊖ No 'other' cars
⊕ Replay value	⊖ Average replays

Overall

Lotus Challenge was an ambitious project and fans of driving games with an Xbox should a least give it a test run.

6 OUT OF TEN



INFORMATION

- **PUBLISHER** Vivendi
- **DEVELOPER** WXP Games
- **GENRE** Adventure
- **PRICE** £44.99
- **PLAYERS** 1
- **DOLBY 5.1** Yes
- **WIDESCREEN** Yes
- **XBOX LIVE** No
- **WEBLINK** www.lotr.com
- **RELEASE DATE** 8 November 2002

FELLOWSHIP OF THE RING

VOTED THE GREATEST FANTASY FICTION EVER, CAN IT ALSO BE THE GREATEST GAME?

The Fellowship has been in development for over two years. Having missed the boat on the movie license, Vivendi remarkably struck a deal with Tolkien Enterprises for the license to the original literary works. Unfortunately, this fairly lacklustre effort makes for somewhat dull play, especially in Hobbit mode.

It's easy to forget, after the swooping, epic style of the movie, that a large part of the first book concerns itself with a group of hairy-footed dwarves trudging around and complaining about the cold. So when you take up the pad and become one of those Hobbits, namely Frodo, you will find yourself confronted with long, badly signposted journeys in rather dull environments. Hobbiton and the forest environments as well as the Mines of Moria later on, are repetitive and too easy to get lost in. Although the Forest and the Mines are described in the book as labrynthian and maze-like, this has been translated rather too literally into paths and corridors which all look the same, making for frustrating and tedious play. Add to this that you have very few signposts, no compass or map, and you'll be following your own tail far too often.



DEVELOPER HISTORY

Fellowship is WXP's first Xbox game, although the brought out this first-person shooter, *Experience*, in 1999, for which it developed its own 3D game engine called the WXP 3D engine.



EXPERIENCE

XBOX.TOTALGAMES.NET
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WALLPAPER
INTERVIEW
MOVIES

STAB IN GOOLIES

Stride on, King Aragorn!

When it comes to hand-to-hand combat, Aragorn is the strongest fighter and is best able take blows without getting too damaged. Gandalf is good at spells but you have to watch that his magic bar doesn't run down too quickly, while Frodo is far better at stealthy movements and avoiding Orcs and Riders, rather than fighting them.





WHERE'S HARRY?: The 'mighty' Gandalf has five different magic spells, including fireballs, lightning, earthquake and healing.

FELLOWSHIP OF THE RING MAKES FOR SOME RATHER FRUSTRATING AND TEDIOUS GAMEPLAY

Even though you play as Frodo, Gandalf and Aragorn, the controller set-up is identical for each. You'll find that the fight scenes are frustrating, even when you play as Aragorn, the character designed with hand-to-hand combat in mind. You have the capacity to block and attack, but both are slow to activate. You can target one enemy, but this can be a disadvantage in a two-on-one battle, as it often happens that your target is fixed on an enemy, when you really need to attack another. The game will spin your character round and have him swipe or launch a missile at the one behind him, regardless of your intentions. You can't jump and attack at the same time, and, even with Gandalf's five spells, your methods of attack are fairly limited. On top of this, the camera angle makes it even more difficult to fight. Just as well then, that when it comes to AI, the 'artificial' by far outweighs the 'intelligence'. You can quite easily skirt one of the nine black riders without them noticing, and you can also escape your attackers by dashing several yards away from them and waiting for them to forget that you ever existed.

As a game, this is less than a mediocre adventure game that suffers with poor fight scenes, lacklustre mapping and average graphics, even by the standards of lesser consoles. As a translation of the book, it tries hard to stick to the story line but manages to make it seem basic and overly simplistic, and is therefore a great disappointment to both fans of the book, and those hoping for an epic adventure quest involving magic, swashbuckling and Halflings. **NERYS**



THE X FACTOR

Frodo's companions stand and watch while Frodo battles, never lifting so much as a finger to help him.



OLD MAN WILLOW Frodo gets involved in a battle to save his companions from being eaten by a tree.

XBM INFO

☒ Not only has Vivendi acquired the rights to *The Lord Of The Rings* series, but it has the rights to *The Hobbit* too. However, so far, this game is only coming out on the GameCube.



VERDICT

XBOX

FELLOWSHIP OF THE RING

XBM RATINGS

LOOKS
Although there are some nice effects, like the magic and the smaller animals, the environments and characters are lacking in detail.

SOUNDS
The music is enchanting with a haunting orchestral score. The voices sound remarkably like the ones from the film too.

GAMEPLAY
With a tendency towards the tedious and loading screens every time you open a door, this is a slow and frustrating play.

LONG TERM
The long and winding road to mount Doom has never looked so uninviting. A second play through really won't help.

SECOND OPINION

☒ As fans of the movie we were hoping for much more than this: An epic, *Zelda*-sized adventure based on a brilliantly intricate and lush fantasy universe. Not too much to ask is it? After all, it's a book that deserves the royal treatment. Sadly, it seems that the scope of Tolkien's work has proved too much for the developers to translate into a videogame, or at least one that remains faithful to its source *and* playable as a game in its own right. Perhaps it's because the imagination can paint a more vivid image. Hang on though, Peter Jackson managed it...

NICK

ALTERNATIVELY

ODDWORLD
Microsoft
☒ Proves that brilliant graphics and gameplay can really work together.



Why we'd buy it	Why we'd leave it
⊕ Sticks very closely to the story	⊖ Limiting environments
⊕ Plenty of dialogue	⊖ Hard to follow routes
⊕ Little squirrels gambol about	⊖ Far too many loading screens
⊕ Some characters wear hats	⊖ Totally unhelpful fellowship

Overall

This disappointing effort is generally slow moving and dull, with very little to recommend it.

5 OUT OF TEN



INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** SEGA/Wow Ent
- **GENRE** Racing
- **PRICE** £44.99
- **PLAYERS** 1-2
- **DOLBY 5.1** Yes
- **WIDESCREEN** Yes
- **XBOX LIVE** No
- **WEBLINK** www.wow-ent.co.jp
- **RELEASE DATE** 8 November

IN ESSENCE A CAR FANATIC'S DREAM COME TRUE DESPITE NOT LOOKING PERFECT

SEGA GT 2002

THE COIN-OP LEGEND PILES ON THE NOSTALGIA...

PUBLISHER HISTORY

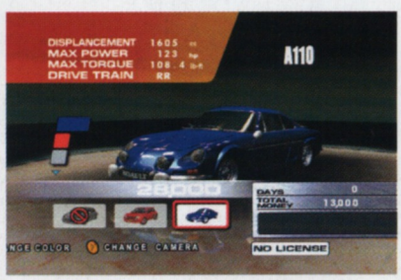
A novel and fun approach to the fishing genre as you and a mate go head-to-head to reel in the biggest fish.



SEGA BASS FISHING DUEL

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TOTAL GAMES .net
XBM
EXTRA SCREENSHOTS
WALLPAPER
INTERVIEW
MOVIES

You must have heard of *Gran Turismo* by now. Sony's classic series changed the way we play racing games by giving us the freedom to buy cars, upgrade and tune them and generally biff about on the streets of the PlayStation2.



CHROME RACER: The classic cars weigh in at a hefty price and damage easily, these are for the experts.

Well, have no fear as the tables have been turned with *SEGA GT 2002*. SEGA has thrown away Sony's rule book, whipped the good ideas and added in a whole lot of class to deliver what is arguably the best racing game on the Xbox. Nostalgic graphics, a series of in-depth game modes and cars from five decades of racing mix together to create a truly rewarding racing experience.

First the cars. Instead of restricting you to picking from the current crop of machines, such as the Acura NSX or the Dodge Viper, *SEGA GT* offers us these modern masters plus a selection of classics from the Fifties, Sixties and Seventies. There are 125 cars to buy, collect and upgrade with the aging roadsters like offering the most enjoyment and costing the most .

As you would expect all the cars handle differently. Some will slide out from at the back under a long bend, others will struggle to hit the top speeds along the drag strips whilst some cars will glide through sweeping turns that would otherwise be a nightmare. How these cars really behave though is down to you. Not just how you handle the power or the braking, but how you tune the car.

A garage option offers new tyres, brakes, advanced CPUs to handle the gear ratios and shocks amongst its selection of wares. Unlike *Gran Turismo* though, where the garage was pure vanity, in *SEGA GT* upgrading and tuning the cars becomes vital as cars suffer damage in races. A meter in the top corner shows the wear and tear inflicted



IN SEGA GT UPGRADING AND TUNING THE CARS BECOMES VITAL AS CARS SUFFER DAMAGE IN RACES

over the course of a race, this will be fixed automatically using race winnings, but essentials like tyres, shocks and brakes will need to be replaced and ideally upgraded to sterner stuff after several races

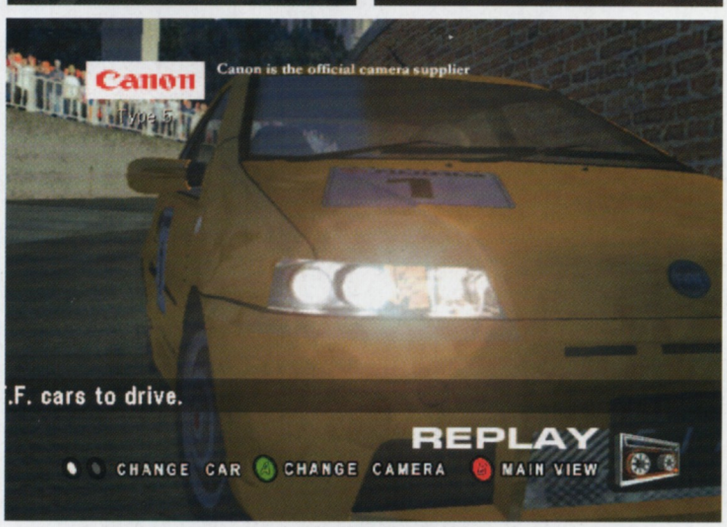
And what races. The 15 track designs of *SEGA GT* illustrate the developer's history as a bona-fide great in the games world as these circuits offer fast, frantic and fun races through hill-top European towns, around tight race circuits and even A to B sprints. Visually they may not be quite up to the standards seen in *Gotham*, but the variety, imagination and sheer design of these circuits makes up for any loss of detail in good old-fashioned gameplay.

Sadly, this is also true of the car models which, though unusual and solid, are not quite up to the standards of other Xbox racers. That's not to say these cars aren't tasty, just not as tasty as say those of *Project Gotham*.

But whilst technically the cars don't live up to other titles at least in style, the oddly shaped cars of the earlier decades, such as the Mercedes 300SL or the boxy







MODE MAD

It's got every motoring mode a race fan could wish for!

Games modes. That is where *SEGA GT 2002* outstrips other Xbox racing games. Here you'll find every conceivable way to race minus a decent rally mode. For your money you get the massive SEGA GT mode which allows you to buy, tune and race cars through a virtual career as you compete for trophies, take licence tests to unlock further circuits and win cash to buy those more expensive dream machines.



Other modes of interest include the Two-player split screen battle, Time Attack and Chronicle. Of these the Chronicle mode is the most interesting and original. Allowing you to buy an old banger, race it over a number of decades to win points and upgrade in order to compete against the modern cars.

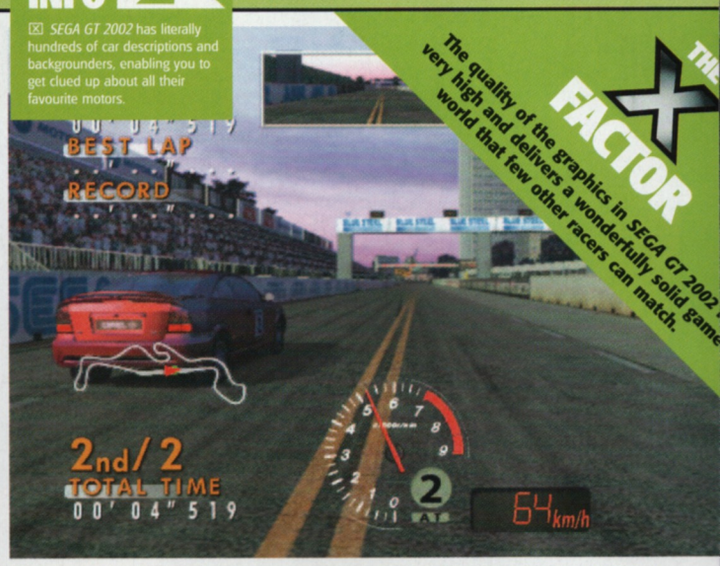


Chronicle mode is unusual as it begins in a wash of sepia tones before brightening up to full colour as the race progresses. Whilst added value comes in the shape of motoring facts from each decade.



XBM INFO

SEGA GT 2002 has literally hundreds of car descriptions and backgrounders, enabling you to get clued up about all their favourite motors.



THE X FACTOR

The quality of the graphics in SEGA GT 2002 is very high and delivers a wonderfully solid game world that few other racers can match.

TO YOUR MARKS!

It's pretty much a meat and drink kind of track, but you should still be looking to post as fast a time as possible...



1 The lights go green on the first circuit and it's go, go, go!



3 The first bend is slow, sweeping and slightly dull.



2 This goes into a long, open straight run. Time to overtake.



4 Just one bend to go and one car to take on the final run.

1998 Mitsubishi Lancer, will keep your attention. These in particular can be raced in the Chronicle mode in which you can select a classic model and race it through the decades, upgrading all the time, until you eventually go head-to-head against the best of the modern world. In essence a car fanatic's dream come true despite not looking perfect.

In the end though, it isn't the graphics which matter with a game like *SEGA GT 2002* but the gameplay. It is here that the game excels and offers long term appeal and subtle details aplenty thanks largely to the main GT mode where you must build a garage of glamorous cars from a Fiat Punto right up to a Audi TT Coupe.

Along the way you will race in all manner of tournaments and on every type of surface. From wintry wastelands to professional circuits and raceways you'll need to learn different skills and ways of driving, as well as earning the cash to buy the cars to enter these races.

Much of the lifespan of a game like *SEGA GT 2002* comes from this need to collect and tune cars in order to be eligible for further races and courses. But there is more as the bigger bucks and better cars can only be gained from entering and winning the Official Races. These are a series of three- race circuits designed for the top of the range power cars. The first series of tracks are unlocked, the rest and their cars can only be accessed by passing a driving test. These will sit you behind the wheel of an old banger and force you through a series of skill tests. But once in your pocket that licence will give you access to some very tasty treats, that is, of course, if you can win the subsequent races.

What more can be said. *SEGA GT 2002* has the cars, moments of originality and the track designs to threaten even the mighty *Project Gotham Racing* and if the graphics were a little more impressive it may just have pipped it. But as it stands *SEGA GT 2002* is a class act and a solid second place. **IAN**



VERDICT

XBOX

SEGA GT 2002

SECOND OPINION

Since the release of *Project Gotham* at the launch of the Xbox there hasn't been a single road racing game that even compares. Despite the fact this is the first game with any potential it still falls short by a long way. Visually the game looks like it could do with an overhaul and the gameplay smells very strongly of *Gran Turismo*. Not that this is a bad thing, it's just that you'd expect some slightly more original concepts from a big name like SEGA. Racing fans will enjoy it but it's nowhere near the game it should have been.

MIKE

ALTERNATIVELY

PROJECT GOTHAM RACING
Microsoft
Looks slick and handles perfectly. A true Xbox classic.



XBM RATINGS

LOOKS
Decent looking cars and circuits with moments of beauty and nostalgic rich effects, but overall this is simply solid and dependable.

SOUNDS
Decent engine noises and the effects are used impressively to offer a heated atmosphere though the music is poor.

GAMEPLAY
Excellent course designs, some novel game modes and a multitude of options prove too good to put down.

LONGTERM
No matter what you have tucked away in the garage there will always be another car, upgrade or game mode to play with.

Why we'd buy it	Why we'd leave it
⊕ Masses of game modes	⊖ Average sound effects
⊕ Superb and accessible handling	⊖ Some workmanlike scenery
⊕ Challenging track designs	⊖ There's no MG Metro
⊕ A nostalgic selection of cars	⊖ Initially simplistic AI

Overall

8 OUT OF TEN

An enjoyable, detailed and somewhat romantic take on the career racer.

TENNIS MASTERS SERIES JUST MISSES THE MARK ON EVERY COUNT



1 ALL THE STARS

There are a total of 67 players to pick from and they feature different styles of play and statistics. A unique heart meter shows their stamina and as it depletes so does your shot accuracy.









TENNIS MASTERS SERIES

SMASH THE WORLD'S GREATEST COURTS!

INFORMATION

- **PUBLISHER** Microids
- **DEVELOPER** In-house
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** No
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.masters-series-videogame.com
- **RELEASE DATE** 22 November



DEVELOPER HISTORY

A massive 3D map of the Earth shows you your prize, the only problem is actually getting it as *War and Peace* offers the gamer the chance to rule the world.



WAR AND PEACE

Tennis games are out of favour at the moment and there are all too few on the Xbox. So this is a chance to redress the balance with some classic bat and ball gameplay.

Everything is in *Tennis Masters Series* that a solid tennis game should have. There are the real world courts from Paris to Miami to Toronto, and each with their own unique surfaces and conditions.

The players feature a wealth of moves and shots to select from and the animation, which we are assured spans a massive 500 motion captures, is decent enough not to offend the eye.

A number of game modes allows for multiplayer competitions, quick-fix arcade rounds and the in-depth Masters Series where you take a budding young talent globetrotting around the world to all the major tournaments with the goal of becoming the world number one.

Sounds good then. Everything is here that should be here. But, sadly, *Tennis Masters Series* just misses the mark on every count. The AI on your opponents is shoddy to say the least and the ball moves so slowly it's painful to watch.

Likewise, the reaction of your player in all his 500 motion-captured moves is clumsy and feels awkward. In any other tennis game a low ball passing the player will execute a dive to scoop the ball, but not so here and on the occasion the player does dive, it's in the wrong direction.

This is a shame as the idea behind the Masters Series mode offers great depths, it's just a shame the core gameplay is found wanting.

IAN

VERDICT

TENNIS MASTERS SERIES

SECOND OPINION

Why is it so hard? We guess that it makes you appreciate just how good a game like *Virtua Tennis* is after playing something like this. It just goes to prove that balancing a tennis game between speed, accuracy and immediacy is a fine art indeed. *Tennis Master Series* is a decent tennis game but fails to hook you like any good tennis game should – it's slow, fiddly and altogether unresponsive, making games a chore rather than an all out classic arcade tennis bash. Shame really – all we need is SEGA to give us *Virtua Tennis*...

NICK

ALTERNATIVELY

SLAM TENNIS
Infogrames

A decent arcade tennis game that is nearly SEGA's *Virtua Tennis* in all but name.



XBM RATINGS

LOOKS
Inoffensive, but the players and courts lack real detail.

SOUNDS
Very little going on apart from the usual squeak of trainers.

GAMEPLAY
Clumsy AI and responses ruin a decent idea.

LONG TERM
The Masters Series mode offers scope for a massive challenge.

Why we'd buy it	Why we'd leave it
⊕ Master Series is an excellent idea	⊖ Clumsy AI
⊕ Two-player tennis games are fun	⊖ Unresponsive controls
⊕ Real world tournaments	⊖ Slow ball physics
⊕ 67 different players	⊖ It's not fun

Overall

Tennis Masters Series is slow, clumsy and unresponsive. Fans of the sport should look elsewhere before considering this.

5 OUT OF TEN

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



INFORMATION

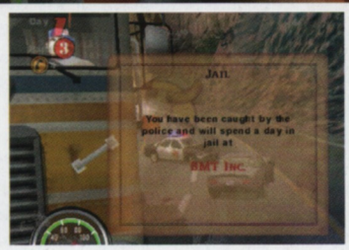
- **PUBLISHER** Empire
- **DEVELOPER** Eutechnyx
- **GENRE** Driving
- **PRICE** £44.99
- **PLAYERS** 1
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** empireinteractive.co.uk
- **RELEASE DATE** Out Now

1 A DESIGN FOR LIFE
All of the trucks in the game are fully customisable – you can add pre-drawn designs or just create your own using a paintshop feature.

2 HEAVY LOAD
There is a massive choice of cargo available to haul across country in your truck. Everything from cell phones to peaches will potentially make you a pretty penny!

3 THEY AIN'T TOO SMART
If you are not a careful driver then you'll soon have the police on your tail. You'll have to outrun them before they stop you and give you a night in the cells.

BIG MUTHA TRUCKERS



CAUGHT BY THE FUZZ: Getting stopped by the coppers will mean a day without profit. NO!



WHAT A WASTER: The characters are not the smartest fellas we've ever seen!

DEVELOPER HISTORY

Eutechnyx attempted to merge together the speed thrills of Bond with the more adventurous elements of the movies. A good idea on paper but, sadly, in practice it did not really work...



007 RACING

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

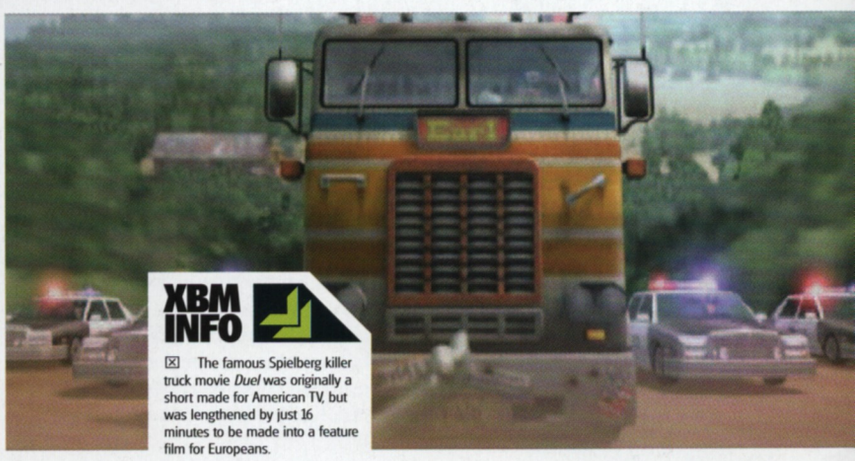
- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

WHY DON'T YOU JUST...TRUCK OFF!

When first presented with *Big Mutha Truckers*, we must admit to being less than excited. A driving game featuring a load of rednecks with a name that's marginally funnier than Michael Barrymore's career? Er, can we go back to *Halo* now?

Yet, a few hours later and with huge smiles on the faces of the whole team it was obvious that Empire's racer is actually something very special – an original idea which actually works.

Unlike the very short-lived thrills of *18Wheeler*, *Big Mutha Truckers* is not simply a case of getting from A to B in the shortest time, instead it is an



XBM INFO

The famous Spielberg killer truck movie *Duel* was originally a short made for American TV, but was lengthened by just 16 minutes to be made into a feature film for Europeans.

XBM INFO

There are currently over 10 million registered truck drivers in America alone. If all of them are like the redneck characters in this game that makes us very very afraid!

THE X FACTOR

Lovely looking visuals and none more lovely than Miss Bobbie Joe!

TURN ON YOUR RADIO

Rocking Sounds!

Of course, when you are driving ridiculously long distances, you need some great sounds to keep you going. *Big Mutha Truckers* includes a number of different radio stations, so whatever you are looking for, whether it be Ozzy Osbourne or The White Stripes, is here. We were tempted to just pull the rig over to the side of the road and just listen to the radio!



THERE SHOULD BE AN AUDIENCE OUT THERE FOR THIS GREAT FUN ADVENTURE



ROAD TRIP: You can return to the map at the end of each level and choose where to go next to make the most profit.





IN MY CAB: It's just like being there; you can almost smell the pork rinds.

exercise in capitalism as our hick driver attempts to get as much cash as possible for his load. It's up to you what you fill your truck with, if you really think that there is going to be a cheese boom around the corner then you can spend all your money on dairy products, or if you think that the next town has simpler pleasures then load up on beer and get going.

As you visit each town, you can visit the local bar where the helpful person behind the counter will tell you what the other towns are running low on, so you can take their advice and visit the store. While you are in the bar, you can also try your luck on the fruit machines, or if your venture is less than successful you can get a loan to help you rebuild your business. If all this sounds more like 'sim trucking' than an entertaining racer, then think again, as the driving sections are exciting and challenging, especially when time is running out and the next town is in sight.

You're not driving the latest sports car, so the handling is very different to other racers. Attempting to slam on the brakes and cruise around a corner will result in the back of the rig swinging round and clipping other drivers, which in turn can attract the attention of the cops. Though initially tough, you'll soon get the hang of driving a hulking great truck though, and can concentrate on getting the goods to the store in one piece.

Very successful drivers will even be able to upgrade their rig – initially this means adding cosmetic items such as a new loud horn, but gain enough moolah and you can splash out on a refrigerated unit which will open up an whole new load of merchandise opportunities.

The game has an arcade look but there is a great deal of detail here too, whether it be the in-cab view, which features the truckers' lunches on the dashboards, or the huge skyscrapers in Capital City. Sonically the game is exceptional, with something for everyone rather than generic game music – speeding along to the sound of Motorhead is a treat in itself!

Whilst *Big Mutha Truckers* is never likely to gain the mainstream success of many other racers, there should be an audience out there for this great fun adventure and we smell a cult hit...or is that just the smell of those damn rednecks? **KENDALL**

VERDICT

XBOX

BIG MUTHA TRUCKERS

SECOND OPINION

The immediate feeling of power that comes with controlling the huge rigs in *Big Mutha Truckers* will, inevitably, lead to players having a bit of fun at the expense of every other motorist in their path. Beyond this though, there's an enjoyable game to be played as you wheel and deal your way through Hick County. The driving sections are fun once you get the hang of them and the trading and upgrading elements mean that there is a bit more depth than your average racing game.

DAN

ALTERNATIVELY

PROJECT GOTHAM RACING
Microsoft

Still one of the best driving games on this console.



XBM RATINGS

LOOKS
This has the classic arcade look – everything is well animated and the backgrounds are very detailed too.

SOUNDS
In similar fashion to the *GTA* series, you can flick through radio channels and listen to brilliant licensed tunes.

GAMEPLAY
The emphasis here is on fun and you'd have to be a particularly dour player not to have a smile on your face by the end.

LONG TERM
You can play the game differently every time, taking different loads to each town and seeing how much cash you can acquire.

Why we'd buy it	Why we'd leave it
⊕ Quirky characters	⊖ Not the deepest game ever
⊕ Excellent soundtrack	⊖ Tricky handling
⊕ Challenging missions	⊖ Humour can wear thin
⊕ Original idea	⊖ No sense of danger

Overall

Big Mutha Truckers attempts to do something different and it succeeds! It's enjoyable, funny and a quirky treat.

8 OUT OF TEN

XBM INFO

Mech games seem to be all the rage at the moment. *Gun Metal* is already out; *Mech Assault* is nearly here, as is *Robotech*. Add to that *Battle Engine* and *Steel Battalion* and you've got system overload!

INFORMATION

- **PUBLISHER** Phantagram
- **DEVELOPER** Genki
- **GENRE** Shoot-'em-up
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.phantagram.com
- **RELEASE DATE** 22 November



THERE'S ALWAYS THAT ONE ARM, LEG OR GUN THAT SITS AS YOUR GOAL





PHANTOM CRASH

THE BLUE PETER OF MECH SHOOT -'EM-UPS...

PUBLISHER HISTORY

A sudden-death fighting game that had a few nice ideas but ultimately failed to thrill. In fact, we have yet to see anything to rival *Dead Or Alive 3*. A bit worrying really!



KABUKI WARRIORS

The first time we saw this game we thought it had potential to be a decent mech game. The battle certainly seemed furious enough to keep any action-craving freak happy, the controls felt smooth (always a worry with mech games) and looks-wise it didn't induce any vomit. The problem is we didn't initially realise just how much potential there was in *Phantom Crash*.

You see, the unrelenting action we had seen previously only makes for half of the gameplay. Pick up the pad on this game and you're committing yourself to spending half your time staring at glorified menu screens. But strangely this is a good feature. We don't know why but it is strangely addictive to spend hours customising your mechs (or Scoobies as they are known in this game) and fine-tuning their performance in between each battle. This is also a feature that makes this mech game stand out from the rest.

It may sound odd but this plays very much like *Gran Turismo*. You've got a map screen that acts as your hub and from here you can visit manufacturers, go to your garage, buy extra parts for your mech and upgrade those parts at a tune-up shop. In fact, if anything this game is even more detailed than *Gran Turismo* because once you've bought each individual part you cannot simply forget about it and concentrate on the next upgrade.

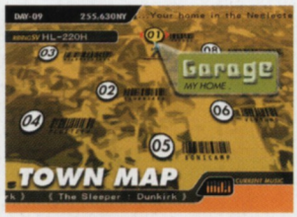
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A NEW CONTENDER

When you first play Phantom Crash the sheer number of menus and options can be quite daunting. Just don't try and hover before you can scuttle!



1 The first task on your 'to do' list is mech purchase. You don't begin the game with much money so you can't buy anything too fancy yet. Just pick something you like the look of.



2 With your mech in the garage you can take in the game hub. From here you can buy parts, check out new mechs, customise your mech, perform upgrades and (more importantly) enter contests.



3 To begin with you need to enter some general skirmish battles. These allow you to rack up experience as well as money. This can then be used in order to beef up your current mech up to competition standard.



4 It's wise to leave the first few battles before they're over. The last thing you want is to win some money and then lose it all in repairs because you've taken so much damage in the fight!

IT'S THE MUSIC THAT YOU CHOOSE

You have to work to earn everything in this game – and that includes the tunes!



There are lots of bizarre items that can be bought in this game that have absolutely zero effect on the gameplay. These include a tapestry, lucky charm, air conditioning for your mech and other silly extras, which obviously cater to the Japanese market so well. Then you've also got the music. There are loads of tunes from real bands in the game that can be bought to listen to whilst you play. Again Eastern tastes are catered for but there is some good stuff in here.



THE X FACTOR

In the game you use AI chips to give your hulk of metal intelligence. Each one is modelled after a cute animal of some sort – very scary!



Every few battles you find yourself moving parts around and spending more money earned on fine-tuning. Eventually you get to the stage where you can build a mech up from scratch, cutting out the manufacturer completely. The depth of the customisation does mean the number of options and menu screens on offer can be a little confusing and occasionally awkward to navigate. However, the whole process is so addictive you'll overlook any fine-tuning the game might need in this area to concentrate on souping up your machines.

Once you've finally got a beast you're happy with you can take it into one of the many battle arenas to try and move yourself up through the rankings. The game takes place on a day-to-day basis and you can only take part in one contest a day. Now here's where it gets tricky because you need to plan ahead which fights you're going to enter. Some are ranked, others have free entry and then you get the restricted categories where specific mech types are needed.

If you're not patient then this is where the game may start to get on your nerves. You need to build up a lot of money with which to pump up your mech by initially battling through lower class battle after lower class battle. Just like racing through all the small races in *Gran Turismo* so you've got the horsepower to compete with the big boys. This can be frustrating but it's worthwhile as there's always that one arm, leg or gun that sits as your goal at the end of all your hard battling.

This does, however, point out the biggest flaw with *Phantom Crash*. Sure,



SEWER RAT: On one level you get to go several stories beneath the city streets.



HEADS UP: The game feels very much like a first-person shooter.



AIR CONDITIONED: Your surroundings aren't as destructible as in *Mech Assault*.



CAMPERVAN: If you want to head up to a nice perch and snipe you can.



WHERE'S WALLY?: Every mech (with the right parts) has the ability to cloak.

WE DON'T KNOW WHY BUT IT IS STRANGELY ADDICTIVE TO SPEND HOURS CUSTOMISING YOUR MECHS!



1 SMOOTH RUNNING
☒ Mech games have a reputation for being slow and clumsy, but that's all changing and seeing 'missile alert' flash on the screen shouldn't mean game over!

2 IT'S GOOD TO KILL
☒ If you're going to get anywhere you need to rack up some serious money with which to buy parts, enter tournaments, hire mechs and so on.

3 OBEY THE RAT!
☒ As you fight you get suggestions from your robot's AI chip. In this case a tiny Rat called Chu. The comedy value never ends...

XBM INFO
☒ Publisher Phantagram may be a relatively small company that is new to the Xbox but it's already got planned a few more Japanese influenced games. On the way are *Strident Shadowfront, Duality, Shining Lore* and *Kingdom Under Fire 2*.

MECH IT YOURSELF

The customise options in this game are ridiculously extensive!



Once you've got your mech you can buy parts for it. This includes the legs, arms, body, microchips, colour patterns, stickers, cloaking devices and many more. As well as being able to swap and change parts you can build a mech from scratch, using whatever pieces you have and you can also spend extra money on tuning individual parts. Hours will be spent looking at these kinds of screens but the sad thing is it's all very addictive!

all the events you compete in are slotting into different categories but they all boil down to your basic 'if it moves nuke it' deathmatch. The game looks very cool in action – the soft focus blur effect on the backgrounds is impressive, the mech models are imaginative and the battle effects suitably eye-popping. Why though didn't the developer think to include some different game modes?

Surely it's not too much to ask for a couple of team games, a capture the flag, domination, a tag game, something, anything, please! The game controls very much like a first-person shooter does, so it's not as if these additions would've seemed out of place or anything. The mech customisation helps to break up the action but variety on the battlefield is lacking. This would've also made the already fun four-player mode even more enjoyable.

Not that you should let this put you off. This is still one very addictive and most enjoyable game to play for both the battles and the huge number of possibilities for your mechs. Now we know this all sounds a little bit sad, and to a large extent it is, but once you start fiddling with your Scoobie you will become addicted to *Phantom Crash*. Is it wrong to go to sleep at night thinking about a new pair of legs for your mech rather than a pair of legs for your dream girl? We hope not.

MIKE

VERDICT

PHANTOM CRASH

SECOND OPINION

☒ It's all very Japanese but don't let that put you off – *Phantom Crash* is one helluva good game. It's the mix between a fairly traditional shoot-'em-up and the RPG stylings of *Gran Turismo* that makes it so an addictive. Add to this some excellent graphics, top tunes and some bizarre Japanesey style and you've got a winning formula. It would have been nice to see some multiplayer games included an perhps a bit more variation in the single player game but on the whole *Phantom Crash* is a game definitely worth considering.

NICK

ALTERNATIVELY

ROBOTECH BATTLECRY
TDK
☒ This looks original but scrape off the cel shading and you've got an average looking mech shooter.



XBM RATINGS

LOOKS
It actually surprised us how good this game looks! The explosions, missile trails and the use of soft focus all make for good viewing.

SOUNDS
The game makes very good use of surround sound but the sound effects aren't exactly spectacular.

GAMEPLAY
Once you get used to how the game is supposed to be played it becomes very addictive. Repetitive yes, but very addictive.

LONGTERM
Building up a garage full of mechs can take you an incredibly long time indeed. This is great value for money.

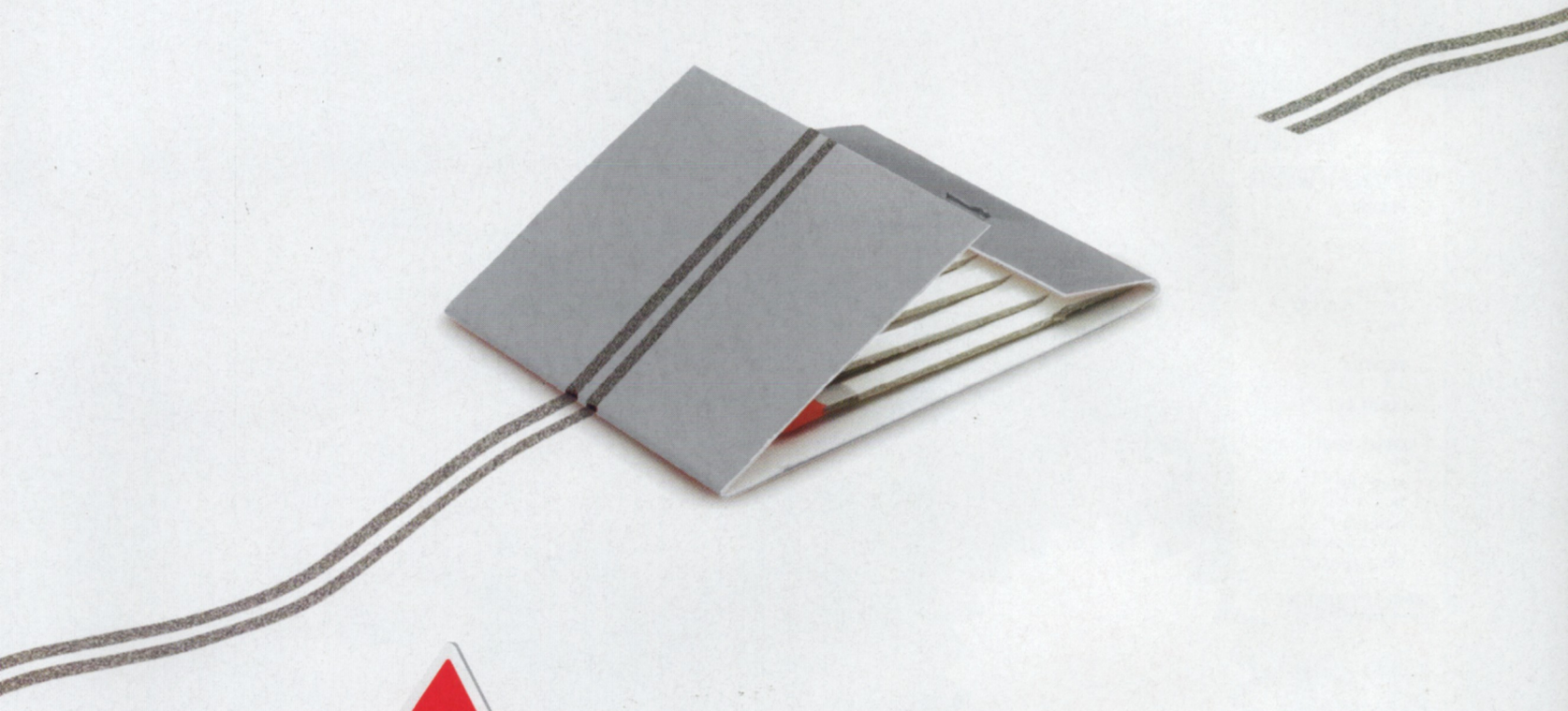
Why we'd buy it	Why we'd leave it
⊕ Absolutely loads to do	⊖ Can get very samey
⊕ Fun gameplay	⊖ Menu system a little bit confusing
⊕ Addictive mech creation system	
⊕ More than acceptable visuals	

Overall

A fantastic mech shooter that has been overloaded with customisable options.

8 OUT OF TEN

EVERYWHERE'S A RACETRACK







8 MANIC CHARACTERS



24 FUN-SIZE TRACKS



48 MICRO MACHINES



NEW! BOMB TAG MODE



PlayStation.2
GAME BOY ADVANCE™

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XBM INFO

Captain Dave Dye is a war expert who acted as a technical consultant and provides narration throughout the game.



INFORMATION

- **PUBLISHER** Electronic Arts
- **DEVELOPER** EA LA
- **GENRE** First-person shooter
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.medalofhonor.com
- **RELEASE DATE** 6 December

YOU'RE UP AGAINST TANKS, PLANES AND A RANGE OF TIN-HELMETED HUNS

MEDAL OF HONOR: FRONTLINE

SO REAL YOU CAN TASTE THE BULLETS!

It seems like yesterday that we were in the midst of World War II. Guns blazing all around, planes flying overhead, bombs exploding, a multitude of 'fires in the hole ' and poor old Private Caparzo getting caught in the crossfire by the dastardly Hun. Hang on; that wasn't real was it? Following the classic movie, *Saving Private Ryan*, we endured a swathe of television spin-offs, old war-movies and documentaries covering everything to do with tanks, rations, prisoners of war and blitzed Cockneys rolling-out-the-barrel down the local King's Kneecaps.

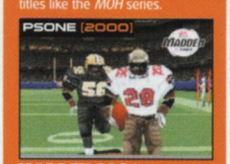
But it wasn't all bad – a brilliant update of the *Medal Of Honor* series called *Frontline* appeared on the PS2 and EA has finally got around to converting it to the Xbox. Although it's a little late to catch the WWII wave, this is still an exceptionally engrossing shooter in its own right.

You start out on a landing boat chugging its way to the beach, when all of a sudden fighters roar overhead spraying the boats with machine gun fire. Keep your head up and you'll see the boat next to you explode in a spray of fire, metal and human bodies. Then the boom of the guns gets slowly louder and the next thing you know you've been blown out of your boat, into the water and onto the beach.

Not the most elegant of arrivals, but from there on you've got to find the soldiers in your unit, provide covering fire against the massive gun decks and protect a soldier carrying a massive explosive device that is needed to breach the defences. Although it's gung-ho in places (especially at the start), *Frontline* carries on the *MOH* tradition of being largely a game requiring ingenuity and stealth on the part of the player. That's not to say there aren't some

PUBLISHER HISTORY

EA has many internal development teams and most of it's games are sports tie-ins (*FIFA*, *Madden* etc) and it's fair to say it's not the most exciting developer on Earth, but it produces solid titles like the *MOH* series.

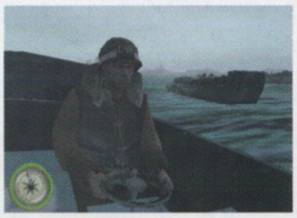


MADDEN 2001

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

OMAHA GOD IT'S GOOD

You've seen the start of Saving Private Ryan? Well, the start of this game puts you on that boat heading to Omaha beach. It's amazing!



1 Twenty seconds. Take a good look around at your buddies – it may be your chance to do so!



2 Find your captain. He's not too difficult to locate and he'll give you orders...



3 Rescue your team. Within seconds the team is in trouble – bail them out.



4 Fire on the machine guns. Some precise aiming will be required at this stage of the level.



5 Blow a hole through the defences in order for you and your comrades to advance.













THE X FACTOR

Four-player deathmatch mode? Didn't spot that in the PS2 version.

IT'S LARGELY A GAME REQUIRING INGENUITY AND STEALTH ON THE PART OF THE PLAYER



TANK TOP: Heavy metal like this needs a big grenade. So pull the pin and see how Fritz likes a bit of British workmanship.





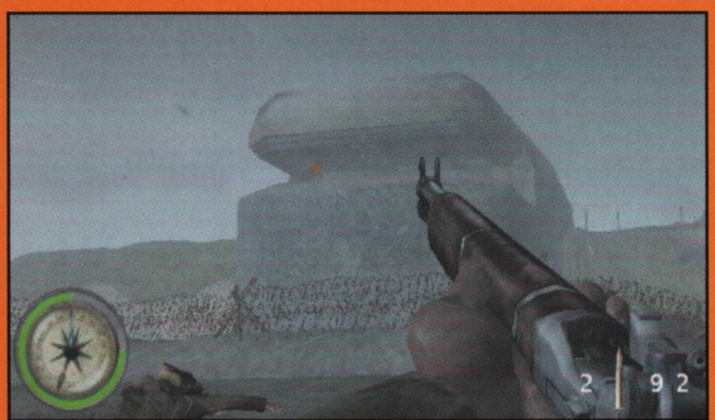
RADIO GA GA: That's one DJ who won't be making any more announcements.

fierce gun battles though. But this being a semi-realistic portrayal of WWII events you'll find no lasers, hoverjets or stealth camouflage pick-ups. Instead you've got Garrand rifles, Thompson (Tommy) guns, Springfield sniper rifles, grenades and mounted machine guns at your disposal.

Up against you are tanks, planes and a range of tin-helmeted Huns using pretty much the same range of weapons. You may get the impression – especially after using a range of alien technology in *Halo* – that this would be a pretty boring step backwards; you'd be wrong! There is far more satisfaction to be found in pumping good old-fashioned bullets into a human being, using a gun that bangs and rattles like an old banger starting up in the winter, than there ever is in firing a futuristic energy cannon. The only real concession to reality is your ability to absorb multiple bullet wounds and pick up

MOUNT THE CANNON

Get behind the barrel of some serious hardware!



Although your Tommy gun is a rattling death monster, occasionally you'll come across mounted machine guns like this. So roll out the barrel and point it at the biggest mass of German guards you can find or use it to take out heavily defended gun turrets. Jerry takes a pasting and you'll be in Berlin before Christmas.

XBM INFO

☒ The first level is a blatant rip-off of the introduction to *Saving Private Ryan*. But when Steven Spielberg saw it he thought it was cool and kept his lawyers at bay.

YOU ARE NOT ALONE

You and your fellow soldiers are fighting Fritz together...

Unlike earlier *Medal Of Honor* games, *Frontline* portrays the brutal events of battle as very much a team sport. On your side are the good old Allies storming the beach, running around the village and generally taking on the Hun. It brings the whole experience to life, but they are pretty much there for show rather than being an integral part of the game – you0 don't interact with them that much and most of the killing is down to you.

IT'S THE LACK OF IMPROVEMENTS, RATHER THAN ANY OBVIOUS FLAWS, THAT BRINGS THE XBOX VERSION DOWN IN OUR ESTIMATION









2 THE ONLY GOOD NAZI

☒ Dead Nazi's. That's the aim of *MOH: Frontline* so use your crosshairs to guide your bullets. You may need to adjust your aim if the sights are off a bit.

1 HOW MUCH LEAD?

☒ Keep an eye on how many bullets you've got and don't forget to reload whenever you've got the chance. You do not want to get caught short.

3 HEALTH COMPASS

☒ It helps you find your way, shows you where you're being hit from and how much health you've got left. So there's no excuse really for any kind of failure.

health packs – apart from that it's realism all the way. The game itself is pretty much a straightforward port of the PS2 version. Not that there's a huge deal wrong with the original – but it's more than a tad disappointing to find that some of the flaws haven't been dealt with. It's still choppy in places, and although the PS2 magazines picked up on this – they tended to overlook it in favour of the realism and gameplay. On the Xbox though, the occasionally stuttering frame rate obviously mars proceedings, especially when there seems to be no obvious reason for it to be anything other than silky smooth – after all it's not pushing anywhere near as many polygons around as other shooters.

Mainly though, it's the lack of improvements, rather than any obvious flaws, that brings the Xbox version down in our estimation. Looking visually identical to the PS2 version is forgivable (just about), but loading in-between the level sections isn't – especially when you continue from exactly the same point as you stop. The Xbox has a hard drive and, as many other games have obviously demonstrated, it is perfectly capable of loading the next section into memory whilst you're playing the current one. When you've finished an entire level the break is understandable, but there's no reason for you to sit through a loading screen in the midst of battle.

It is the inclusion of a four-player deathmatch mode, sorely lacking in the PS2 version that's the main improvement. But as far as multiplayer games go it's not really the most spectacular festival of murder and mayhem to be found in front of your joypad. As with the main game, it's fairly slow and not much of a battle. There are also far too few play options compared to the latest generation of shoot-'em-ups.

For all this whinging though, we can't avoid the undeniable fact that *Medal of Honor Frontline* was, and indeed still is, an very good game. From the second you're flung off the boat to the last bullet you fire into a Nazi you'll be hooked on the classic gameplay. **MARK**

VERDICT

MEDAL OF HONOR: FRONTLINE

SECOND OPINION

☒ Does *MOH: Frontline* trivialise war? Can we accuse it of portraying a conflict, in which millions of people died, as nothing more than cheap entertainment? Actually, yes we can. *Frontline* sets itself up as a serious war game but quickly degenerates into a lustful Nazi hunt, betraying its early sentiments and falling into a dumb videogame trap. The comparison to *Saving Private Ryan* is fair but *MOH* is less Spielberg's portrayal of Nazis in *Schindler's List*, more his portrayal of them in *Indiana Jones*: two dimensional and comic book.

NICK

ALTERNATIVELY

CONFLICT DESERT STORM
SCI

☒ Another realistic shooter this time set in events during the Gulf War.



XBM RATINGS

LOOKS
It looks like a PS2 port. Which is exactly what it is. It's not terrible looking, but it could easily have been improved.

SOUNDS
Some stirring theme music and plenty of screaming death brings the atmosphere to life.

GAMEPLAY
Two missions are great, stirring feelings of loss and pain and the horrors of war, the rest are disappointingly comic book.

LONGTERM
There are plenty of in-depth missions to work your way through, but the new multiplayer mode is a bit weak.

Why we'd buy it	Why we'd leave it
⊕ Amazing first level	⊖ Obvious port from the PS2
⊕ Realistic WWII weaponry	⊖ Four-player mode is bland
⊕ Great gun battles	⊖ It loads mid-level
⊕ New four-player mode	⊖ Graphics are a bit ropey

Overall

7 OUT OF TEN

A great PS2 game, is now a great Xbox game with a multiplayer mode included. But it's disappointing that the main game doesn't show more Xbox improvements.

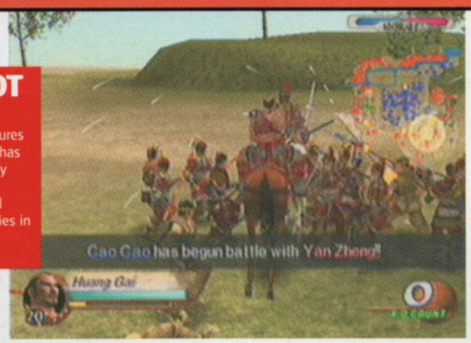
XBM INFO

The original *Dynasty Warriors* game on the PlayStation was actually a 3D beat-'em up in the style of *Tekken*. Although it's now looking a bit dated the game still plays very well and is rather enjoyable.

MUSOU NOT MUSHU!

One of the main features in *Dynasty Warriors* that has remained is the incredibly powerful Musou attack, which can be used to kill large numbers of enemies in one swipe.











THE GAME BOASTS A MASSIVE 20 LEVELS, ALL OF WHICH ARE VAST, WITH THOUSANDS OF ENEMIES

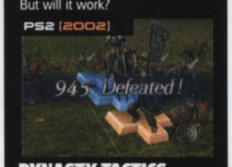
INFORMATION

- **PUBLISHER** THQ
- **DEVELOPER** Koei
- **GENRE** Action
- **PRICE** £44.99
- **PLAYERS** 1-2
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.thq.com
- **RELEASE DATE** 29 November



DEVELOPER HISTORY

Trying to capitalise on the whole *Dynasty* franchise, Koei has taken its title one step further by what can only be described as a solid blend of *Dynasty Warriors* and *Kessen*. But will it work?



DYNASTY TACTICS

XBOX.TOTALGAMES.NET

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

DYNASTY WARRIORS 3

KOEI CALLS IT BATTLEFIELD ACTION, WE CALL IT HACK 'N SLASH!

It's the weekend; you've just brought yourself a brand-new Xbox, DVD remote thrown into the deal with perhaps a discount on an extra controller and SCART lead. You're looking for *the* multiplayer game for when you finish in the pub later on. Then the spotty guy behind the counter recommends *Dynasty Warriors 3* – you take the advice and the deal is done. It's now 7:00pm, you fancy getting a bit of practice on your new game before the lads come back later. The game boots in and then it hits you! *Dynasty Warriors 3* is like no other, and we're not talking a good thing here.

For the first hour or so you may find this game extremely enjoyable, and quite rightly so – running around vast landscapes on horseback killing hundreds of enemies with your weapon of choice can be enjoyable. But this novelty will soon wear off, and you will probably find yourself finishing it just for the sake of it. The game boasts a massive 20 levels, all of which are vast with thousands of enemies in each, but there just isn't enough depth here for it to warrant the hefty £45 price tag. Ok, so you may be drawn in by the fact that there are a whopping 40 playable characters to be unlocked in total, each of which has their own intros and ending cut-scenes. But we are certainly not sold. If you're looking to waste your money buy this now, no, buy two copies. However, if you have any sense leave this well alone! **ROB**

VERDICT

DYNASTY WARRIORS 3

SECOND OPINION

At first the huge scale and magnitude of *Dynasty Warriors 3* will amaze you – huge armies battling it out and hacking the hell out of each other. It's not unlike a scene from *Braveheart*... But, as they say, violence desensitises you to violence and after a short while the thrill wears off. When that happens *Dynasty Warriors 3* becomes a very tiresome game. There are plenty of levels, plenty to unlock but, for a game that'll cost you the best part of 50 notes, it's far too repetitive to be enjoyed for more than a couple of hours.

NICK

ALTERNATIVELY

BLADE 2
ACTIVISION

Another hack 'n slash fest that soon becomes tiresome.



XBM RATINGS

LOOKS
It's not going to break any new ground, and you've probably seen it all before on PlayStation2.

SOUNDS
Very bland, with lots of screaming and clashing steel, but you've heard it before and it probably sounded better than this!

GAMEPLAY
Try talking to the dullest person in school and multiplying it by ten – you might be getting somewhere.

LONG TERM
There is certainly plenty to unlock here with a vast numbers of levels, but wanting to actually do it is something else.

Why we'd buy it	Why we'd leave it
⊕ 20 huge missions	⊖ Not enough depth
⊕ Triple digit death counts	⊖ Poor character animation
⊕ Massive environments	⊖ Price
⊕ Ride an elephant	⊖ Looks like a PS2 title

Overall

This certainly isn't going to appeal to the masses, but if you're looking for a game that requires no thinking, this is the one.

4 OUT OF TEN



TRIFORCE?

Your Veritech armour provides three modes of operation – Battleoid (highly manoeuvrable, no missiles), Fighter (high velocity, missiles) and Guardian (slow-paced half-way house). Select the wrong one and you'll soon know about it!

XBM INFO

Robotech: Battlecry is based, not too surprisingly, on the *Robotech* animated series... which you can catch up on over at **www.robotech.com**

THE ENGINE IS SLICK AND THE ACTION THICK ENOUGH TO MAKE BATTLECRY WORTHY OF INTEREST

INFORMATION

- **PUBLISHER** TDK
- **DEVELOPER** Vicious Cycle
- **GENRE** Shoot-em up
- **PRICE** £44.99
- **PLAYERS** 1-2
- **DOLBY 5.1** No
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.viciouscycleinc.com
- **RELEASE DATE** Nov 2002



DEVELOPER HISTORY

With *Robotech* coming along as a rather impressive debut, the only thing prior to its release which Vicious Cycle produced were the obligatory technical demos. And very tasty they are too – wonder if they'll be inserting those demonic beasties into *Dinotopia*?



TECH DEMO

XBOX.TOTALGAMES.NET

TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

ROBOTECH: BATTLECRY

XBM LETS OUT AT XENA-LIKE SHRIEK THEN DIVES STRAIGHT IN...

Whatever the merits and shortfalls of cel-shading, no-one can deny that the technique lends itself to such licenses as *Battlecry* extremely well indeed. Whereas 3D games based upon animé would, not so long ago, have had to eschew the stylings of their inspiration (think *Ghost In The Shell*), developers are now able to more closely ape the key aesthetic character of animated brands... and that's what's scary. Because just like the minimalism of *Rez*, the breathtaking beauty of *Ico* and the indulgent grandeur of *Unreal Tournament 2003*, such an overt emphasis on graphical concerns can't help but make cynical journalists wonder if gameplay has taken a backseat as they wait for playable code. It was with some trepidation then, that XBM sat down to review *Battlecry*, hoping that, as with those fine titles, it would play as least as well as it looked...

It doesn't. And, ironically, the graphics are at least partially to blame for this in that they've given Vicious Cycle free reign to clutter up the screen with far more... erm, clutter than is strictly tenable. Of course, we all like a teeming and thus immersive theatre o' war, but despite offering a *Wing Commander*-style aiming-recticule, your heads-up display doesn't take the next logical step and indicate which direction offscreen your intended prey is. The result? Mid-battle confusion and a disenchanting randomality to proceedings that the variety offered by your Veritech's different combat modes just can't compensate for.

Regardless, the engine is slick and the action thick enough to make *Battlecry* worthy of interest; just know that the gameplay mechanics throughout fail to present the depth needed to truly engage long-term.

MARK

VERDICT

XBOX

ROBOTECH: BATTLECRY

SECOND OPINION

If you've already examined this month's pages you'll have noticed that robots are a bit of theme this month. The likes of *Phantom Crash* have proved that a big stomping robot can be an asset to any game and in many respects *Robotech* is the same game – you are a robot and you shoot other robots. Job done. However, apart from the lovely cel-shaded visuals, *Robotech* has little over its rival. The shooting can become repetitive and a bit tiresome plus there is little in the way to inspire you to progress. Not awful but there is better around.

NICK

ALTERNATIVELY

PHANTOM CRASH
Phantagram

A great mech shooter that enables you to build up the mother of all mech beasts.



XBM RATINGS

LOOKS
Battlecry is something of a looker and, given cel-shading's commercial success, a brave move to boot.

SOUNDS
Fans of the series will appreciate this most, but it's clear some effort has gone into audio and it's paid off.

GAMEPLAY
Dead-on average. You really get the feeling that Vicious Cycle is warming up for something big – but this ain't it.

LONG TERM
Once the novelty looks have worn off, *Battlecry* only has its unremarkable gameplay to fall back upon.

Why we'd buy it	Why we'd leave it
+ Looks pretty swish	– City combat is monotonous
+ Plenty going on	– Doesn't help players focus
+ Nice basic feel	– Narrative is overly indulgent
+ Authentic use of license	– No, really overly indulgent

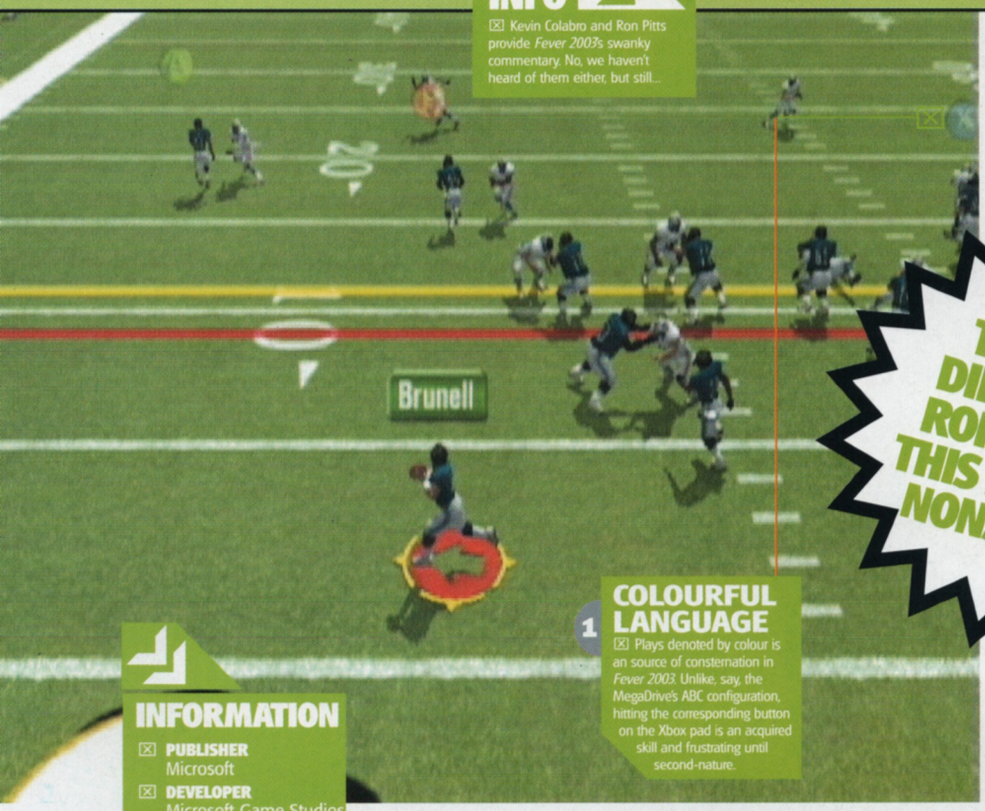
Overall

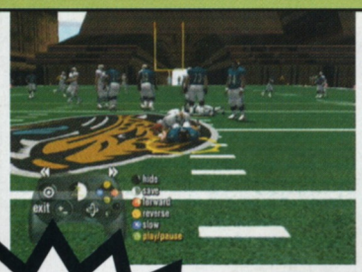
An attractive blaster which offers a thinner veil of gameplay than we'd have liked.

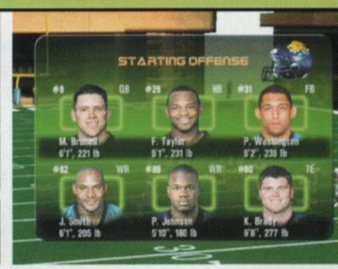
7 OUT OF TEN

XBM INFO

Kevin Colabro and Ron Pitts provide *Fever 2003*'s swanky commentary. No, we haven't heard of them either, but still...







HOW THE HELL DID WE GET ROPED INTO THIS FOREIGN NONSENSE?



1 COLOURFUL LANGUAGE

Plays denoted by colour is an source of consternation in *Fever 2003*. Unlike, say, the MegaDrive's ABC configuration, hitting the corresponding button on the Xbox pad is an acquired skill and frustrating until second-nature.

INFORMATION

- **PUBLISHER** Microsoft
- **DEVELOPER** Microsoft Game Studios
- **GENRE** Sports
- **PRICE** £44.99
- **PLAYERS** 1-2
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** Online play, rosters
- **WEBLINK** microsoft.com/games
- **RELEASE DATE** Out Now



PUBLISHER HISTORY

Amped earned itself a very respectable review score by virtue of mixing realistic settings with rather fantastic skills to great effect.



AMPED: FREESTYLE SNOWBOARDING

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TOTAL GAMES .net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

NFL FEVER 2003

TIMEOUT! LET'S SEE IF MICROSOFT'S LATEST IS WORTH A PUNT...

How the hell did we get roped into this foreign nonsense? This is a question which videogame [gngh!] journa-[strain!]-lists usually ask themselves after being bribed into covering anything that originated from France. But it's just as applicable to American Football – a sport which, despite enjoying a brief period of UK popularity towards the tail end of the so-called Fridge's era, has failed to make ten yards on its initial blitz into our culture, let alone score a touchdown. Good thing then, that your plucky reviewer has an answer... *American Pro Football*!

Y'see *American Pro Football*, a Master System game, was so enthralling upon its original release that, even to this day, we'll throw a cursory glance towards the odd new NFL game in the vain hope that someone has managed to capture its straightforward 2D gameplay and wrap it in the fripperies of 3D. *Madden*, by virtue of its ludicrous inertia, failed miserably; *Blitz*, though fun, was way OTT; *Fever*, on the other hand, is close enough to almost entice one back into the game.

Almost. Whilst undeniably slick and pleasingly playable, *Fever 2003* still falls foul where giving the impression of truly meaningful input is concerned. It's not a matter of the plays being gobbledygook to anyone who can pronounce 'aluminium' properly; rather it's a touch too difficult to judge exactly how much breathing space you have at any one time. Whether each play is successful or not is therefore something for which one rarely feels wholly responsible, although the overall sheen ensures that your suspension of disbelief can easily compensate.

A worthy alternative to the established lines then, but no *American Pro Football* [wink]. **MARK**

VERDICT

XBOX

NFL FEVER 2003

SECOND OPINION

If only they'd spend this amount of time on a 'real' football game. *NFL Fever* is yet another fine example of an excellent American sports title that won't sell at all in the UK. The attention to detail is outstanding and the gameplay refined to the point of perfection. If you like your Gridiron, that is. On top of this, you can play on Xbox Live – what would we give to play an Xbox version of *Pro Evolution* online? Exactly. All we need now is for Microsoft to apply these high standards to Association and we'd be in heaven. Do it!

NICK

ALTERNATIVELY

NFL FEVER 2002
Microsoft

Practically the same game, only cheaper. Microsoft is daft.



XBM RATINGS

LOOKS
There's no denying that this is a great looking game with professional and unobtrusive TV stylings.

SOUNDS
The running commentary is great, helping to draw players into proceedings greatly, spot effects are appropriate and the music 'dope'.

GAMEPLAY
A work of smoke and mirrors in that it's ostensibly less good than it has you believe – we're impressed!

LONG TERM
It's tempting, given the inevitable 2004 release, to award it a '3' or something, but you really won't need to upgrade.

Why we'd buy it	Why we'd leave it
⊕ Nice motion capturing	⊖ It's American Football
⊕ Authentic teams and players	⊖ Not *American Pro Football*
⊕ Undeniably pleasing experience.	⊖ Success seems random
⊕ Excellent commentary	⊖ Ball's the wrong shape

Overall

Give yourself to it and *Fever 2003* will provide some class American Footy action.

8 OUT OF TEN



INFORMATION

- ☒ **PUBLISHER** Xicat
- ☒ **DEVELOPER** Xpec
- ☒ **GENRE** Adventure
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-4
- ☒ **DOLBY 5.1** No
- ☒ **WIDESCREEN** No
- ☒ **XBOX LIVE** No
- ☒ **WEBLINK** www.xicat.com/games/blkstones.html
- ☒ **RELEASE DATE** 22 November

BLACKSTONE: MAGIC AND STEEL

DISTINCTLY LACKING IN THE 'MAGIC' DEPARTMENT...

PUBLISHER HISTORY

☒ More fantasy gaming from Xicat only this time with a futuristic setting and a strong RPG-style character-building element.



METAL DUNGEON





A very long time ago in a galaxy not so far away Midway released a fantastic arcade game that was known as *Gauntlet*. Amazing for its time, it enabled four friends to fight side by side through wave after wave of bizarre creatures. Then Midway tried to update this template onto next-generation systems. Anyone who has seen *Dark Legacy* will know that this did not work. Both games and gamers had evolved way beyond anything the old classic could offer.

Why is this relevant you ask? Well, *BlackStone: Magic And Steel* is basically *Gauntlet* reborn. A four-player jaunt into repetitive action led by the ghost of videogame past. Why any developer would think to do this is a mystery. It's not as if any subtlety has been applied to cover up the payment of homage to *Gauntlet* – even the character classes include Warrior, Archer and Warlock!

But then as you begin to play you realise exactly why it is Xpec has decided to make this game. Nobody could deny that *Dark Legacy* was bad (see our score of two in issue 7) and what has happened here is that another developer has created the game that *Gauntlet* should have been. That's not to say this is a good thing but at least *BlackStone* is good to play in short bursts. At least an effort has been made

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INTERVIEW
MOVIES

AT TIMES THIS CAN FEEL LIKE A BIZARRE LOVECHILD OF GAUNTLET AND GOLDEN AXE



FLAME GRILLED: You'd be surprised how easy it is to stumble into one of those fire jets.



FIRE WORKS: Use a firebomb to scorch the earth and watch the enemies try and get you.



THE X FACTOR

Every so often you get the chance to ride a creature of some description. Very Golden Axe!

BIG BIRD

Why is it that videogame bosses always seem to be a larger version of something or other?

The first major challenge you come up against in this game takes the form of a huge eagle-like beast. The first time you face it you're guaranteed to use up a couple of continues, until you realise that it can only be attacked for the briefest of moments when it plunges its oversized beak into the ground.

XBM INFO

☒ Developer Xpec has created one other Xbox title called *Neverland Saga*. Only available in Japan it is an online card-based fighting game featuring the characters from the *Spectral Force* series.

to include fun features like a decent magic system and ride on creatures. In fact, at times this can feel like a bizarre lovechild of *Gauntlet* and *Golden Axe*.

Unsurprisingly, this title has managed to retain the inherent problem of both these arcade classics. Without exception the camera is incredibly annoying. In one-player you do not have the option to rotate it, which as you might imagine becomes annoying. However this pales in comparison to the problems faced in two-player or above – even the most mild-mannered nun would turn red-faced arguing with her mates whilst playing this.

Not being able to run off beyond the confines of the screen because another player is trying to step the other way in order to grab some rapidly fading gold is guaranteed to cause arguments. Then you've got the whole 'who needs the health?' question. Stalemate situations are far too common and frustrations levels run high on a regular basis. The question you have to ask yourself though, is whether or not all this is worth it for what boils down to a wholly average game?

BlackStone doesn't look anywhere near amazing, the gameplay quickly becomes repetitive and the music? Well let's just say that we wouldn't be surprised if it came from an album in the bargain bin at an open air market or perhaps even a New Age incense outlet. Yes there is some fun to be had here, but you'll probably get bored long before you unlock all the characters or see the final 26th level. There are better games to buy this month. **MIKE**



A KIND OF MAGIC: Collect a magic scroll and you can call upon it any time to set off a pretty display like this.

VERDICT

BLACKSTONE: MAGIC AND STEEL

SECOND OPINION

☒ It feels like we've caught in a time warp because *BlackStone* plays like one of those games that littered seaside arcades throughout the late Eighties. It is, to all intents and purposes, *Gauntlet* and a version of *Gauntlet* that hasn't particularly been brought up to date. Even the graphics hark back to an earlier age – not as far back as the Eighties but at least to the last round of home consoles. Consequently there is very little to enjoy here even in four player. Leave it alone.

NICK

ALTERNATIVELY

GAUNTLET: DARK LEGACY
Midway

☒ Give this a few minutes of your life and it'll make you appreciate the finer qualities of *BlackStone*.



XBM RATINGS

LOOKS
The average textures slapped all over the levels are counterbalanced nicely by some fairly decent magic and explosion effects.

SOUNDS
The music is guaranteed to make you reach for the mute button – not that you lose anything by ditching the sound effects.

GAMEPLAY
This can be fun for very short bursts of play but over long periods the game just becomes frustrating.

LONGTERM
There are lots of characters to unlock but that requires playing through it more than once. A real challenge!

Why we'd buy it	Why we'd leave it
⊕ Fun for short bursts	⊖ Annoying camera
⊕ Four-player	⊖ Repetitive gameplay
	⊖ Not as exciting as it should be
	⊖ Appalling music

Overall

We thought that this kind of game had died a long time ago. Apparently we were wrong.

5 OUT OF TEN

Can't wait? Don't wait!



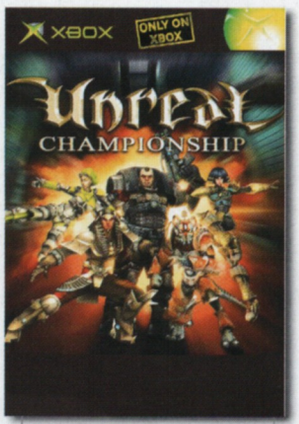
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THE GATEWAY TO GAMES

XBM INFO

☒ Developer Panther Software has also created another Xbox game called *Brave Knight: Lieveland Avenue*. Originally a Dreamcast title, it's sort of a dating simulation featuring lots of eager Japanese Manga girls!



1 BAD MEDICINE

☒ You begin the game with a health value of well under 100, but build up your characters enough and you can get some seriously massive damage bars. Of course, the opponents get tougher too!



DUNGEON A TO Z: Each level of the dungeon is a fair size but you do get a nice view-obscuring map that can be examined.



EVIL RESIDENT: For the most part the enemies you face look fairly average at best, but every so often you get one that looks the part.

INFORMATION

- ☒ **PUBLISHER** Xicat
- ☒ **DEVELOPER** Panther Software
- ☒ **GENRE** Adventure/Strategy
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1
- ☒ **DOLBY 5.1** No
- ☒ **WIDESCREEN** No
- ☒ **XBOX LIVE** No
- ☒ **WEBLINK** www.xicat.com
- ☒ **RELEASE DATE** 22 November



DEVELOPER HISTORY

☒ An almost *Gauntlet*-style four-player game only with a strong RPG influence. Expect it on an Xbox console near you very soon!



BLACKSTONE: MAGIC AND STEEL

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METAL DUNGEON

ANORAK AND WARM FLASK OF SQUASH NOT INCLUDED!

The very name 'dungeon' implies pain and suffering beyond the likes of which even daytime TV can offer. And suffering you will have when you play *Metal Dungeon* if you're not into this kind of thing – otherwise known as hard-core *D&D*-style RPG shenanigans.

There is no messing around in this game. The mutant cyborg story is practically non-existent, the training poor and the presentation minimal. You're pushed into the deep end before you even have a chance to suck in a breath. The idea is to create a team of characters and take them through ten randomly generated levels of *Metal Dungeon* building up stats, experience and so on as you go.

There is a niche market out there that loves this kind of game and at the moment this is the only one of its kind on the Xbox. Hopefully better will come because this game feels like it needs a lot more work. The character building can turn into an obsessive/compulsive disorder but the game looks awful and the turn-based battles (some of which are random) get very repetitive.

It really is a shame that more time and effort hasn't been put into *Metal Dungeon* because the Xbox needs a geek game like this one. As it is, only the most hardened fan would find enjoyment here and we can only recommend the door be locked and the key thrown away to this particular dungeon. **MIKE**

VERDICT

METAL DUNGEON

SECOND OPINION

☒ Going out to the hard-core! This really is the kind of game that will appeal to a small minority – a game about character building and exploration isn't going to rouse your average *Halo* lover much. It's not even much to look at. If the developers were hoping to tag a ride on *Final Fantasy*'s coat tails they should have included a decent plot, some memorable characters and more than a hint of majesty and beauty. As it is *Metal Dungeon* is a bland, lifeless RPG which is only going to appeal to the role-playing massive. Rave on!

NICK

ALTERNATIVELY

THE ELDER SCROLLS III: MORROWIND
Ubi Soft

☒ A fine free-roaming character-building RPG that is let down in the looks department.



XBM RATINGS

LOOKS
Bland repetitive textures house some average character models – not much of a display of power.

SOUNDS
The music is far from inspiring and the sound effects hardly do the magic spells or attacks any justice.

GAMEPLAY
The dungeons may be randomly generated but the game gets repetitive far too quickly.

LONG TERM
If you actually manage to get into the game there is a lot to do and you can spend many hours building your characters.

Why we'd buy it	Why we'd leave it
⊕ In-depth character creation	⊖ Looks awful
⊕ Lots to do if you can get the bug	⊖ Very repetitive
	⊖ Combat feels random

Overall

It looks like there's more than a just little rust in this *Metal Dungeon*. A rather disappointing effort on the whole, sadly.

5 OUT OF TEN



INFORMATION

- **PUBLISHER** Activision
- **DEVELOPER** Climax Brighton
- **GENRE** Racing
- **PRICE** £44.99
- **PLAYERS** 1-8
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.raceofchampions.com
- **RELEASE DATE** November

RALLY FUSION

A SLOW-BURNING RACER WITH NOTHING LIKE A SHORT FUSE...

DEVELOPER HISTORY

The finest bike racing game we've seen in a long time.



MOTO GP: ULTIMATE RACING TECHNOLOGY

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INTERVIEW
MOVIES





Whilst not being the most prophetic bunch of journos you'll ever meet, we at XBM reckon it's a fairly safe bet you've already read this issue's *Colin McRae 3* review. You're all excited about the new king of the rally genre, right? And you've now turned to this page and are asking yourself the question: Why? Why is Activision bothering to challenge the biggest rally franchise ever, and why the hell should I continue reading this review? Well, our blunt retort would be to read on, *Rally Fusion* has a lot more to offer than you may think...

In terms of controls and handling, *Rally Fusion* is not trying to emulate the hyper-real physics of *CM3*. That's not to say it eschews realism though: there are 20 licensed vehicles to pilot (from well-known manufacturers such as Audi, Porsche, Peugeot and Toyota), there's the real-life parallel circuit of Gran Canaria to race over, and the game is based partly on the little-known real event called the Race Of Champions; a tournament which gives drivers the world over a chance to go head-to-head (driving the same vehicle) in order to decide once and for all who is the best driver – the Champion Of Champions.

In fact, gradual (and extremely linear) progression through the game uncovers an incredible amount of in-game modes: Race of Champions is a head-to-head tournament raced on the brilliantly devised parallel circuit of Gran Canaria, which is conducted on a best-of-three knockout basis; Rally mode pits you against the clock across point-to-point courses; Rally Cross invites you to do the same but with rivals on the track; Circuit is fairly self-explanatory; Time Trial pits you against the clock; Hill

AIN'T THAT JUST GRAN!



No, we don't mean Turismo...

...we're talking about the parallel circuit in Gran Canaria. You and an opponent race on 'parallel' sides of a racetrack, crossing each other at certain points in the circuit but both covering the exactly the same ground before the finish. Why don't more rally games incorporate these? Now there's an idea...

TEETERING ON THE BRINK: If you ain't on the edge you taking up too much room. Or somink.

PARALLEL UNIVERSE: Parallel circuits are the way forward. Are you listening to us Activision?

XBM INFO

The French bloke who came down to show us *Rally Fusion* brought down a list of all his best times. We like it when developers get excited about their work.

THE X FACTOR

See what we mean about periodically dull trackside detail?









Climb offers a battle with the conditions and the clock; Hill Climb Extreme does the same but with on-track rivals; Checkpoint provides point-to-point arcade racing against the clock and opponents; Elimination sees four cars on track with one eliminated after each lap; Follow The Leader offers a variation where each driver has energy bars which go down depending how far you are from the front; Driving Challenge invites you to utilise your driving skills (reversing, slalom, etc); Relay means you have to change cars each lap; World Tour sees you racing all the Rally stages to beat the times of your rivals; and World Tour Extreme does the same but with your competitors racing alongside you.

Phew! Point made. *Rally Fusion* has scope. And so another question pops into your mind: What exactly has been sacrificed to accommodate this? The answer: A young girl, a goat and, unfortunately for Xbox owners, some technical proficiency. Track design just doesn't offer the innovation that it could have with little in the way of original features (bar the avalanche and occasional suicidal spectator) to get genuinely excited about.

So, harking back to our original point, *Rally Fusion* does have a lot more to offer than you may think, but sometimes the quality suffers as a consequence. Race fans should explore it though.

STU





ITS SNOW JOKE: This avalanche on the Hill Climb is the graphical high point.

VERDICT

XBOX

RALLY FUSION

XBM RATINGS

LOOKS
Lacks the polish of *McRae* and *RalliSport Challenge* but the damage and lighting are well handled.

SOUNDS
You can indulge in amusing (gradually more annoying) arguments with your co-driver and engine noise is fairly beefy.

GAMEPLAY
It may not be that technically impressive but the game is enjoyable and the parallel course in particular deserves praise.

LONGTERM
You read the review, didn't you? Then you'll know that the game has scope. If only it encouraged you to explore it a bit more.

SECOND OPINION

As arcade racers go *Rally Fusion* is a pretty decent stab at a good one. It does capture some of the spirit of the classic *SEGA Rally* an adds a load of bonus games into the mix as well. However, on some kind of hastily constructed XBM 'fun scale' it fails to reach the heady gameplay heights of *Colin McRae Rally 3*, even though Codemaster's title pertains to be a simulation. *Rally Fusion* is a fun, playable racer but is unlikely to satisfy your rally needs for long. Our advice is get it out on rental – it's worth a weekend of play but no more.

NICK

ALTERNATIVELY

RALLISPORT CHALLENGE
Microsoft
More fun than this but not as technically superb as our *Colin*.



Why we'd buy it	Why we'd leave it
Huge scope	Not impressive...
It's quite enjoyable	Visually or...
Parallel circuit	Technically
Avalanche on Hill Climb	Inca track sucks

Overall

Fuses arcade control and realism all right and delivers a racing game that is varied in scope and in depth. Just not an overly inspiring one.

7 OUT OF TEN

XBM INFO

Micro Machines has appeared on the NES, the SNES, the N64 and the PSone. This is its first outing on the Xbox.

1 SLIDE AWAY

Getting around the corners is a bit of a task at the best of times, and on water even more of a challenge. This is where the powerslide comes in – hold down the Left Trigger and she'll slip round like a greased-up kid on a waterslide.

2 SECRET WEAPONS

Dotted round are spinning coins, which get you power-ups. The boxing glove punches others off the track, and there are bazookas, fireballs, magnets and homing rockets.

3 BRINGING UP THE REAR

The guy in this boat is on the slippery slope to losing here. He needs to get ahead before he falls off the edge of the screen and loses another point.

INFORMATION

- **PUBLISHER** Infogrames
- **DEVELOPER** In-house
- **GENRE** Racing
- **PRICE** £44.99
- **PLAYERS** 1-4
- **DOLBY 5.1** Yes
- **WIDESCREEN** No
- **XBOX LIVE** No
- **WEBLINK** www.infogrames.co.uk
- **RELEASE DATE** November



EXCESSIVE SPEED AND A LACK OF TRACTION EQUAL A PILE OF BROKEN RACERS





MICRO MACHINES

DOES THIS ONCE POPULAR FRANCHISE NEED ANOTHER OUTING?

PUBLISHER HISTORY

Infogrames tends to publish games by external developers more often than games made in-house, and are more famed for the likes of *Driver* and *Stuntman*, than this slow-moving Survival Horror.



ALONE IN THE DARK: THE NEW NIGHTMARE

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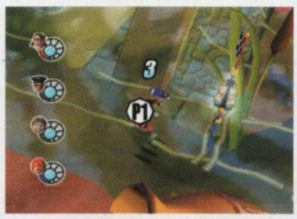
- EXTRA SCREENSHOTS
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Back in the days of the 32-bit console, *Micro Machines* looked pretty hot: they thrilled us with their unusual top-down view, amazed us with their bizarre racing to the edge of the screen, and provided a brilliant arena in which four mates could meet up and test their cornering skills whilst sitting uncomfortably close together on sagging sofas. But times change: consoles get beefed up, people start to want a controller all to themselves, and *MM* starts to look a bit like a very small dinosaur wearing a new hat.

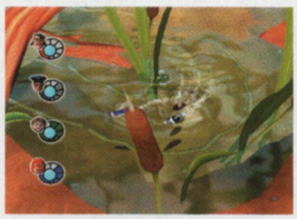
If you are unfamiliar with the *Micro Machines* manifesto, it's fully playable in one-player but is essentially designed for multiplayer gaming. You can choose one of eight brand-new characters and race on tracks drawn in environments where your car is the size of a penny racer, featuring obstacles such as giant rats, big old Connect Four games and ketchup bottles. The main object of the race is not to pass the finish line before anyone else, but to race your vehicle in very short bursts off the edge of the screen. If the leading vehicle gets a screen's length away from second racer, the leader wins one point and all of the vehicles reset. You race until a player has four won four of these mini battles, at which point they have won. As well as this traditional *Micro Machines* gaming style, Infogrames has

IN THE DRINK

The first level throws you straight in the deep end, giving you one of the hardest levels, the boat race, to control...



1 That's you, that is. Player one vs three other characters – if you're playing your mates, they all get little player numbers over their boats too.



2 That's it! Just keep going forwards, you'll get ahead...but unless you get your finger on that powerslide trigger pretty soon, you'll slide straight off the track. Learn quickly, friend.



3 This Frog messes with you. Not only is he pretty eye-catching, he comes right after a corner and if you hit him, you stop. If he doesn't get you that way, he can spin you off course.



4 Oh look, terrapins. Pretty little fellas eh? But This could really have done with starting you off on a ground-based track so you could get used to the speed and gameplay first.



BLOCKED UP: Virtually everything is an obstacle. Your course can be blocked by this pile of money, a puddle of ketchup and even rodents or insects.



THE LADY HAS BALLS: *MM* looks at the world from a different angle: here we see little cars dodging the legs of country hicks at a hoedown.

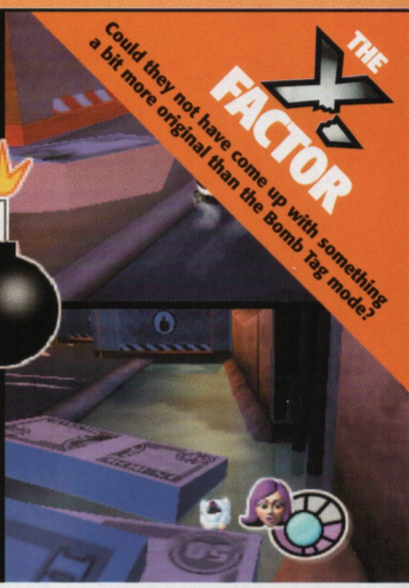
decided to add a more traditional split-screen, third-person view racing mode. This mode is certainly easier to race in, but it brings nothing to the racing genre that hasn't been seen already on many lesser consoles.

In the more traditional *Micro Machines* modes, the racing is fast and furious; the top-down view makes it impossible to see what lies ahead, and the twitchy handling (in mimicry of the handling of the original Micro Machines toys) makes rescuing bad cornering nigh on impossible and over-steering the norm. You can eventually get used to the handling of the cars, but the more challenging vehicles, the motorbikes and boats, add together excessive speed and a total lack of traction to equal a messy pile of broken racers and some very frustrated gamers.

The very things that has defined the franchise – it's top-down view and miniscule vehicles, are the very things that, sadly, make its appearance on the Xbox incongruous. Heralded as the future of gaming, the Xbox is now showing that it can just as easily step back in time and run a game which carved out a niche market when it appeared on the PlayStation with very few changes, while trying to pass it off as a necessary update. The arenas you race in are fairly detailed but there is nothing in the graphics which will impress the gamer whose life has been touched by the likes of *Halo* and *Project Gotham*, and the reduced proportions of the cars do nothing to make them look like much more than tiny piles of coloured pixels. **NERYS**







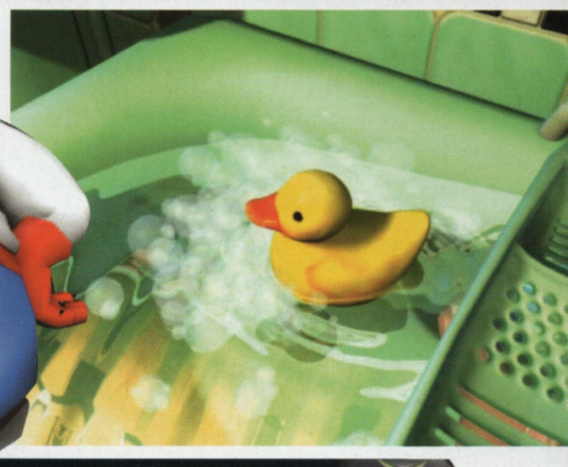
THE X FACTOR

Could they not have come up with something a bit more original than the Bomb Tag mode?

XBM INFO

This is the first time that Infogrames has had a bash at the *Micro Machines*, having brought the license off Codemasters.





VERDICT

XBOX

MICRO MACHINES

XBM RATINGS

LOOKS
Micro appeal for a Maxi console. The teeny-tiny look is set to disappoint gamers looking for stunning visuals.

SOUNDS
The high humming engines are appropriate but somewhat irritating, and the voiceovers are humourless and more irritating.

GAMEPLAY
MM's stop-start racing is the thing which makes it awkward to play. All the other modes are not very well done, standard racing modes.

LONGTERM
Micro Machines gains in the long term due to it multiplayer facets. The fact you can play with four mates in various modes is a big bonus.

SECOND OPINION

Micro Machines is a game that's going to get older gamers interested. Brilliant on the MegaDrive and SNES it was, at the time, cutting edge stuff – with the focus firmly on n racing. Today, however, *Micro Machines* is too long in the tooth to cut it, too basic, too stuck in its old ways. And it has even lost some of the edge that it had back in the day. It has lost that element of fun that made it so addictive. Somewhere along the development conveyor belt it became a poor imitation of itself. Stay well clear.

NICK

Why we'd buy it	Why we'd leave it
+ Traditional *Micro Machines* action	– Fragmented racing style
+ Fast-paced racing	– Split screen in four-player
+ Vehicles for different terrain	– Awkward camera angles
+ New GP mode	– Unimpressive environments

ALTERNATIVELY

FUZION FRENZY
Microsoft
Offers some four-player gaming, even if it's not 'fun' in the truest sense of the word.



Overall

What was a stroke of brilliance on the PSone now looks outdated on the Xbox. Will only appeal to fans of the original, and then, only to soil the memory.

5 OUT OF TEN



INFORMATION

- ☒ **PUBLISHER** Activision
- ☒ **DEVELOPER** Raven Software
- ☒ **GENRE** First/Third-person shooter
- ☒ **PRICE** £44.99
- ☒ **PLAYERS** 1-4
- ☒ **DOLBY 5.1** Yes
- ☒ **WIDESCREEN** No
- ☒ **XBOX LIVE** No
- ☒ **WEBLINK** www.lucasarts.com
- ☒ **RELEASE DATE** Out Now

JEDI KNIGHT II: JEDI

WILL LUCASARTS GIVE US THE STAR WARS GAME THAT THE LICENSE DESERVES? NAH...

DEVELOPER HISTORY

☒ Poor follow up to an average space and ground-based shooter. The addition of Force Powers didn't do the game any favours either... Yet another example of how not do a *Star Wars* game...



JEDI STARFIGHTER



XBOX.TOTALGAMES.NET

TOTAL GAMES.net XBM

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES

Halo set in the *Star Wars* universe – that's what we want. Imagine it: Battles on Tatooine, Endor and in the Death Star, fighting against Tuskan Raiders and Stormtroopers, riding on Speeder Bikes, some clever AI, brilliant level design and an interesting story that ties in nicely with the *Star Wars* films. Not too much to ask for is it? Well, apparently it is because what we've got here is less *Halo* and more *Turok Evolution*. Oh dear.

Set sometime after the end of *Return of the Jedi*, *Jedi Knight II* sees you assume the role of Kyle Katarn – erstwhile Alliance fighter and ex-Jedi. After the fall of the Empire a new threat to the New Republic has arisen in the shape of some more of those evil Sith dudes. Guess what? It's up to you to investigate and take 'necessary steps'.

Don't get too excited because this is not going to worry Bungie in the first-person shooter stakes. *Jedi Knight II* is little more than your average shooter –

THE X-FACTOR

Run away! After the outstanding AI of the enemies in *Halo* this'll come as something of a shock – enemies in *Jedi Knight 2* have two modes of 'intelligence' – they either run directly toward you or walk backwards.



CLONE BORES

Here's something for the Star Wars trainspotters out there. Many of the famous locations from the Star Wars films can be found and explored in Jedi Knight 2. Shame they're all so empty...

BESPIN

Or more precisely, Cloud City. Lando's is well and truly gone but the city is being overrun by gangsters. Better sort them out then...



YAVIN 4

The moon on which the Rebel forces' base was located at the end of A New Hope. Location of an ancient Jedi Temple and the command room from A New Hope.



IN SHORT JEDI KNIGHT 2 IS A LET DOWN BOTH IN TERMS OF INSPIRATION AND BASIC GAME DESIGN



I'M A CELEBRITY: A few famous faces crop up from time to time. Sadly, this is not C3-PO, rather a cheap imitation.



STOOPID TROOPERS: We're not sure if Stormtroopers are really this dumb... Their attacks are limited to 'run towards player' or 'run away from player'.



XBM INFO

☒ LucasFilm has just announced an IMAX version of *Attack of the Clones*. Check with your local theatre for details.

OUTCAST

collect the weapons, shoot the bad guys, hit a few switches and, well, that's about it. We wouldn't object to this if it was done well, but it's not.

Playing a Jedi you get to use Force powers – you can push, pull, jump and mind trick your way around the famous and not-so-famous *Star Wars* locales. Curiously (for an agent of the Light Side) you also get to use some of the Dark Side powers like lightning and the one that Vader was so fond of, a throat-choking grip. Okay, so it may not be 'correct' but you can have a lot more fun with the dark stuff.

You also get to use a lightsaber (cue the inevitable comparisons with *Obi-Wan*) but even this potentially game-enhancing feature hasn't been implemented properly. There's no lock-on feature so fighting other Jedi is a completely random affair – success is more down to hitting the 'swing ya' lightsaber button quicker than your opponent does.

As a first-person shooter *Jedi Knight II* is a pretty bad game. Enemies are stupid, the levels are unnecessarily sprawling (and therefore seem very empty) and the game has a habit of making you wander around aimlessly for ages trying to work out where you need to go next. And all this when our expectations were high that this could be the one *Star Wars* game to restore our faith in the license.

The beauty of *Star Wars* is that it's a wonderful playground for a fertile imagination. The problem for almost every *Star Wars* game ever released is that they are not. Is it because seeing the workings of Lucas' deliberately ambiguous universe is always going to be a disappointment? Maybe not – if the imaginations of the game designers could live up to the creator's. In short, *Jedi Knight II* is a letdown both in terms of inspiration and basic game design. This simply doesn't cut it any more.. **NICK**

VERDICT

XBOX

JEDI KNIGHT 2: JEDI OUTCAST

SECOND OPINION

☒ When will they learn? More to the point, when will we learn? There probably isn't going to be a *Star Wars* game that can live up to what we expect. So *Jedi Knight II* again got the old hearts pumping for a moment before it pierced a rusty old dagger in. It's a by the numbers affair as you plod through location after location, killing Stormtroopers who are guarding switches which open up other areas with Stormtrooper guarding, er, switches. Get to the end and frustration of epic proportions awaits in the final battle. Angry? You will be...

DAN

ALTERNATIVELY

OBI-WAN
Activision
☒ More lightsaber-wielding action, similar problems.



XBM RATINGS

LOOKS
Rough. Like a rushed port of a PC game. Lacks the graphical finesse of games designed specifically for Xbox.

SOUNDS
It's hard to find fault with the *Star Wars* music and sound effects but the voice acting leaves a lot to be desired.

GAMEPLAY
It may have been out on PC for only a short while but this brand of first-person shooting is really beginning to feel very old fashioned.

LONG TERM
Loads of missions but will you play through them all? The multiplayer game is very basic.

Why we'd buy it	Why we'd leave it
⊕ It's *Star Wars* (heard that before?)	⊖ Lightsaber control is haphazard
⊕ Force powers	⊖ Looks ropey
	⊖ Stupid enemies
	⊖ Empty levels

Overall

A barren, invention free game with only the *Star Wars* license to make it stand out from the likes of *Turok* and *Agent Under Fire*. Stick to *Halo*.

6 OUT OF TEN



THE UK'S PREMIER UNOFFICIAL MAGAZINE FOR XBOX GAMING

DATABASE

A COMPLETE GUIDE TO ALL THE XBOX GAMES

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.



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."
Blade 2	Activision	12	5	"A game that gets very tiresome after just a few vampire executions."
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."
Deathrow	Ubi Soft	12	3	"A valiant attemp' at introducing a new kind of sport."
Eggo Mania	Kemco	12	4	"Decent idea, average execution. This is not a puzzle masterpiece."
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."
FILA World Tour Tennis	THQ	12	4	"Tennis is about skill and cunningly placed shots – not random play!"
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."
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."

GAME	PUBLISHER	ISSUE	SCORE	WE SAID
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."
Myst III: Exile	Ubi Soft	12	7	"This game is the very definition of niche! Few gamers are likely to enjoy."
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!"
Need For Speed: Hot Pursuit 2	EA	12	4	"You'd have more fun trying to jumpstart that old Morris Minor in your parent's garage."
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."
Quantum Redshift	Microsoft	12	7	"The kind of game that's great if your mate buys it."
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."
Rocky	Rage	12	8	"A license this big usually spells disaster but this game shows what is possible."
SEGA Soccer Slam	SEGA	12	8	"The hard-core footy fan may scowl but arcade fans will love it."
Shadow Of Memories	Konami	12	7	"A unique title worth checking out if you're after something different."
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."
Tetris Worlds	THQ	12	4	"This is a classic that has been done far too many times to make this more than pointless."
The Thing	Vivendi	11	7	"New twists on the survival horror genre but isn't exploited to its full potential."
TimeSplitters 2	Eidos	12	9	"A massive improvement over the original, *TS2* is a blast to play alone or with mates."
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 Snowboarding	Atari	12	8	"A seriously intense arcade snowboarding experience that should not be missed."
TransWorld Surf	Atari	4	6	"The waves look cool but it 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."

*GAMES REVIEWED THIS ISSUE DO NOT APPEAR IN THE DATABASE

BEST PLATFORMER

JET SET RADIO FUTURE

JSR games are incredibly addictive to play and this is no exception.



BEST RACING

PROJECT GOTHAM RACING

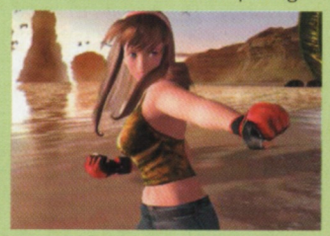
It's been around for ages but *Gotham* still makes for the best racing on Xbox.



BEST BEAT-'EM-UP

DEAD OR ALIVE

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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2	HOLLY VALANCE - DOWN BOY	10612
3	AVRIL LAVIGNE - COMPLICATED	10197
4	IKV GOTTI PRESENTS - DOWN 4 U	10005
5	PINK - JUST LIKE A PILL	10615
6	JAKATTA FEAT SEAL - MY VISION	10616
7	OASIS - LITTLE BY LITTLE	10433
8	ATOMIC KITTEN - THE TIDE IS HIGH	9670
9	JOHN OTWAY - BUNSEN BURNER	10764
10	BUSTED - WHAT I GO TO SCHOOL FOR	10203
11	LEANNE RIMES - LIFE GOES ON	10267
12	EVE/ALICIA KEYS - GANGSTA LOVIN'	10661
13	EMINEM - CLEANING OUT MY CLOSET	10611
14	FEEDER - COME BACK AROUND	10487
15	IAN VAN DAHL - TRY	10765
16	DIRTY VEGAS - DAYS GO BY	10766
17	SCOOTER - NESSAJA	10541
18	NO DOUBT - UNDERNEATH IT ALL	10767
19	SARAH WHATMORE - WHEN I LOST YOU	10177
20	LIBERTY X - GOT TO HAVE YOUR LOVE	10153

TONE OF THE WEEK
DOWN BOY - HOLLY VALANCE — CODE 10612

CLASSIC TONES

Knightrider	0204	The Simpsons	9130	Dambusters	5061
Indiana Jones	0199	Get Carter	5425	Halloween	0065
Pulp Fiction	4860	Italian Job	4856	The Muppets	0099
Only Fools & Horses	6152	The A-Team	4847	Great Escape	3548
BBC Cricket	4850	Magnificent 7	4826	Eye Of The Tiger	4852
Joe 90	5317	Magic R/about	4690	Beverly Hills Cop	0013
Benny Hill	0166	Winnie The Pooh	6179	Banana Splits	5316
		James Bond	0025	Rainbow	4861
		Hawaii 5-0	4855	Mission Impossible	0094

CHART TOPPERS

It Wasn't Me - Shaggy	3705
Uptown Girl - Westlife	3719
Pure & Simple - Hear Say	3729
What Took You So Long - Emma Bunton	3751
Survivor - Destiny's Child	4280
It's Rainin' Men - Geri Halliwell	4455
Don't Stop Movin' - S Club 7	3764
Do You Really Like It - DJ Pied Piper	4640
Angel - Shaggy Feat. Rayvon	4633
Lady Marmalade - C. Aguillera	4766
The Way To Your Love - Hear Say	4650
Another Chance - Roger Sanchez	5213
Eternal Flame - Atomic Kitten	5322
21 Seconds - So Solid Crew	5390
Lets Dance - Five	5399
Too Close - Blue	5502
Mambo No.5 - Bob The Builder	5571
Hey Baby - DJ Otzi	5767
Can't Get You Out Of My Head	5536
Because I Got High - Afroman	5603

THIS WEEK'S SUPATONES

	CODE
Come Into My World - Kylie	10671
Unbreakable - Westlife	10684
Dilemma - Nelly & Kelly	10183
Sticking With You - Hyundai Advert	10592
New Direction - S Club Juniors	10436
Elvis Vs Jxl - A Little Less Conversation	8688

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NEW RELEASES

Unbreakable - Westlife	10684
Mi Genie - Lucrecia	10676
Zephyr Song - Red Hot Chili Peppers	10762
Dilemma - Nelly & Kelly	10183
Bust it - Natalia	10426
Check The Meaning - Richard Ashcroft	10427
Downfall - Trust Co	10428
Do You See The Light - Snap vs Plaything	10060
Fairytale - Sharon Louise Geddis	10429
Fall At Your Feet - Crn2 Feat Lisa Law	10430
Help Me - Timo Maas Feat Kelis	10431
It's Just Porn Mom - Trucks	10432
Live Is Life - DJ Otzi	10434
Love And Evil - Jean Jacques Smoothie	10435
New Direction - S Club Juniors	10436
No Panties - Trina	10437
Out Of The City - 2 Heads	10440
Phunk Phoollin - Kerphunk Feat Lulu	10441
Shut Your Mouth - Garbage	10442
So Real - Harry	10443
The Scientist - Coldplay	10453
The Theme - Jurgen Vries	10446
Touch Me Tease Me - 3SL	10424
Virginia - The Jeevas	10447
Wavy Gravy - Sasha	9700
Whatever Happened - BMRC	10448
2 Way - Rayvon feat Shaggy	9389

OLD SKOOL

Mr Wendal - Arrested Development	6679
There's Nothing Like This - Omar	6620
Out Of Space - Prodigy	6425
Fools Gold - Stone Roses	6420
Pump It Up - Elvis Costello	8177
Insanity - Oceanic	6523
Everybody Be Somebody - Ruffneck	6674
I'm Gonna Get You - Bizarre Inc	6521
Funky Bass	6440
Show Me Love - Robin S	6439
Naked In The Rain - Blue Pearl	6436
Finally - Ce Ce Peniston	6433
Good Life - Inner City	6423
Back By Dope Demand - King Bee	6432
Now That We've Found Love - Heavy DBoys	6614

POP TONES

Unchained Melody - Gareth Gates	7339
Take My Hand - Dido	7220
Whenever Wherever - Shakira	7205
World Of Our Own - Westlife	6965
In Your Eyes - Kylie	6629
Footsophy - Jamiroquai	6744
You - S Club 7	6831
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It's Ok - Atomic Kitten	8699
Escape - Enrique Inglesias	8513
Ain't It Funny - Jennifer Lopez	7662
A New Day Has Come - Celine Dion	7634
On The Radio - Nelly Furtado	6437
Gone - N-Sync	6435
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You're Not Alone - Michael Jackson	6407
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Road Rage - Catatonia	6322
Everybody's Talkin' - Beautiful South	6361
Common People - Pulp	6315
Sunny Afternoon - The Kinks	6259
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No More Drama - Mary J Blige	7708
Fly By - Blue	7322
The World's Greatest - R Kelly	6633
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Livin' It Up - Ja Rule	6270
Bootylicious - Destiny's Child	5323
Full Moon - Brandy	8885
Kiss Kiss - Holly Valance	8139
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Butterflies - Alicia Keys	7938
U-Turn - Usher	7812
Shoulda Woulda Coulda - Beverly Knight	7364
What About Us - Brandy	6635
Be With Me - Mis-teeq	6624
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Dance For Me - Mary J Blige	6552
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Lately - Samantha Mumba	6344
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Sexual Revolution - Macy Gray	6216
You Give Me Something - Jamiroquai	6127
I'm Real - Jennifer Lopez	5990
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Whiter Shade of Pale - Procul Harum	5301
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I've Got You Under My Skin - F Sinatra	4775
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Hotel California - The Eagles	5318
I Will Survive - Gloria Gaynor	0201
Money Money Money - Abba	5358
Nights In White Satin - Moody Blues	5300
No Woman No Cry - Bob Marley	5789
Sailing - Rod Stewart	5294
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They Call It The Blues - E. John	5398
Imagine - John Lennon	5299
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Kingston Town - UB40	5469
Going Underground - The Jam	8888
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Tubular Bells - Mike Oldfield	0159
Kinky Afro - Happy Mondays	7270
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Love A Bad Name - Bon Jovi	7611
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Good Enough - Dodgy	6946
Design For Life - M/S Preachers	6939
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Whippin Picadilly - Gomez	6683
Always - Bon Jovi	6401
Walk On - U2	6241
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Triple H	3482
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Missing You - Puff Daddy	1584
Slim Shady - Eminem	1515
Ugly - Bubba Sparxx	6168
Woo Haa - Busta Rhymes	8195
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The Way I Am - Eminem	1579
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Chefs Song - The Muppets	10590
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Sticking With You - Hyundai	10592
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Trigger Happy TV - Theme	10595
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Hey Jude - (chorus)	3463
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Beethoven's 5th Symphony	5341
Bolero - Ravel	0024
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Für Elise - Beethoven	5342
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It's A Long Way To Tipperary	6481
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Resurrection - PPK	6449
Hey Baby - DJ Otzi	5767
Turn Off The Light - Nelly Furtado	5441
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Castles In The Sky - Ian Van Dahl	5273
Eternity - Robbie Williams	5270
Heaven Is A Halfpipe - OPM	5215
Eternal Flame - Atomic Kitten	5322
Purple Hills - D12	5271
Perfect Gentleman - Wyclef Jean	5272
Smoke On The Water - Deep Purple	0134
Clint EastWood - Gorillaz	3721
Changes - 2PAC	0294

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T-MOBILE - TEXT R MELODY + the code number to 89133

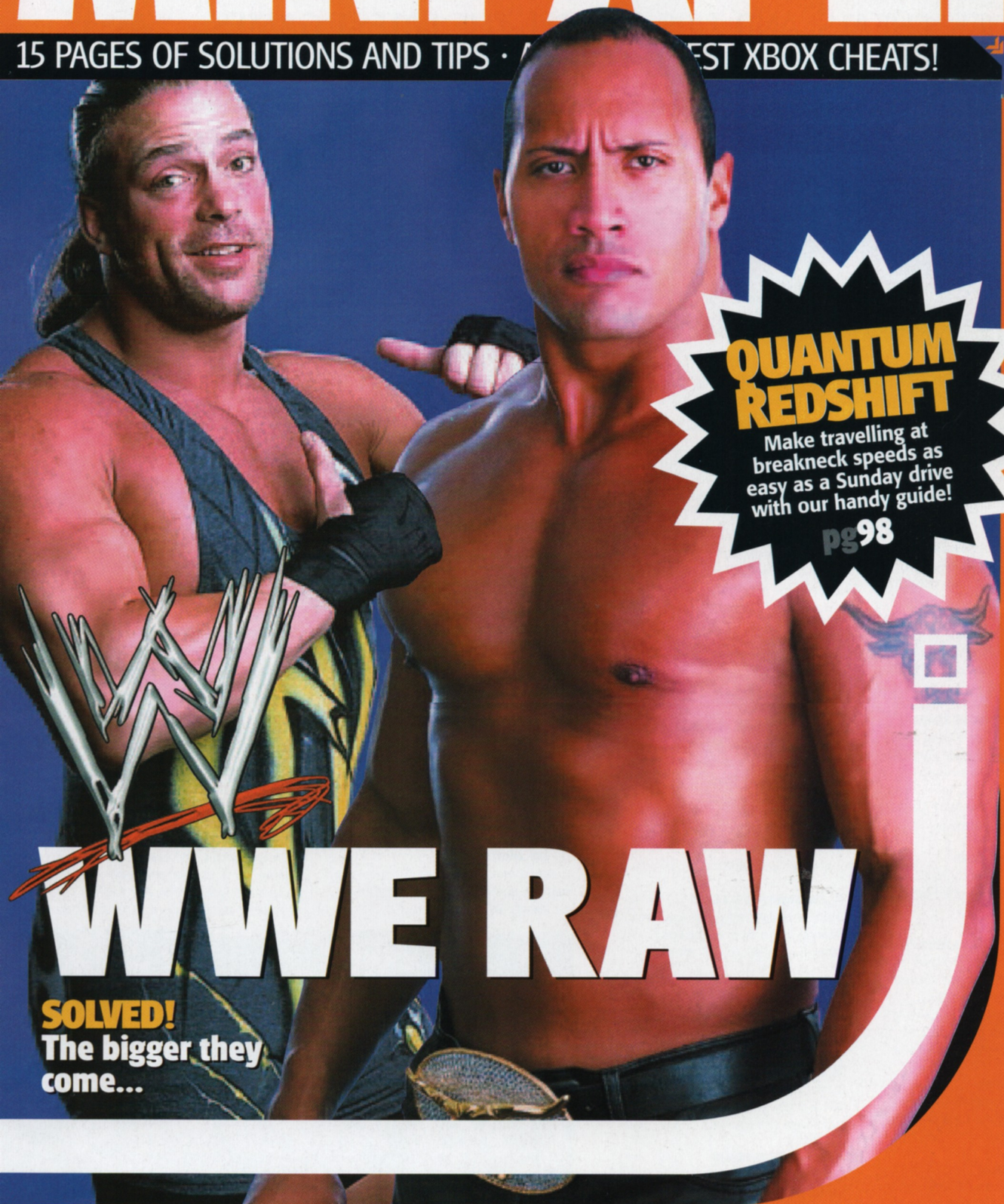
RECENT FAVOURITE HITS

Scooter - The Logical Song	9422
Eminem - Without Me	9015
Ja Rule - Livin' It Up	6270
Blazin' Squad- Crossroads	10397
Nelly - Hot In Here	8972
Ashanti - Foolish	9302
P Diddy - I Need A Girl	9746
D12 - Purple Hills	5271
UB40 - Kingston Town	5469
Prodigy - Out Of Space	6425

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QUANTUM REDSHIFT

Make travelling at breakneck speeds as easy as a Sunday drive with our handy guide!

pg98

WWE RAW

SOLVED!
The bigger they come...

CHEATS



SEGA SOCCER
All the codes pg102



KELLY SLATER'S PRO SURFER
Vital phone numbers pg97



BUFFY THE VAMPIRE SLAYER
Take out the trash pg97



SEGA GT
Need speed? pg108



HITMAN 2
Become a god pg97

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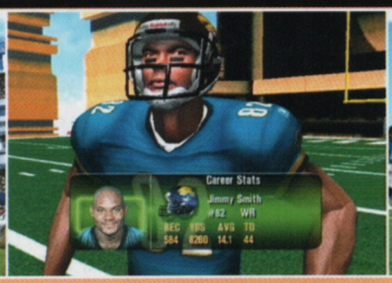
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NFL FEVER 2003









☒ **1964 CLEVELAND BROWNS TEAM**
Create a profile and enter 'Bigrun' as a name. Alternately, complete the Kicking Drills in Training Camp mode to unlock the 1964 Cleveland Browns in Single-player mode.

☒ **1967 GREEN BAY PACKERS TEAM**
Create a profile and enter 'Cheese' as a name. If you entered the code correctly, a message will appear.

☒ **1972 DOLPHINS TEAM**
Create a profile and enter 'Perfect' as a name. If you entered the code correctly, a message will appear.

☒ **1977 DALLAS COWBOYS TEAM**
Create a profile and enter 'Thehat' as a name. If you entered the code correctly, a message will appear. Alternately, complete the Running Drills in Training Camp mode to unlock the 1977 Dallas Cowboys in Single-player mode.

☒ **1978 STEELERS TEAM**
Create a profile and enter 'Curtain' as a name. If you entered the code correctly, a message will appear.

☒ **1983 LOS ANGELES RAIDERS TEAM**
Create a profile and enter 'Outlaws' as a name. If you entered the code correctly, a message will appear. Alternately, complete the Tackling Drills in Training Camp mode to unlock the 1983 Los Angeles Raiders in Single-player mode.

☒ **1985 BEARS TEAM**
Create a profile and enter 'Sausage' as a name. If you entered the code correctly, a message will appear.

☒ **1989 49ERS TEAM**
Create a profile and enter 'Empire' as a name. If you entered the code correctly, a message will appear.

☒ **1993 COWBOYS TEAM**
Create a profile and enter 'Lonestar' as a name. If you entered the code correctly, a message will appear.

☒ **1996 GREEN BAY PACKERS TEAM**
Create a profile and enter 'Green' as a name. Alternately, complete the Passing Drills in Training Camp mode to unlock the 1996 Green Bay Packers in Single-player mode.

☒ **1998 BRONCOS TEAM**
Create a profile and enter 'Milehigh' as a name. If you entered the code correctly, a message will appear.

☒ **CHROMIDES TEAM**
Create a profile and enter 'Regulate' as a name. If you entered the code correctly, a message will appear.

☒ **COMMANDOS TEAM**
Create a profile and enter 'Camo' as a name. If you entered the code correctly, a message will appear.

☒ **COWS TEAM**
Create a profile and enter 'Milk' as a name. If you entered the code correctly, a message will appear.

☒ **CREAMPUFFS TEAM**
Create a profile and enter 'Cakewalk' as a name. If you entered the code correctly, a message will appear.

☒ **CROCS TEAM**
Create a profile and enter 'Crykie' as a name. If you entered the code correctly, a message will appear.

☒ **DA RULAHS TEAM**
Create a profile and enter 'Tut' as a name. If you entered the code correctly, a message will appear.

☒ **ERUPTION TEAM**
Create a profile and enter 'Lava' as a name. If you entered the code correctly, a message will appear.

☒ **FIREMEN TEAM**
Create a profile and enter 'Blazer' as a name. If you entered the code correctly, a message will appear.

☒ **GLADIATORS TEAM**
Create a profile and enter 'BigBack' as a name. If you entered the code correctly, a message will appear.

☒ **HACKERS TEAM**
Create a profile and enter 'Axemen' as a name. If you entered the code correctly, a message will appear.

☒ **KING COBRAS TEAM**
Create a profile and enter 'Venom' as a name. If you entered the code correctly, a message will appear.

☒ **SAMURAI TEAM**
Create a profile and enter 'Slasher' as a name. If you entered the code correctly, a message will appear.

☒ **SKELETONS TEAM**
Create a profile and enter 'Stone' as a name. If you entered the code correctly, a message will appear.

☒ **SOLDIERS TEAM**
Create a profile and enter 'Helmet' as a name. If you entered the code correctly, a message will appear.

☒ **COMMANDOS STADIUM**
Create a profile and enter 'Barracks' as a name. If you entered the code correctly, a message will appear. Alternately, complete 25 seasons in Dynasty mode.

☒ **TUMBLEWEED STADIUM**
Create a profile and enter 'Dustbowl' as a name. If you entered the code correctly, a message will appear. Or complete 15 seasons in Dynasty mode.

☒ **PANSIES STADIUM**
Create a profile and enter 'Flowery' as a name. If you entered the code correctly, a message will appear. Alternately, complete 20 seasons in Dynasty mode.

☒ **PYRAMID STADIUM**
Create a profile and enter 'Sphinx' as a name. If you entered the code correctly, a message will appear. Alternately, complete five seasons in Dynasty mode.

☒ **SAMURAI STADIUM**
Create a profile and enter 'Warrior' as a name. If you entered the code correctly, a message will appear. Alternately, complete ten seasons in Dynasty mode.







KELLY SLATER'S PRO SURFER

☒ ALL BOARDS
Enter this on your cell phone at the cheat screen: 619 555-4141

☒ ALL LEVELS
Enter this on your cell phone at the cheat screen: 328 555-4497

☒ FIRST-PERSON MODE
Choose Cheats from the Extras menu and enter the following number on the cell phone:
877 555-3825
During gameplay you can change your view in Camera Settings under the Options menu.

☒ FREAK
Enter this at the cheat screen on your cell phone: 310 555-6217

☒ HIGH JUMPS
Enter this at the code screen on your cell phone: 217 555-0217

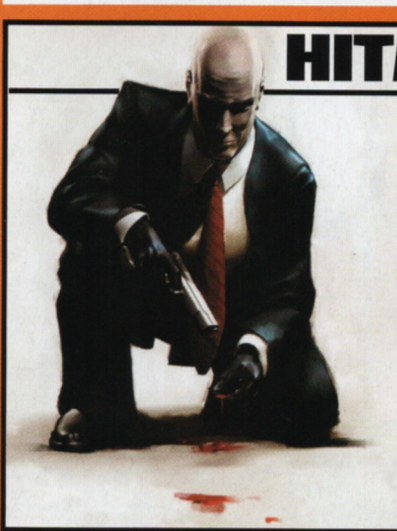
☒ MAX STATS
Enter this at the code screen on your cell phone: 212 555-1776

☒ MEGA CHEAT
Enter this at the cheat screen on your cell phone:
714 555-8092

☒ PERFECT BALANCE
Enter this at the code screen on your cell phone:
213 555-5721

☒ TRIPPY
Enter this number at the cheats screen on your cell phone:
818555-1447

HITMAN 2: SILENT ASSASSIN



☒ GOD MODE
During play press R, L, ↑, ↓, A, R, L, ●, ○

☒ ALL WEAPONS OPEN
During play press R, L, ↑, ↓, A, ↑, X, A

☒ COMPLETE HEAL
During play press R, L, ↑, ↓, A, ↑, ↓

☒ SLOW MOTION
In play press R, L, ↑, ↓, A, ↑, L

☒ GRAVITY
In play press R, L, ↑, ↓, A, L, L
(Leaves all corpses floating in midair)

☒ PUNCH MODE
During play press R, L, ↑, ↓, A, ↑, ↑

☒ BOMB MODE
During play press R, L, ↑, ↓, A, ↑, ○

☒ MEGAFORCE
During play press R, L, ↑, ↓, A, R, R (Restart the level in order to get rid of the effects)

☒ NAILGUN MODE
During play press R, L, ↑, ↓, A, ○, ○
(This mode pins enemies to walls)

BUFFY

Enter these codes in the Extras Menu to hear a zombie noise...

☒ SLAYER POWER:
Y x3, ● x3, Y, ○, ● x2, ○, Y.

☒ INFINITE HEALTH:
Y, ○, ● x2, ○, Y, ● x3, Y x3

☒ ARENA MODE:
Y x2, ○, ● x2, Y x5, ○, ●

Note: Select any of the four Arenas that appear. Other players can control the enemies summoned by pressing Start.

☒ DARK BUFFY (ARENA MODE):
●, ○, Y x2, ● x2, ○, ● x2, ○, ● x2, ○, ● x3, ○ x2.

☒ MULTIPLAYER IN STORY MODE
Enter the Four Arenas cheat, then enter any Arena and immediately quit. Return to the main menu and Load a saved game. When you approach a character, press Start on controller 2: you can now control that character! If several characters are on screen, press s repeatedly to scroll through them. To deactivate the character, press Back.





QUICK TIPS

CHECK OUT THESE HANDY HINTS...



☒ FELLOWSHIP OF THE RING

INFINITE AMMO & INFINITE RING USE
Enter the codes quickly while standing still. Infinite Ring Use only works for Frodo.

INFINITE AMMO:
X, B, Y, A, X, B

INFINITE RING USE:
Y, B, A, B, Y, X

You'll see a message stating that the code was enabled if you enter it correctly.

INFINITE HEALTH
Enter this quickly while you're standing still:
Y, A, X, B, A, Y



☒ ROBOTECH: BATTLECRY

INVINCIBILITY
To get invincibility in Story mode:
1. Start Training.
2. Select 'Fighter Training'.
3. Destroy two of the targets.
4. Quit the Mission.
5. Go back to Story mode and select any mission. You will now be invincible.



☒ CHASE

'RIDE ON'
Unlocks all cars and the race challenge

'BAM4FUN'
Unlocks the first 2 challenge levels and all 3 multiplayer levels

'ACTION STAR'
Unlocks all scenes

'DARE ANGEL'
Unlocks all of the above

'EVAN DANNA'
(same as Dare Angel)

INFORMATION

QUANTUM REDSHIFT

PUBLISHER	MICROSOFT
DEVELOPER	CURLY MONSTERS
GENRE	RACING
PRICE	£44.99
PLAYERS:	1-4

XBOX.TOTALGAMES.NET

WIPE OUT YOUR OPPONENTS WITH A LITTLE ADRENALINE-FUELLED HELP FROM THE XPERTS AS WE UNLOCK EVERY CHARACTER AND TEAR APART ALL THE DIFFICULTY SETTINGS...

QUANTUM REDSHIFT







COME FLY WITH ME...



WARNING

When an enemy craft is targeting you (or if they have already fired a missile) a target warning will appear on screen. As soon as this flashes up, activate your shield to protect yourself from a critical blow. Alternatively, if you don't have a shield but weapons instead, brake hard so that the attacker roars past you and then use this opportunity to fire a missile at him, thus turning the tables.

I SEE YOU

Remember to keep your eye on your opponents at all times, especially when overtaking as they'll attempt to block your path. Should you accidentally bump into them, this will only give them a boost and slow you down (almost to a halt).

OFF COURSE

Although the side of the track is accessible, flying onto this and off the main track will dramatically slow your craft down, giving your opponents a perfect chance to get ahead of you.

TURBO

Keep an eye on your turbo meter at the top of your speedometer. After passing certain checkpoints, you'll be awarded with extra turbo, which is essential for winning the later races in the game.

CARTOGRAPHER

The map may only be small but you can effectively use this to track other players, whether they are behind or in front of you. Although too small to tell which side of you they are creeping up on, you can prepare yourself for attacks and get your shields ready.

THE BASICS

Controlling your craft is not as simple as it initially looks. As you have no wheels you must rely on thrusters to boost you along the track, which causes you to drift as you take corners and avoid missiles. Thankfully we have some top tips to help you stay on track and fly into first every time!

CORNERING

When cornering at a moderate speed, you shouldn't need to worry too much about braking. However, at high speed (especially on the harder difficulty settings) the speed at which you'll hit all the corners will be far too fast for your craft to be able to get around untouched. Using the air brake just before turning will slow your craft enough for it to make the bend without hitting the barriers. This diagram will help you navigate those bends at maximum speed...

1 With the accelerator firmly pressed down, head for the corner at maximum speed.

2 Quickly tap the air brake so that you slow down slightly (not too much, you don't want to bring yourself to a halt) and turn into the bend using the drift to take you around the corner.

3 As you come out of the corner you can slam down the accelerator, releasing the air brake.

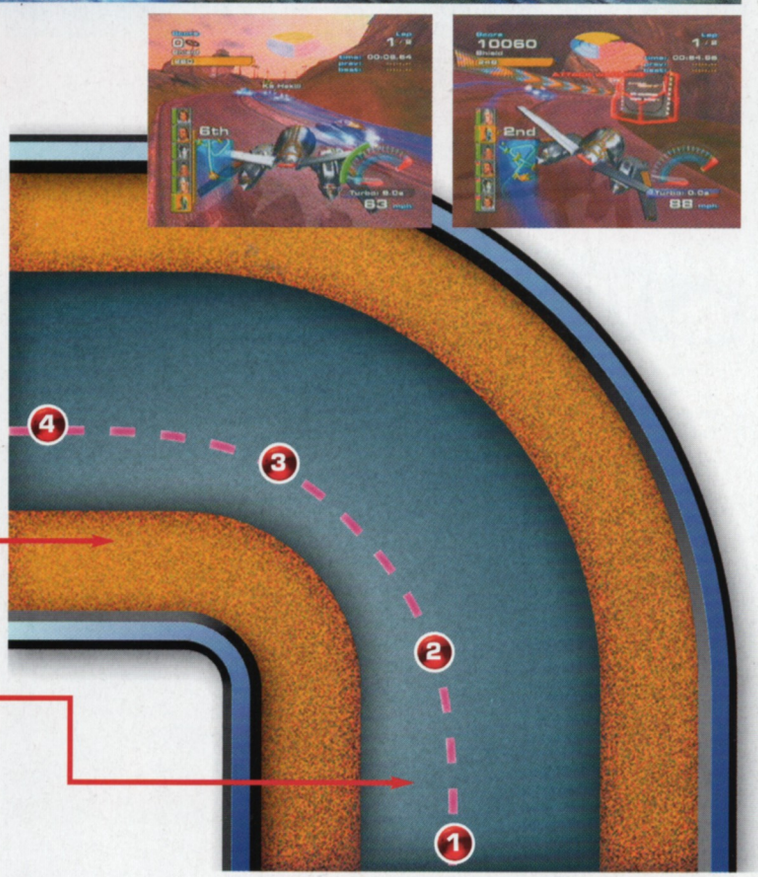
4 Continue at top speed, making sure to have your shield ready, as most opponents will try to attack you as they emerge from the corner behind you.

DIRTY DRIVING

Driving just off the track, on the dirt or grass etc, is an excellent way to slow down slightly as you're taking the corners.

STAY ON TARGET

The track is obviously the best place to stay at all times, as this is where you can achieve maximum speed. Stray off course and the rough surfaces will slow your craft enough for your opponents to get ahead.





WEAPONS

There are three kinds of power-up available to you as you hurtle around the track: a Shield (to deflect those incoming missiles), Missiles (go in a straight line) and Homing Missiles (lock onto the target). But just so you can get a bit more acquainted with your onboard projectiles, we've produced a list of each weapon stage, when to use them and (of course) the powerful Countermeasure weapon. Although each craft has its own individual Countermeasure, they all do the same job: obliterate any craft in their path.

STAGE 1

The bog-standard forms of the power-ups aren't that great. The missiles are weak, while the shield is very small and doesn't last particularly long...

BLUE

The non-homing missile is perfect for use against close opponents. The Stage 1 attack isn't very powerful and the missile only has a limited range. The missile is projected at an incredibly fast speed so is best used on straight sections rather than corners – where you'll have trouble hitting your target.

RED

The homing missile is extremely handy for hitting your intended target, although the power at Stage 1 is weak, so most of the time it'll inflict minimal damage. The positive side to this, however, is that the craft struck by the missile will be temporarily stunned by the shot – use this opportunity to get ahead.

YELLOW

The shield is your most important power-up. The Stage 1 version may be weak, but it has enough power to deflect incoming missiles. When the target warning appears, quickly activate your shield and the incoming projectile will be destroyed, leaving you free to continue with no loss of speed.



STAGE 2

Where you can start taking out opponents. Although weak, missiles have enough power to damage an opponent to the point where they won't be able to regenerate...

BLUE

Stage 2 of the non-homing missile is absolutely perfect for slowing opponents down in front of you. Again, the damage inflicted isn't anything to shout about, although it is sufficient to damage your opponent so that they are unable to fully regenerate their health again.

RED

The Stage 2 homing missile is greatly enhanced. As well as travelling further, the missile can lock onto two moving targets. The missile isn't quite strong enough to destroy an enemy craft, but will inflict almost critical damage whilst also slowing them down, giving you the chance to scoot past.

YELLOW

Your trusty shield has a fairly healthy upgrade for Stage 2, offering stronger protection against incoming projectile rockets from the enemy craft behind you. The shield also lasts significantly longer: giving you a better chance of surviving should two enemies have you in their sights.



STAGE 3

When your power-ups reach Stage 3, you can expect to inflict some serious damage. Both missile types are capable of nobbling enemy craft quickly...

BLUE

The fully charged non-homing missile won't always be capable of destroying the enemy craft completely, but it will drastically stop them in their tracks for a short period of time. This 'unplanned' little pit stop should mean that you have plenty of time to zoom past them.

RED

Stage 3 of the homing missile is perfect for eliminating an opponent. Fully charged, it unleashes myriad missiles that plough towards numerous opponents, should there be two or three to lock onto. If the missiles don't destroy their intended target(s), they'll still buy you plenty of time to steal the lead.

YELLOW

The fully charged shield is not only bigger, but is capable of protecting your craft against the almighty Countermeasure attack unleashed from a fully charged enemy. Expect this shield to last longer than the previous stage, giving you plenty of protection from consecutive attacks.



COUNTERMEASURE

The Countermeasure is the most powerful in the game, capable of obliterating any enemy in your sights. Once all three power-ups have been maxed out, simply collect any coloured power-up and a skull will appear on your weapons meter.

Unleashing this on any enemy will send out an atomic missile that destroys them instantly, forming a large mushroom cloud above the detonation area. Your craft will also be given a temporary supercharged shield, which can protect you from any form of attack your opponents open up on you.





SECRETS

SECRET CHARACTERS

There are nine Rivals to unlock in all, each with their own Countermeasures and driving style. To unlock each one, use the specified character to complete the Tournament mode on any difficulty (except Novice). You'll then need go head-to-head in a Rivals race against the hidden character – beat them to unlock them.

Character Unlocked: Alicia Waverley
Character Used: Tara Vivas
Track Unlocked: Silver River Canyon 2



Character Unlocked: Vladimir Ubikov
Character Used: Prince Yuri Galitz
Track Unlocked: Kalau Wastelands 2



Character Unlocked: Ami Nikaido
Character Used: Kumiko Nikaido
Track Unlocked: Fuusoku City 2



Character Unlocked: Pharaoh
Character Used: Zaki Shaheen
Track Unlocked: Flames Of Ra 2



Character Unlocked: Kiri Foxton
Character Used: Jordan Reynold
Track Unlocked: Solar City 2



Character Unlocked: Jaya Kushala
Character Used: Marcus Appleton
Track Unlocked: Brackenstowe Vale 2



Character Unlocked: Max Steinhauer
Character Used: Leah Mathias
Track Unlocked: Mount Graven 2



Character Unlocked: Ka Hekili
Character Used: Complete Tournament mode with all seven original characters.
Track Unlocked: Solar City 2



Character Unlocked: Kutoo
Character Used: Ka Hekili
Track Unlocked: Draco Island 2





EASTER EGGS

THERE ARE EIGHT SECRET FEATURES TO FIND, EACH UNLOCKED BY COMPLETING THE TOURNAMENT MODE WITH ONE OF THE EIGHT RIVALS (SECRET CHARACTERS)...

Secret Unlocked: Ultra Focal Length
Character Used: Alicia Waverley



Secret Unlocked: Hyper Blur
Character Used: Vladimir Ubikov



Secret Unlocked: Atlantis Mode
Character Used: Ami Nikaido



Secret Unlocked: Slide
Character Used: Pharaoh



Secret Unlocked: Always Rain
Character Used: Kiri Foxton



Secret Unlocked: Weapons Off
Character Used: Jaya Kushala



Secret Unlocked: Fruity Fruit
Character Used: Max Steinhauer



Secret Unlocked: Mirror Tracks
Character Used: Kutoo



INFORMATION

SEGA SOCCER SLAM

PUBLISHER	SEGA
DEVELOPER	VISUAL CONCEPTS
GENRE	SPORTS
PRICE	£39.99
PLAYERS:	1-4

SEGA SOCCER SLAM

WITH NO REF OR RULES IN SIGHT, YOU'LL BE NEEDING THIS PLAYER'S GUIDE TO HELP HONE THOSE ALL-IMPORTANT PUNCHING SKILLS – IT'S FOOTBALL, HONEST!







QUEST MODE

As with SEGA's *Virtua Tennis* series, *Soccer Slam*'s main meat and potatoes is the Quest mode where you choose a team and then compete on the world circuit. As you go for the title, you'll earn cash which you can use to buy items for your players. This helps increase certain player stats such as speed, strength and shooting.





ATTRIBUTE ENHANCERS

As you plough your way through the Quest mode you will no doubt notice the items for sale in the shop. Buying these will enhance certain attributes of the players in your team. The list on the next page indicates whom each item is for, what it does and, importantly, how much it costs.



SUB ZERO

HALF PINT

Anarchy Armbands	Enhances Half Pint's Hitting	$700
Hefty Helmet	Enhances Half Pint's Hitting	$500
Ear Spikes	Enhances Half Pint's Speed	$300

KIRIL

Mighty Medals	Enhances Kiril's Speed	$1000
Storming Shinpads	Enhances Kiril's Stealing	$300
Military Hat	Enhances Kiril's Passing	$200

LOLA

Bad Girl Backpack	Enhances Lola's Stealing	$800
Hard Core Cuffs	Enhances Lola's Hitting	$400
Rave-Star Necklace	Enhances Lola's Shooting	$300

EL FUEGO

EL DIABLO

Trophy Belt	Enhances El Diablo's Speed	$900
Demon Fiesta Horns	Enhances El Diablo's Stealing	$500
Wrestling Wrist Bands	Enhances El Diablo's Hitting	$100

RICO

Smokin Shinpads	Enhances Rico's Shooting	$700
Rough 'Em Up Wristbands	Enhances Rico's Hitting	$600
Fireball Earring	Enhances Rico's Speed	$200

MADEIRA

Blazing Backpack	Enhances Madeira's Stealing	$600
Smouldering Shinpads	Enhances Madeira's Hitting	$500
Sizzling Arm Guard	Enhances Madeira's Hitting	$400

VOLTA

ARSENAULT

High Voltage Flask	Enhances Arsenault's Speed	$800
Supercharged Shinpads	Enhances Arsenault's Stealing	$500
Electricity Earring	Enhances Arsenault's Shooting	$200

ANGUS

Sturdy Shield	Enhances Angus's Hitting	$700
Lightning Lance	Enhances Angus's Stealing	$600
Tartan Tassels	Enhances Angus's Shooting	$300

DANTE

Light Speed Earrings	Enhances Dante's Speed	$600
Striking Shinpads	Enhances Dante's Shooting	$400
High Voltage Cufflinks	Enhances Dante's Speed	$400

TSUNAMI

KAHUNA

Shark Bite Shins	Enhances Kahuna's Stealing	$1000
Turbo Towel	Enhances Kahuna's Speed	$300
Shark Tooth Wristband	Enhances Kahuna's Passing	$200

BOOMER

Crocodile Claws	Enhances Boomer's Speed	$700
Reptile Hat	Enhances Boomer's Passing	$600
Roo Ring	Enhances Boomer's Stealing	$200

RUMIKO

Robotic Arm	Enhances Rumiko's Hitting	$600
Fusion Jet Pack	Enhances Rumiko's Speed	$500
Hydraulic Boosters	Enhances Rumiko's Shooting	$400

TOXIC

DUKE

All Star Helmet	Enhances Duke's Speed	$900
Superstar Shinpads	Enhances Duke's Stealing	$400
Champion Cuffs	Enhances Duke's Passing	$200

NOVA

Contact Lenses	Enhances Nova's Stealing	$800
Crazy Calculator	Enhances Nova's Shooting	$500
Handy Hip Pack	Enhances Nova's Stealing	$200

RAINE

Veggie Power Pack	Enhances Raine's Shooting	$600
Eco-Warrior Weapon	Enhances Raine's Hitting	$500
Camouflage Cap	Enhances Raine's Stealing	$400

SPIRIT

ZARI

Eerie Earrings	Enhances Zari's Passing	$700
Bootylicious Bracelets	Enhances Zari's Passing	$500
Haunted Hair Pins	Enhances Zari's Speed	$300

DIJIMON

Voodoo Mask	Enhances Dijimon's Passing	$900
Charmed Skull	Enhances Dijimon's Passing	$400
Netherworld Kneepads	Enhances Dijimon's Shooting	$200

KAIMANI

Paranormal Turtle Pads	Enhances Kaimani's Stealing	$800
Spiritual Sandals	Enhances Kaimani's Speed	$600
Supernatural Seashells	Enhances Kaimani's Passing	$100





CHALLENGE MODE

To unlock all six players for the two secret teams, you need to play through Challenge mode a total of six times, using a different player on each occasion.

ALTERNATIVE TEAM MODELS

Enter the following codes at the main title screen to activate each cheat and alter the appearance of the players. (To disable a cheat, re-enter the code.)

Alternate El Fuego (Demons):
X x2, ↓ x2, →, ←

Alternate Sub-Zero (Snowmen):
Y x2, ↓, →, ←, ↑

Alternate Spirit (Skeletons):
Y x2, ↓ x2, ←, →

Alternate Volta (Robots):
Y, X, ↓, ↑, ↓, ↑

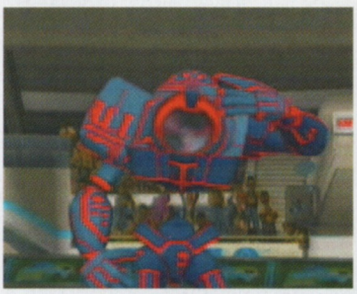
Alternate Tsunami (Frogs):
X, Y, ↓, ↑, →, ←

Alternate Toxic (Aliens):
Y, X, ↓ x2, ↑ x2

UNLOCK ALL ALTERNATIVE TEAM MODELS:
X, Y, ↓ x4











ART DEALER

Apart from buying attribute enhancers from the shop, you can also buy game artwork. Now this is not just a space filler and there to look nice – buying artwork actually is needed in order to open many of the game's secrets. If you don't fancy yourself as a bit of a cheater, then this is the route you must take to open the alternative teams and various quirky cheats.

CHEATS

BRAND-NEW BALLS

Enter the following codes at the main title screen to activate each cheat. (To disable a cheat, re-enter the code.)

BEACH BALL:
R, →, x2, ↓, Y, X
Alternatively unlocked collecting Tsunami Art #2.

CRATE BALL:
R, ←, ↓, →, Y, X
Alternatively unlocked by collecting Tsunami Art #3.

BLACK BOX BALL:
R, ← x2, ↓, X x2
Alternatively unlocked by collecting El Fuego Art #3.

EARTH BALL:
R, → x2, ←, X x2
Alternatively unlocked by collecting Spirit Art #2.

EYEBALL BALL:
R, →, ↓, ↑, X x2
Alternatively unlocked by collecting El Fuego Art #2.

KIDS BLOCK BALL:
R, ←, → x2, Y x2
Alternatively unlocked by collecting Sub-Zero Art #3.

KIDS PLAY BALL:
R, →, ↑, ↓, X, Y
Alternatively unlocked by collecting Sub-Zero Art #2.

OLD SCHOOL BALL:
R, →, ← x2, Y, X
Alternatively unlocked by collecting Volta Art #2.

RUSTY CAN BALL:
R, ←, ↑ x2, Y x2
Alternatively unlocked by collecting Spirit Art #3.

PLAY WITH 8-BALL:
R, →, ↑ x2, Y x2
Alternatively unlocked collecting Spirit Art #5.















UNLOCK BONUS ITEMS

Enter the following codes at the main title screen to activate each cheat and unlock all that player's bonus items. (Re-enter the code to disable it.)

EL FUEGO

Unlock El Diablo's Items: ←, X, →, X, ↓
Unlock Rico's Items: ←, X, →, X, →
Unlock Madeira's Items: ←, Y, ↓, X, ↑

SUB-ZERO

Unlock Half Pint's Items: ←, X, →, X, ↓
Unlock Kiril's Items: ←, Y, ↑, X, ←
Unlock Lola's Items: ←, X, ←, Y, ↓

SPIRIT

Unlock Zari's Items: ←, Y, ←, Y, →
Unlock Dijimon's Items: ←, Y, ↓, Y, ↑
Unlock Kaimani's Items: ←, Y, →, Y, →

VOLTA

Unlock Arsenault's Items: ←, X, →, X, ↑
Unlock Angus's Items: ←, X, →, X, ↑
Unlock Dante's Items: ←, X, →, Y, ←

TSUNAMI

Unlock Kahuna's Items: ←, Y, →, Y, →
Unlock Boomer's Items: ←, Y, ←, X, ↑
Unlock Rumiko's Items: ←, Y, ←, Y, ↑

TOXIC

Unlock Duke's Items: ←, Y, ↑, X, →
Unlock Nova's Items: ←, Y, ↓, X, ↑
Unlock Raine's Items: ←, Y, ↓, Y, →

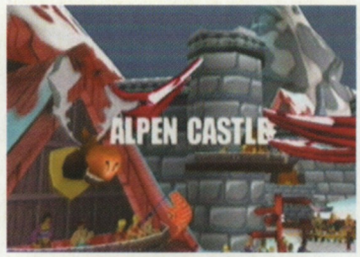
ITEMS MASTER CHEAT:

This unlocks every item for all characters.
←, X, ←, X, ←

OPEN UP ALL STADIUMS

Enter the following codes at the main title screen to activate each cheat and unlock a new stadium. (Re-enter the code to disable it.)

Jungle Canopy: ↑, ↓, ←, →, X, Y
Alternatively, complete Quest Mode with El Fuego.
Tribal Oasis: ↑ x2, ↓ x2, X x2
Alternatively, complete Quest Mode with Spirit.
Pacific Atoll: ↑ x2, ← x2, Y x2
Alternatively, complete Quest Mode with Tsunami.
Alpen Castle: ↑ x3, ↓, X x2
Alternatively, complete Quest Mode with Sub-Zero.
Riviera Ruins: ↑, ↓ x2, →, Y, X
Alternatively, complete Quest Mode with Volta.
Reactor Core: ↑, ← x2, →, X, Y
Alternatively, complete Quest Mode with Toxic.
Unlock All Stadiums: R x2 → x2, ↑ x5, X x2







OTHER CHEATS

Enter the following codes quickly at the main title screen to activate each cheat. (Re-enter the code to disable it.)

Big Head Mode: R, L, ↑ x2, Y x2
Alternatively unlocked by collecting Sub-Zero Art #4.

Big Hits Mode: L, R, ↑ x2, X, Y
Alternatively unlocked by collecting El Fuego Art #5.

Classic Film Mode: X, Y, X, Y, X, Y, ←, →, ←, →, ←, →
Alternatively unlocked by collecting Toxic Art #3.

Infinite Spotlight Mode: L, R, ↓, →, Y, X
Alternatively unlocked by collecting Volta Art #1.

Infinite Turbo: L, R, →, ↑, X x2
Alternatively unlocked by collecting Tsunami Art #5.

Max Power Mode: L, R, ←, →, Y x2
Alternatively unlocked by collecting Spirit Art #4.

Modern Film Mode: Y, X, Y, X, Y, X, →, ←, →, ←, →, ←
Alternatively unlocked by collecting Toxic Art #2.

Remy Saville's Head: R, ←, →, ←, X, Y

Rob Willock's Head: R, ←, ↑, ←, Y, X











INFORMATION

WWE RAW

PUBLISHER	THQ
DEVELOPER	ANCHOR INC
GENRE	WRESTLING
PRICE	£44.99
PLAYERS:	1-4

WWE RAW ARE YOU TOUGH ENOUGH?

RVD'S WRESTLING academy



Y BOTHER?

As well as being invaluable for blocking striking moves, Y has several other uses. Long striking moves (those that take time to charge up) can be cancelled with a press of Y, as can submission moves and pins; break these up early if you don't think they'll work and you'll avoid losing any of your Voltage Meter.

EASY CHEESY

Try to keep tabs on what moves you've been doing; you'll notice that as you continually perform a move, you'll get less and less added to your Voltage Meter until eventually that move will start to shrink your bar away. In general, if you perform a single move more than three times without a significant gap between them, the crowd will take your opponent's side. You'll need to be extra careful of this when using weapons.

TAUNT AWAY!

As opposed to most other games where taunts are a bit of fun, in *WWE Raw* they're one of the keys to success. After a few big moves or an impressive comeback, perform a taunt when your opponent is dizzy or knocked down and watch the meter skyrocket! Using a taunt is a great way of setting your character up to perform a finishing move.

DQ!

Although you can use any weapon outside the ring, certain ones will bring an instant end to the match if used inside the squared circle. Use this to your advantage in the multiplayer modes: if you dodge into the ring just as you're being hit, your opponent will be disqualified.

GET OUT OF IT!

In a somewhat bizarre oversight, *WWE Raw* allows you to go for any of the Title Belts the game has with any of the Superstars. This means you can get situations like The Rock holding the Women's Title and Rikishi taking Light Heavyweight gold… craziness!

HIT HIM WITH IT!

Usually when you find a new weapon in a normal match, try to hold off using it unless you know it's safe. When you get a chance, you can check the items you have in the Museum and make sure you don't use something that's going to get you disqualified!

INTERFERENCE!

Just like the real thing, no match is safe from a peeved Superstar popping up and laying the smack down. Try to stay in the ring when this happens, as interfering wrestlers won't come into the ring itself for long, preferring to stand around outside and wait for a victim to come to them.

CONTROLLER BLUES

For a more reliable way to perform Finishers and counters, go into the Controller Set-Up menu and assign these commands to ○ and ●. You'll be surprised how much easier this can make the game for you!

TECHNIQUE

If you like going for the high-risk moves, picking someone like Test or Triple H is a bad idea – the high-flying heroics of someone like Jeff Hardy will be much more closely suited to your rope-leaping, death-defying approach!

SUBMIT!

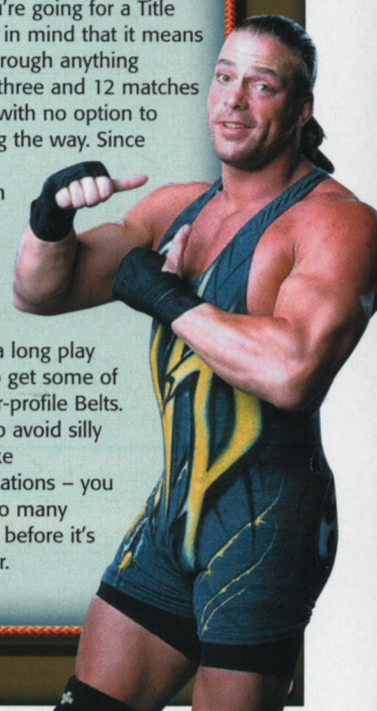
A submission finisher is a handy tool but they're by no means foolproof… you'll have to really hammer away at your foes before they'll give in. That said, it's also character-dependent: The Rock's Sharpshooter may be good, but it can't hold a torch to the Walls Of Jericho or the Crippler Crossface.

SAVE ME!

Unlike a lot of other Xbox titles, *WWE Raw* doesn't auto-save to the machine's hard drive. You have to go into the Options menu and manually save the game with the Save/Load option there… don't forget or you'll quickly discover that all your hard work will be for nothing!

GO THE DISTANCE

When you're going for a Title Belt, bear in mind that it means playing through anything between three and 12 matches nonstop, with no option to save along the way. Since each match can take anything up to 30 minutes, you may be in for a long play session to get some of the higher-profile Belts. Also, try to avoid silly defeats like disqualifications – you only get so many continues before it's game over.



FOR THE FULL SOLUTION TO WWE RAW, GET XPERT!



XPERT ISSUE 5 OUT NOW

XPERT#5 IS OUT NOW, AVAILABLE FROM MOST GOOD NEWSAGENTS



RAW SECRETS

FULL SCREEN ENTRANCE MOVIES

While a wrestler is entering the ring, you can press the X button to switch their Titantron movie to full screen mode. Trish fans rejoice… now you can get some serious Stratus-faction!

SECRET CHARACTERS

There are four big names up for grabs as great grapplers… three are members of the McMahon household while the fourth is none other than Limp Bizkit's Fred Durst! Let's see him keep on rollin' after you beat a raincheck into his sorry behind.

Vince McMahon: Win the WWE Heavyweight Championship
Shane McMahon: Win the WWE Hardcore Title
Stephanie McMahon-Helmsley: Win the Women's Championship
Fred Durst: Win every Title Belt at least once

CREATE-A-FREAK

The Wrestler Creation feature in *WWE Raw* is one of the most in-depth that we've seen and lends itself to creating a lot of unique (and indeed, rather scary) grapplers, as well as being able to make your favourite Superstars who are missing from the game. Spend some time with it and you could add a lot of names to the roster!

• Items you collect during matches will appear for you to use in the Create A Superstar mode – the more you find, the more options you'll have when building your own wrestlers.

• The sample wrestlers are there for a reason – you may find it easier to create the wrestler you want by starting with one of them, rather than use the default model.

• Although the height option doesn't appear to change the size of your wrestlers when you're creating them, it makes a big difference when they step inside the ring.

• Combining your wrestler's stats with their move list is very important – putting your Submissions stat up to max won't do much good if you have no submission moves!

• You only have 70 points to spend on your wrestler's stats – make sure to spend them wisely and don't neglect your defensive skills. Remember that you can block punches and kicks with the Y button, so you can afford to keep your Striking defence fairly low.

• If you want your wrestler to have an easy life, only set allies in the Allies and Enemies section of your profile. This should help to ensure that if a wrestler interferes in a match, he or she will be on your side.

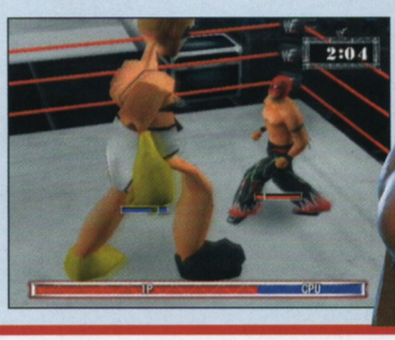
• The weight you list for your wrestler makes no difference to how he appears in the ring – if you want to change that sort of thing, you'll need to edit individual body parts in the Appearance section.

• When assigning your character's moves, try to organise a system so you can pull off the one you want. For example, you may want to put all your submission moves on A + B when your opponent is on the ground. Ideally, you should always have a choice between different types of move, no matter what position you're in.

• Because you can't see a preview of your wrestler's entrance in the Create A Superstar mode, it would be a good idea to experiment and save four copies of your wrestler to the hard disk, all with different entrances. Set up a four-player match and you'll be able to see all the entrances you've created and choose the one you like best.

HERE'S ONE WE MADE EARLIER!

Being the lovely people that we are, we thought we'd give you a couple of wrestlers to get you started – one a recent addition to the WWE, the other a well-known videogame character…





RAW SECRETS

WEAPONS AND ITEMS

Most items and weapons can be obtained by breaking open the boxes scattered around the ring but there are a few that cannot be obtained in this manner. To get these, you'll need to win Titles and beat on people as they make their way to the ring; do this by pressing the Y button when prompted during their entrance movie. Here are the hard-to-get items, in full…

#7 Gold Medal 1:	Attack Kurt Angle repeatedly with Gold Medal 2 (see below to get it)
#8 Gold Medal 2:	Attack Kurt Angle during his entrance
#10 ITC Belt:	Win the Intercontinental Title
#11 European Belt:	Win the European Title
#15 Bubba Ray Glasses:	Attack Bubba Ray Dudley during his entrance
#16 D'Von Glasses:	Attack D'Von Dudley during his entrance
#19 Christian Shades:	Attack Christian during his entrance
#20 Edge Shades:	Attack Edge during his entrance
#28 Hardcore Belt:	Win the Hardcore Title
#29 Heavyweight Belt:	Win the Heavyweight Championship
#30 Women's Belt:	Win the Women's Championship
#55 Spike Glasses:	Attack Spike Dudley during his entrance
#63 LHW Belt:	Win the Light Heavyweight Title
#71 Microphone 2:	Attack K-Kwik during his entrance
#73 Water Bottle:	Attack Triple H during his entrance
#177 Moppy:	Attack Perry Saturn during his entrance





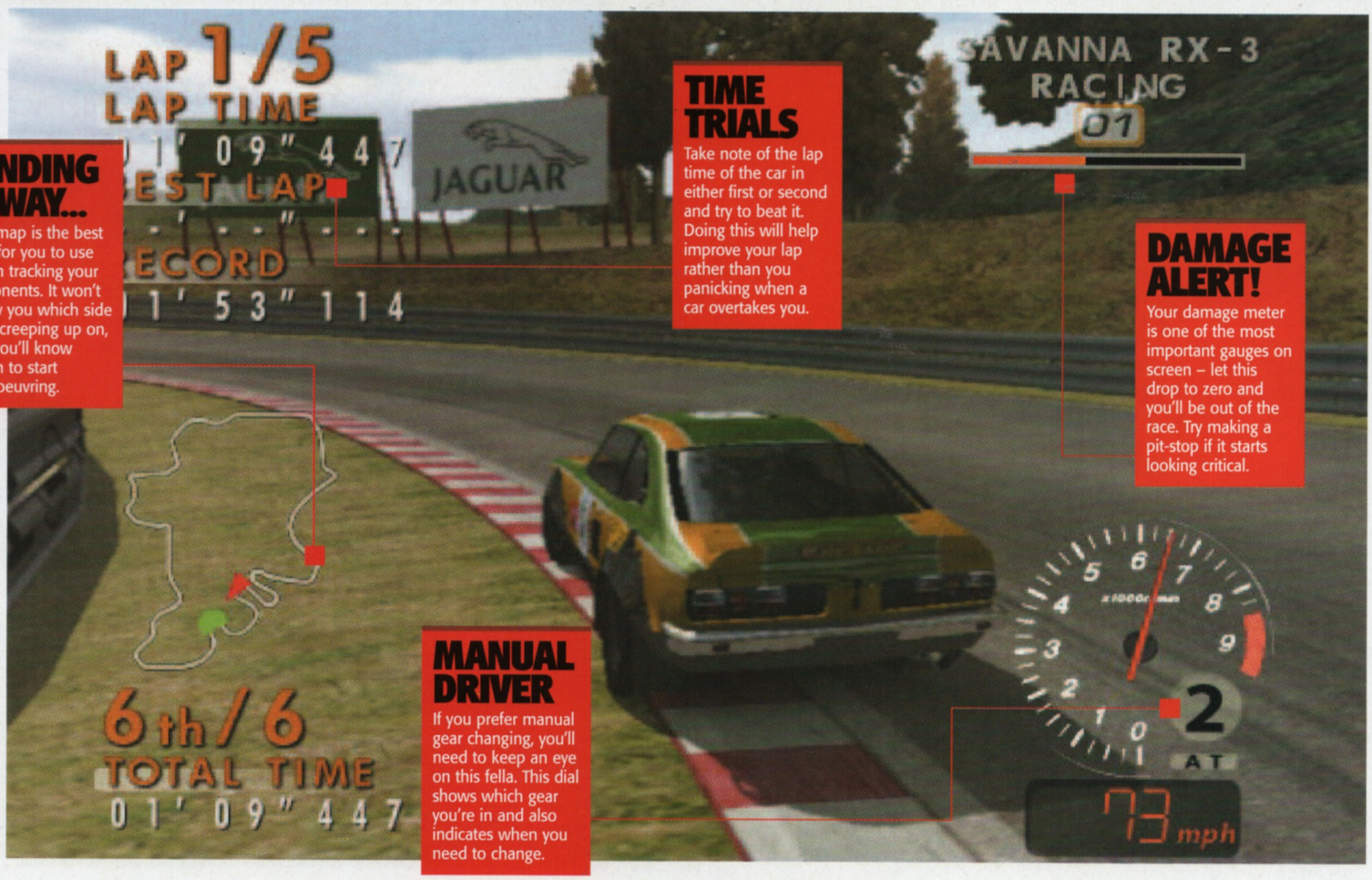
INFORMATION

SEGA GT: 2002

PUBLISHER	INFOGRAMES
DEVELOPER	SEGA
GENRE	RACING
PRICE	£44.99
PLAYERS:	1-2

SEGA GT: 2002

SEGA IS RENOWNED FOR HIDING THINGS, BUT WE'VE SEARCHED HIGH AND LOW TO DISCOVER EVERYTHING YOU NEED FOR THIS GRAN TURISMO BEATER...



FINDING A WAY...

The map is the best tool for you to use when tracking your opponents. It won't show you which side they creeping up on, but you'll know when to start manoeuvring.

TIME TRIALS

Take note of the lap time of the car in either first or second and try to beat it. Doing this will help improve your lap rather than you panicking when a car overtakes you.

DAMAGE ALERT!

Your damage meter is one of the most important gauges on screen – let this drop to zero and you'll be out of the race. Try making a pit-stop if it starts looking critical.

MANUAL DRIVER

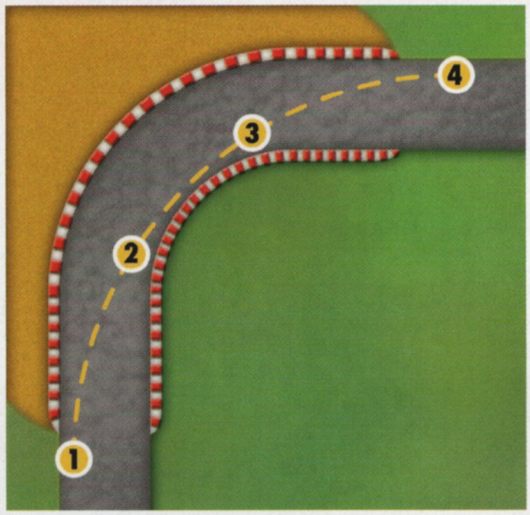
If you prefer manual gear changing, you'll need to keep an eye on this fella. This dial shows which gear you're in and also indicates when you need to change.

CORNERING TIPS

FREE CASH

Play through the Official races from Season 1 and unlock the GT40 Concept. Purchase it for $150,000. Now sell it for between $185,000 to $195,000 depending on the buyer, making you a cool $35–45,000. Repeat this for as long as wish in order to buy other cars without having to race for them.

The handling in *Sega GT* is unique and will take some time to get used to. As you progress through the different challenges you'll unlock various upgrades for your car, which can greatly enhance your speed, cornering, braking and acceleration. The most important thing you need to do for successful cornering is to ease up on the accelerator: slowing right down before turning into each bend will give you more control over your car.



For the best results when taking those frustrating corners, simply follow the points on the diagram and you'll be making your opponents eat your dust in no time…

1. Start to slowly release the accelerator as you approach the bend, but don't touch that brake yet!
2. Begin tapping the brake (DO NOT hold it down) and start to turn into the corner.
3. As you come out of the corner, line yourself up with the next straight, stop braking and start accelerating gently.
4. You're out, so slam on the juice and head for the finish line…

THE PRIZE CARS

THE DEFINITIVE LIST

By completing the Official races and the Event races you'll be able to unlock various cars – some just appear in your garage while others need to be bought. Fear not, however, as we have discovered all the rewards in both Seasons of racing…

OFFICIAL RACES

Here are the rewards you can get for winning each stage – be it winning a car, unlocking one to buy or getting an upgrade…

SEASON 1

STAGE	PRIZE	TYPE
1-1 SPEED RING 2002	Elan Sr.1	Car To Buy
1-2 TIDE STREET BATTLE	Cosmo Sport	Prize Car
1-3 RAMPART CUP	Z432R	Car To Buy
2-1 SPIRIT HAWK CUP	1000TCR Berlina Corsa	Prize Car
2-2 IMPERIAL GARDEN 2002	Skyline 2000GT-R	Car To Buy
	Racing Suspension	Upgrade
2-3 DESERT HEAT CUP	Abarth 131 Rally	Prize Car
3-1 THE EMERALD CHALLENGE	Skyline GT-R Racing	Prize Car
3-2WINDMILL CUP	300SL	Prize Car
	Racing Brakes	Upgrade
3-3 BURNING WHEEL CUP	Zero	Prize Car
3-4 SUMMER SOLSTICE CUP	Savanna RX-3 Racing	Prize Car
	Corvette Stingray	Car To Buy
4-1 DANCING HORIZON CUP	Tipo 33	Prize Car
4-2 EAGLE FLIGHT	Mustang GT390	Prize Car
4-3 IRONSIDE INTERNATIONAL	GT Concept	Car To Buy
	Racing Tyres	Upgrade
5-1 ROLLING FLAME CUP	Quattro	Car To Buy
	Racing Intercooler	Upgrade
5-2 AUTUMN KING CUP	240Z Racing	Prize Car
5-3 RAGING TYPHOON	Impreza 22B STi	Prize Car
5-4 ARDENT WIND CUP	Super Seven R500R	Prize Car
5-5 THE HUNTSMAN INT'L	Ford GT	Prize Car
6-1 WORLD TOURNAMENT	Viper GTS/R	Prize Car

SEASON 2

STAGE	PRIZE	TYPE
1-2 AUTUMN KING BATTLE	Super Racing Tyres	Upgrade
2-1 EAGLE FLIGHT	Step 4 Weight Reduction	Upgrade
2-3 THE HUNTSMAN INT'L	Super Racing Intercooler	Upgrade
3-1 RAGING TYPHOON	Original Tuned Suspension	Upgrade
3-3 RAMPART CUP	Super Racing Brakes	Upgrade



PICTURE THIS

At the end of each race you'll be able to take a maximum of four photos from your replay. After the replay finishes, you'll be able to choose one of these to hang in your garage so the memory of winning that race stays with you forever.

EVENT RACES

In the Event races you need to come first in order to unlock the hidden prizes on offer. But luckily for you, we've unlocked all of the cars and compiled a list giving a brief breakdown of each car and which stage you need to win to open it. There's also a special prize on certain races – obtained by making up at least three places on the final lap (eg from 4th to 1st, or 5th to 2nd).

SEASON 1

STAGE	1ST PRIZE	SPECIAL PRIZE
DRAG RACE	Dodge Charger	Chevy Chevelle
SEVENTIES BATTLE	Jaguar Mk2	Toyota Celica Racing
EIGHTIES BATTLE	Nissan Mid 4	Toyota Supra 2800GT
NINETIES BATTLE	–	Mazda RX-7 Type RZ
HOT HATCH	Renault Clio Sport V6	Peugeot 205 T16
SUPER CAR	Toyota 2000GT	Lotus Esprit '77

SEASON 2

STAGE	1ST PRIZE	SPECIAL PRIZE
NINETIES BATTLE	Ford GT90	–
HOT HATCH	Step 4 Muffler/ Air Cleaner	–
GROUP B MONSTERS	Step 3 Turbine	Toyota MR2 Group S
SUPER CAR	Caspita	–
TOURING RACE	Step 3 NA Tune	–
WINDING ROAD RACE	Starion 4WD Rally	

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XBOX XPERT

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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**
  All the secrets revealed!
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INBOX



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If you want to get in touch with us here at XBM you can do so in five ways...

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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...
01202 200230

FAX

Or send your letter to us by fax on...
01202 299955

Dear XBM,

I was wondering if you could include the aspect ratio that the Xbox games are presented in, and whether or not they have 5.1 audio when reviewing games and in your current release summary of reviews.

Having recently bought an Xbox, I was disappointed to find that only *Dead Or Alive 3* is presented in a widescreen 16:9 ratio.

Could you please tell me if there are any plans for future Xbox games to be presented in widescreen? Playing the likes of *Halo* and *Project Gotham* on my widescreen TV I feel kind off cheated with black bars left and right of the stunning image.

Which Xbox games currently on release have this option and what games will have it in the future? It can only add to the experiences of amazing games like *Halo*.
Richard Fleming, Deeside

☒ **You'll now find extra info in all our reviews: whether the game supports 16:9 ratio, Dolby 5.1 and if it's Xbox Live compatible. Current widescreen games are: *Hitman 2, Colin McRae 3, Mech Assault, Quantum Redshift, Medal of Honor, TimeSplitters 2* and *Fellowship of the Ring*. A lot more in the future will support it. Most importantly, expect *Halo 2* to.**

STAR LETTER

XBOX RULES, OK?

Hiya XBM,

I got your mag recently and was very impressed by the entire thing in general. I am planning on getting myself an Xbox but I am having trouble deciding whether or not to get one yet or wait a while. I own plenty of consoles already (including Dreamcast, GameCube and a PS2 that I share with my brothers) but thought it would be nice if I could have a DVD player in my room. So why not get an Xbox now?

Maybe you could try and sell it to me WITHOUT saying that is better than the GameCube and PS2. That brings me to the second point to this email. I was reading the inbox section of your mag and noticed that all the letters and replies were putting the PS2 and the GameCube down. I believe this is wrong, as whether or not the Xbox is more powerful than the other consoles it is NOT better in all ways. For example the GameCube has the best and most enjoyable games EVER and in great numbers. The PS2 has the best selection of well-known and popular licenses out there and a vast majority are very good. So all you single-format people out there, think and learn before you judge the other consoles. Right then that's it. And keep up the good work on the mag.
James Nichols, via email

☒ **We're not just Xbox gamers, you know. All of us on the mag own a PS2 *and* a GameCube and yes we agree – all the consoles have their own strengths.**

Xbox offers, specifically, the opportunity to play games (at playable speeds) online – just wait till you sample the delights of *Unreal Championship* online *and* with voice chat... It has many of the same popular franchises that the PS2 does and a host of exclusive games that really are excellent. We'll gladly stick our necks out and say that they're even better than the GameCube's handful of must-have titles. It's the only console that you'll be able to play future Rare games on. You don't need to buy any memory cards and you can play your own soundtracks in games thanks to the built-in hard drive. Which, by the way, can also be used to store extra levels and so forth that you download. It's the only console to feature Dolby 5.1 surround sound in-game (you have to hear this to believe how good it is). Oh, and the graphics are second to none.

We'd like to say all consoles are equal but they're not; Xbox is the best because it has the most exciting release schedule (*GTA, Zelda* and *Mario Sunshine* are the three games that we're gutted about missing) for Christmas and 2003 of them all. Check out our release schedule on page 22 for more details.

Dear XBM,

I have been reading your brilliant mag since I purchased my Xbox back in June, as the owner of all three machines I rate all of them, but saying that as a gamer and PC gamer/repairer, I am constantly on my Xbox because of the games and the machine (my PS2 doesn't even get a look in). But to my point. Even though Xbox Live is going to be good, what's going to happen to the many gamers out there who want to play on their own? Is it going to be that you can't truly play a game unless you go online or hopefully the single-player game will be excellent and not lose anything with the added separate multiplayer game and downloadable extras, so that those of us who want to play on our own can.

Maybe you could run a poll to see if there are others like me or am I just one person who's mentally unhinged,
The Master (M McClellan), Preston

☒ **Games will always be made for single players, Xbox Live won't change that. It will give you a new way to experience games and encourage game developers to come up with new game ideas that will only work in online. Oh, and you'll get a load of free stuff as well. Basically, it's all good.**

Dear XBM,

I recently bought an Xbox with *Dead or Alive 3* and have recently started buying your magazine, I was wondering if you would release the booster disc with an issue the near future, or if you have already released the disc in a previous issue. If you have already released the booster disc could you please inform me of which issue you released it on so I can order a back copy of the issue, thanks.
Rob Mcleod, via email

The disc you refer to was recently released in the States to give players additional character costumes. Because the European release of *DOA3* was later, these enhancements were included in the game. For more *DOA* shenanigans you'll have to wait for the next instalment...

Dear XBM,

Do you know that the Xbox console will soon be available in the shops for £159.99 with two FREE games? The two FREE games will be *Jet Set Radio Future* and *SEGA GT2002*, as these two games are worth £80-£90 alone, this means that consumers will be paying just £70-£80 for the Xbox itself!

As this news is very important to your readers and Xbox buyers everywhere, I can't see why you haven't listed it yet.

Regards, Leon, via email

Yes you're absolutely right, there is going to be a lot of discounting on Xbox in the run-up to Christmas. Is this an aggressive marketing move by Microsoft or twitchy retailers trying to get rid of their stock? You tell us...

BRAINBOX

ALL THE ANSWERS CAN BE FOUND IN THE MAG

TEST YOUR KNOWLEDGE OF XBM #13 WITH OUR QUICK-FIRE QUIZ!

01 QUESTION

Which is the first Rare game we'll see on Xbox?

A Perfect Dark Zero?
B Kameo
C Conker's Bad Fur Day 2
D Diddy Kong Racing 2

02 QUESTION

Which classic SEGA game will come free with *Panzer Dragoon Orta*?

A Out Run
B Space Harrier
C Sonic The Hedgehog
D Panzer Dragoon

03 QUESTION

Galleon is developed by which team?

A Core Design
B Confounding Factor
C Lionhead
D Rare

04 QUESTION

Which of these golfers in not a playable character in *Tiger Woods PGA Tour 2003*?

A Tiger Woods
B Colin Montgomery
C Nick Faldo
D Jesper Parnevik

05 QUESTION

Which of these games is compatible with Xbox Live?

A Phantom Crash
B Splinter Cell
C Medal Of Honor
D Big Mutha Truckers

06 QUESTION

Dynasty Warriors 3 takes place in which country?

A China
B India
C Japan
D Persia

07 QUESTION

Which of these VCR functions is not a control in *Blinx*?

A Fast Forward
B Rewind
C Slow motion
D Eject

08 QUESTION

Which D-Day beach landing is the first level of *Medal Of Honor* based on?

A Omaha
B Orlando
C Arizona
D Washington

09 QUESTION

Colin McRae has recently signed for which rally team?

A Ford
B Subaru
C Citroen
D Peugeot

10 QUESTION

Dark Angel is currently showing on which UK TV channel?

A BBC 2
B Channel 4
C Channel 5
D Sky One

HOW DID YOU DO?

9 10 Top boy. Star pupil. Do you want a job? .....**A**

7 8 Getting there. A decent effort, but a few lapses in concentration have cost you a top mark. .....**B**

4 6 Decidedly average. Must pay more attention and try harder in class. .....**C**

0 3 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!

- 3D ACTION SHOOTER WITH INCREDIBLE CEL SHADED GRAPHICS.
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TOTAL GAMES net XBM

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: XBOX – IT CAME, IT SAW, IT FLOPPED
tempo_reborn	Posted 02 October 2002 07:26 PM IP: Logged With Microsofts projected loses on the XBOX going a bit mad I feel that they will not be around long enough to even make a slight impace. Very few quality games are coming out of development and all of them just seem to be second par to games on other formats. With the exception of HALO i have nothing that has impressed me in the slightlest. It would appear that Microsoft are a bit of a didaster zone. Success in all territories (not just one) is essential and seeing as the wonder swan, dreamcast and GBC sewing unit continaully sell more units in japan than the xbox we must start to bow down and say. No this just aint gonna work, even if we do have Rare.
Cream	Posted 02 October 2002 08:22 PM IP: Logged The fun is just beginning..... Your doom and gloom is premature. If its the same as it is now after Christmas then maybe Xbox life will be sort, but I think the Xbox is going to come on strong around November to March.
BLACK_MAGIC	Posted 02 October 2002 10:29 PM IP: Logged What rough patch according to computer and video games xbox out sells the gamecube regularly on a weekly basis in the uk and it is still comfortably beating the gc in the states even mario sunshine didnt really make a massive impact on sales over there. Xbox out sells gamecube like 3-1 in australia. Its only in japan its having a real problem (where xbox is a joke). It doesnt matter if pepole like xbox or not there arguments will always be irrelivent because microsoft do not ever loose. People make a big thing about microsoft loosing money in a big way on each mahcine sold. I dont think they understand that they dont care. They are forcing their machine into peoples homes, giving them away free for broadband subscribers and flashing cash all over the place. They have already succeed in sucessfully launching a console which is stage one. I guess you have a choice when microsofts involved you either jump on the bandwagon and enjoy what they offer or become one of the microsoft haters cause in 5 years time you wont have much choice but microsofts consoles cause thats just the way they play ball. I guess you like it or lump it. Most of these kiddies on this forum will understand hopefully how econimics works properly in a few years and relise how much trash they have been talking (take note al80) even someone as stupid as you should be able to do the maths by now.
BLACK_MAGIC	Posted 03 October 2002 10:17 AM IP: Logged What are you talking about you fool its microsofts first console which in total global sales is only just a small margin behind a long term established company! Nintendos sales for an established company are pathetic doesnt matter what way you look at it. If you actually have the brains to look at things on a braoder scale then comment. The handheld market is completely different to the main consoles its like me saying microsofts xbox and windows xp mangles the sales of both nintendo and sony. As far as having nothing to worry about, i dont really think you understand how microsoft work. I think sony and nintendo both understand the threat microsoft imposses. I know it doesnt matter what field of business i was in if microsft stepped into the arena i would **** myself. As for being a fan boy ppfffff i own a cube and xbox and probably every console thats been relased before that due to being the manager of computer exchange for a number of years before becomming a qualified it engineer so erm stick to playing games rather then making stupid comments.

All times are GMT next newest topic | next oldest topic

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!



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.

DOWNLOADS

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

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!

HI. WAT IS THE CHEAPEST DEAL OUT THERE FOR AN XBOX CAUSE IM THINKING ABOUT GETTING ONE FOR CHRISTMAS PS IS VICE CITY GOING TO BE RELEASED ON THE XBOX

You can pick up an Xbox for £160 with SEGA GT 2002 and Jet Set Radio Future. *Vice City? GTA* is a PS2-exclusive.

AFTER PLAYING A DEMO OF COLIN MCRAE 3. I WAS APPALLED TO SEE BLOCKY TEXTURES. SLOW DOWN AND REDRAW. I EXPECTED MORE FROM THE BOYS AT CODEMASTERS.

Blame PlayStation2. We do.

DO YOU KNOW IF WE WILL B ABIL 2 DOWNLOAD OLD GAMES LIKE DOOM OR GTA 1 OR DUKE NUKEM 3D? BAGGY.

Well, Baggy (if that is your real name), the answer is 'no'. A chipped Xbox will play old arcade games, though. Ask your local independent games retailer for more details.

HEY XBM IS DARE ANY FISHING GAMES CUMING OUT ON DA XBOX

Yes 'dare' is. *Fishing Live Online* will be out next year and is compatible with Xbox Live.

HI WAT SPEED BRADBAND SHOULD I GET 4 RUNNIN XBOX?

It'll work with any but we recommend the fastest – 1Mbps.

HI IM HAIGH IV HAD CHAMP MANAGER 4 3 MONTHS NOW AND HAVE UNEARTHED THE GREATEST. JESPER GRONKJAER OF CHELSEA BECOMES AN EXCELLENT PLAYER BUT IT DOES COST.

Is that the best you can do? We recommend Andres D'Alessandro of River Plate. He's the new Maradona, don'tcha know...

I WONT TO NO HOW I CAN MAKE A COMPUTER GAME. I HAVE AN IDEA THAT IS SO GOOD IT WILL SELL AND MAKE MILLIONS. HOW CAN I MAKE THE GAME OR JUST A DEMO?

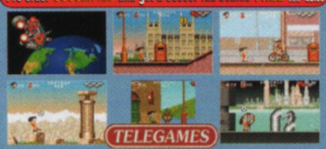
Everyone has one great videogame in them. Or is that a novel? Anyway, whatever you do don't send your idea to a games company – if it's good enough they may take the idea and then claim to have been working on a similar idea already. Not that we're bitter or anything...

SOCCER KID



- 10 visually different, themed stages.
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TELEGAMES

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"Urban Yeti! is by far one of the wackiest, zaniest, most bizarre games out there, and it rocks!...we could just sit and play this game forever."
-GamePlay Magazine

- The strangest game you've ever played. Real motion-captured yeti!
- Parallax background scrolling gives the illusion of depth in the cities.
- 4 unique city stages-you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city!
- Play one of two ways-smash your way through the city or avoid detection altogether.



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- 256 colour graphics
- Parallax scrolling background



GAME BOY ADVANCE

TELEGAMES

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- In-game adjustments for player rotation speed.
- EEPROM back-up to save two separate games.
- FMV (full motion video) introduction.
- Smoke and transparency effects.
- Too many adversaries to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

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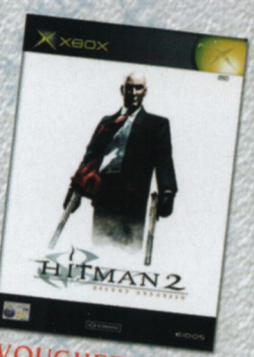
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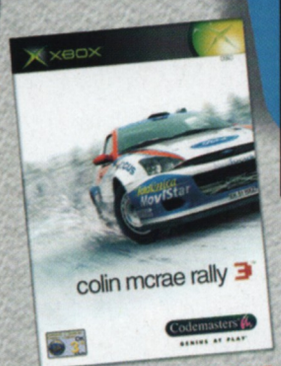
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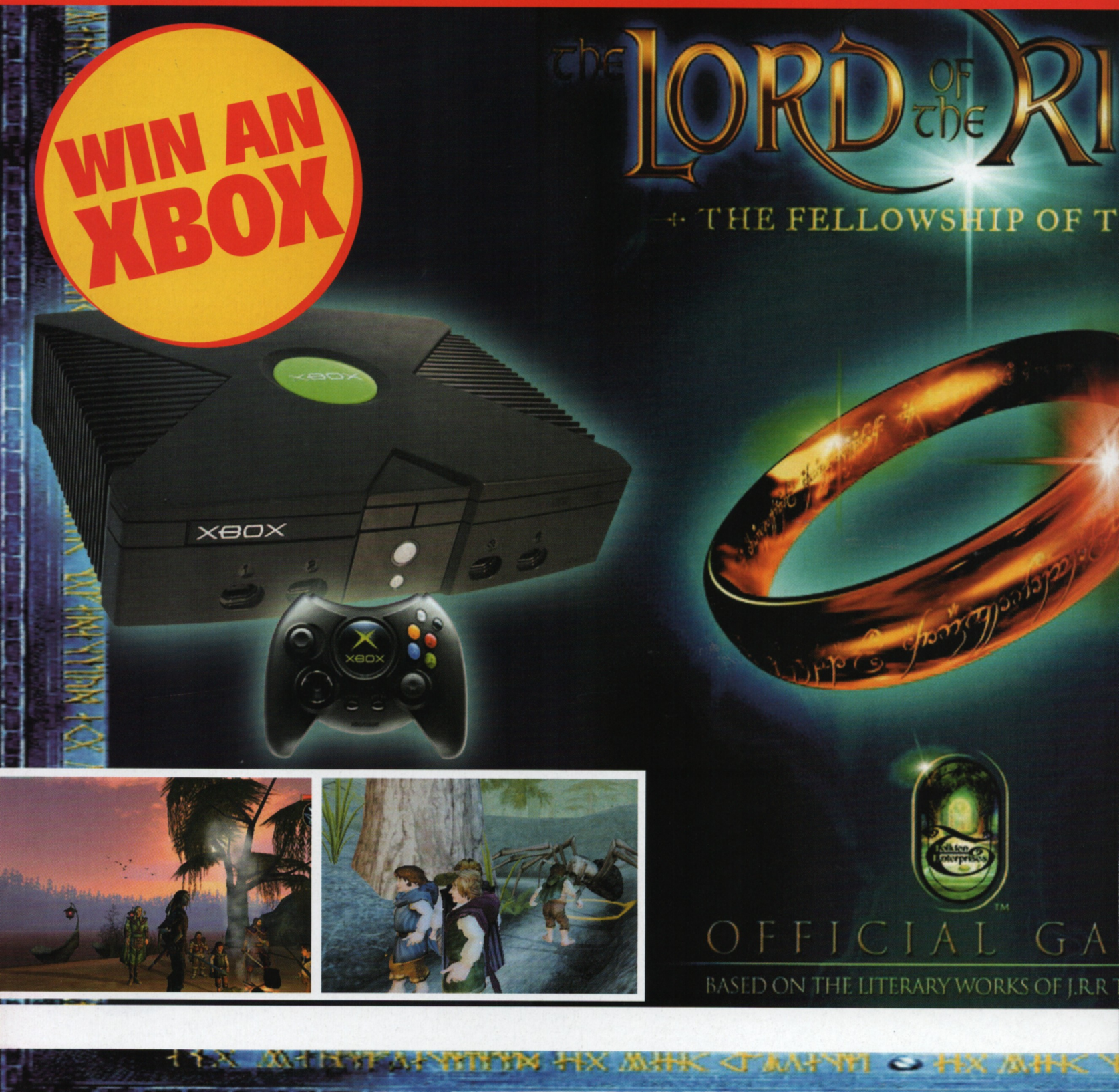
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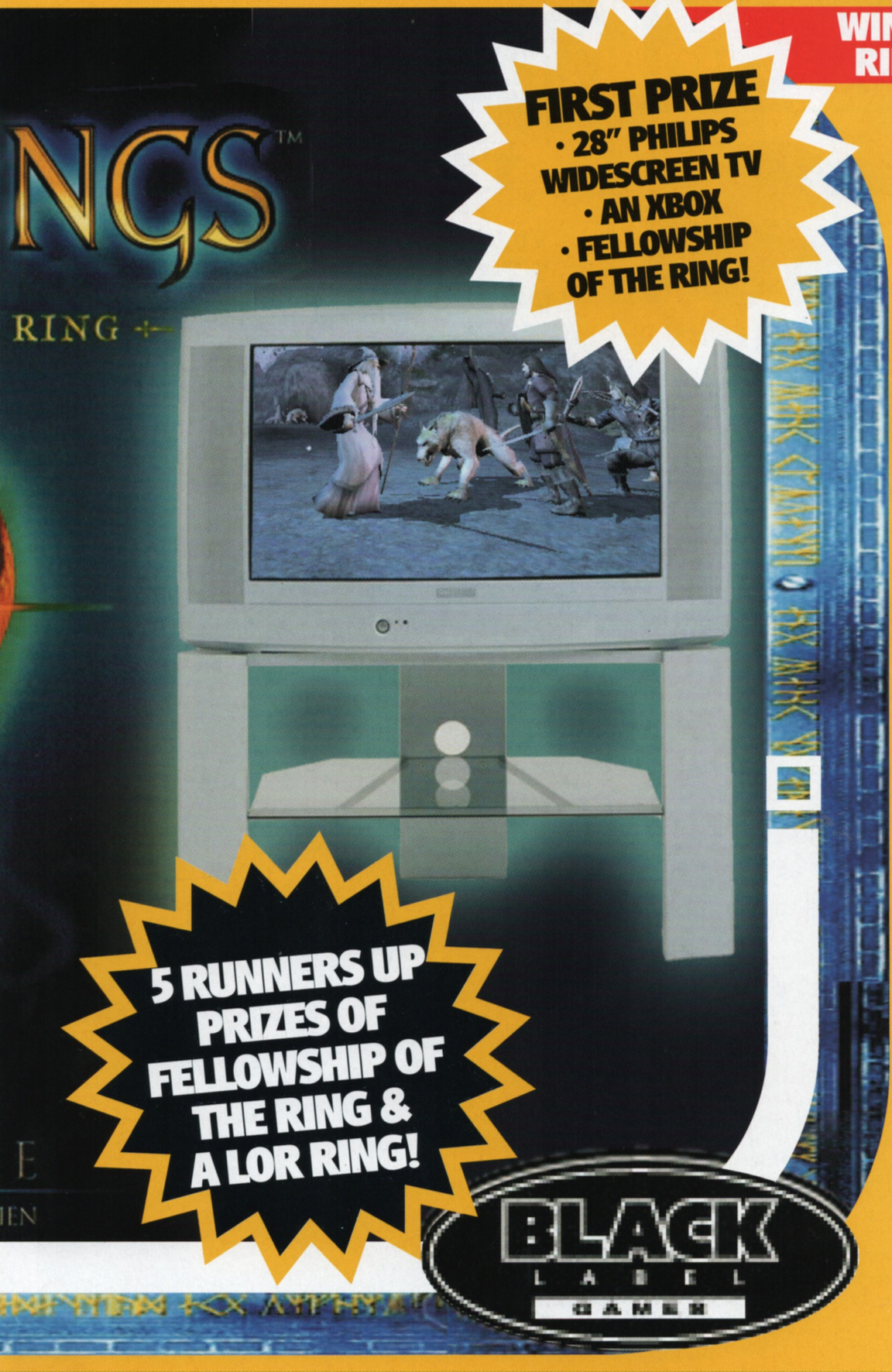
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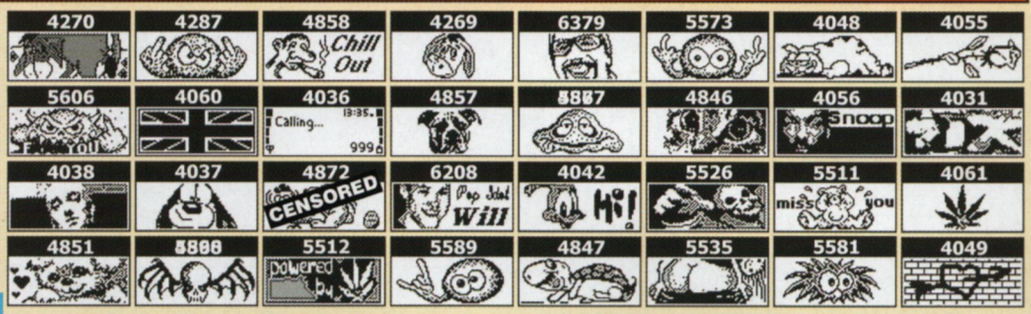
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NEXT MONTH

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THE FIRST EVER HANDS ON PLAYTEST OF XBOX LIVE!

FEATURED

LIVE AND KICKING

It's the end of the world as we know it! (and we feel fine)



XBOX LIVE
pg122



HOUSE OF THE DEAD 3
pg123



STEEL BATTALION
pg123



MORTAL KOMBAT
pg124



UNREAL CHAMP
pg124



TOE JAM & EARL III
pg125





PUBLISHER: MICROSOFT

XBOX LIVE

THE MACHINES PIT MAN AGAINST FELLOW MAN ACROSS THE GLOBE... WAS NOSTRADAMUS RIGHT?

The Broadband subscription bill is signed. The system goes online on 30 November 2002. Human decisions are removed from strategic defence and the Xbox begins to learn at a geometric rate. It becomes self aware at 2.14am Eastern Time, 14 March. In a panic gamers everywhere try to fight back.

Yes that's right – despite all attempts to prevent us from contacting the outside world next month XBM will be online! Battling gamers all over the world and breaking down all cultural barriers. But will it be any good? Well this is pretty much a rhetorical question, but in the next issue we're going to tell you exactly why it is the greatest thing that has happened to videogames since *Pac-Man* chewed on his first pill. We'll bring you all the information, answer all of your questions, pour through all of the technology and (most importantly) show you all of the games.





"THE GREATEST THING THAT HAS HAPPENED TO VIDEOGAMES"



HANDS ON NEXT MONTH

Knock Knock! Is there anyone at home?

HOUSE OF THE DEAD 3

With the announcement that this game includes the original *House Of The Dead* game as an added bonus we were given yet another reason to lust after it. Sure the story is pretty much non-existent and the originality low but shooting zombies with a plastic lightgun is a very satisfying experience. Start warming up those aching trigger fingers for some serious gore-fuelled action.



REVIEWED NEXT MONTH

PUBLISHER: SEGA

PUBLISHER: CAPCOM

STEEL BATTALION

GET YOUR PLANNING PERMISSION PROPOSALS IN!

We're not sure which is more appealing, the game or the overly impressive controller complete with just over 40 buttons and a couple of joysticks. If there is such a beast as a hard-core simulation of mech shooters then this is the game to deliver the goods. The number of possibilities at your fingertips does look a little bit daunting but we're going to brave it for you next issue.



REVIEWED NEXT MONTH





PREVIEWED NEXT MONTH



PUBLISHER: MIDWAY

MORTAL KOMBAT

THE GAME FOR ALL THE FAMILY IS BACK... GET OVER HERE!

The fighting game that refuses to die regardless of how many fatalities, animalities or pit deaths are thrown at it! Next year is going to mark the return of the over the top beat-'em-up *Mortal Kombat* and we're promised that it will take the fist in face action to an entirely new plane of existence. The worrying thing is we really want this to be a good game – if only to get all maudlin over our childhood.

"ULTRA VIOLENCE KEEPS US HAPPY"

REVIEWED NEXT MONTH









PUBLISHER: INFOGRAMES

UNREAL CHAMPIONSHIP

UNREAL BECOMES A REAL!

With online gaming near launch we figured it's about time to review the game that everybody is going to be playing. The *Unreal* franchise has achieved an incredible amount of success on the PC and the Xbox version is sure to do the same. The array of game modes, the ultra violence and the ability to heckle your opponents is enough to keep us happy for some epic gaming sessions.

PUBLISHER: SEGA

TOE JAM AND EARL III: ALL FUNKED UP

YOU BOYS AIN'T FROM ROUND HERE, ARE YA?

Ah yes, the bizarre MegaDrive platform game reborn on the Xbox. Anybody who has played the previous *ToeJam & Earl* titles will know that they are very stylish and incredibly silly platformers. Well it's not like you could take anything with this name seriously! Play through the game recovering the 12 Funk Albums (we kid you not) on your own or with a friend in co-op mode.



REVIEWED NEXT MONTH

If you can't do the time then don't do the crime!

MINORITY REPORT

Massive Hollywood blockbuster gets made into videogame. We've heard this one quite a few times before but at least Activision has picked a film with a decent sci-fi plot that lends itself well to the world of games. It would be great if the world did have some kind of future crime program because then we could tell you if this game was going to be bad – as it is you'll have to wait and see...



PUBLISHER: ACTIVISION



REVIEWED NEXT MONTH

PLUS!

REVIEWED:

- BATTLE ENGINE AQUILA
- 007: NIGHTFIRE
- SHENMUE II
- ATV QUAD RACING 2
- SERIOUS SAM
- TONY HAWK'S 4
- WORLD RACING
- PANZER DRAGOON
- GHOST RECON
- CHAMPIONSHIP MANAGER 02/03



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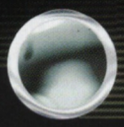
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- SOUL CALIBUR 2
- TOCA RACE DRIVER
- BMX XXX
- KUNG FU CHAOS
- NINJA GAIDEN
- WHACKED!
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- JAP GAME SPECIAL!



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- SPLINTER CELL MAPS AND GUIDE

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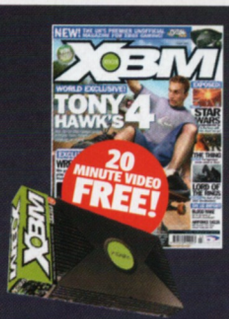
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XBM #12
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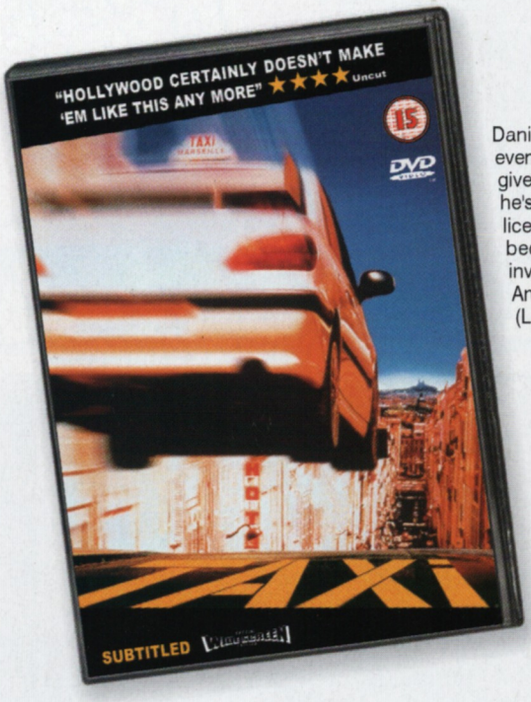
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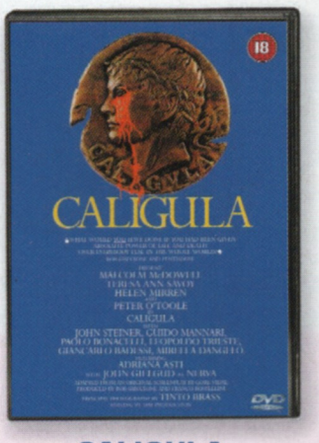


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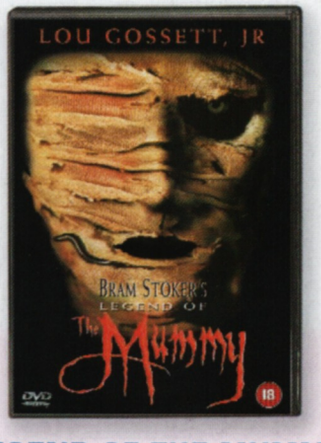
HURLY BURLY

Sean Penn is on the verge of a lifestyle crisis and fuelling his insecurity, along with his cocaine habit, are his three best friends. Three women enter their self-obsessed universe to shatter what little cool reserve they have left. A compelling all star cast including Kevin Spacey & Meg Ryan.

CHOPPER

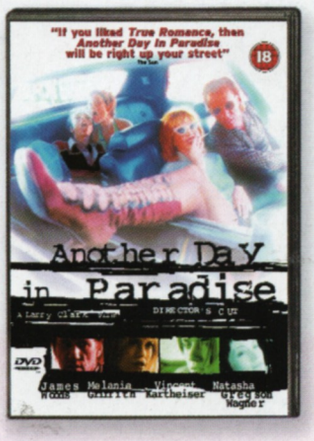
Eric Bana stars as Mark "Chopper" Read, a legendary criminal who wrote his best-selling autobiography while serving a murder sentence in prison, documenting the brutal carnage and wicked sense of humour of a man who supposedly committed nineteen vicious killings.





LEGEND OF THE MUMMY

When Margaret finds her father near death she is about to enter the most frightening night of her life, as lying silently near to where Abel has fallen is the mummified corpse of Queen Tera. What of Trelawny's past deeds has reached out to the ancient spirits and unleashed the curse of centuries?

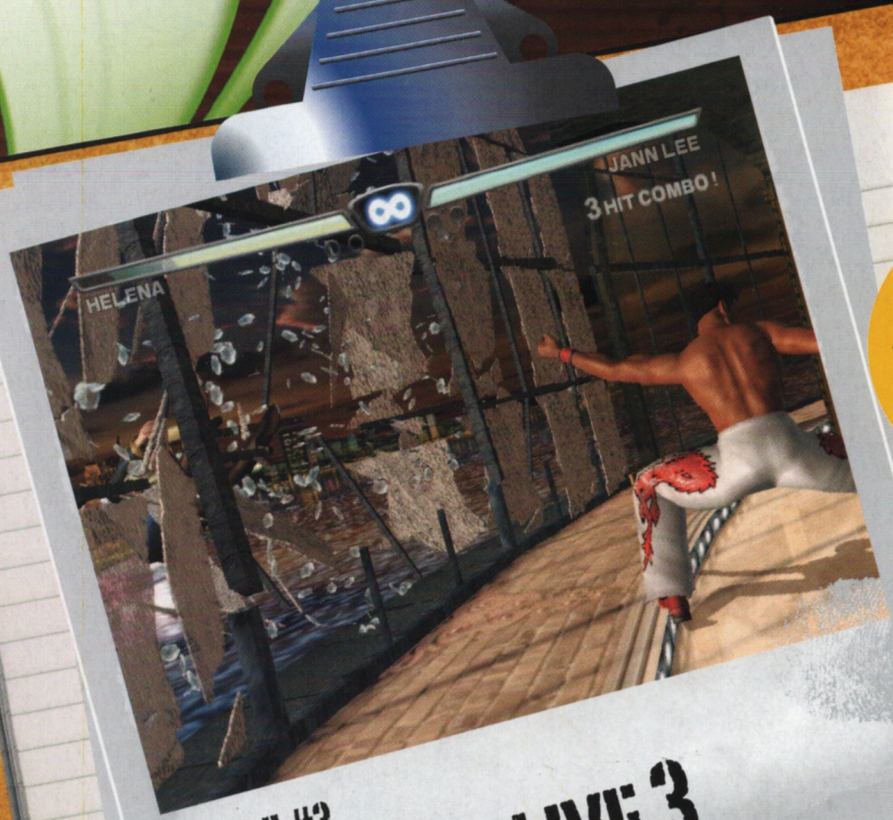


ANOTHER DAY IN PARADISE

In a retro-hip 1970's, a typically explosive James Woods plays a hood with a habit and his eye on making it in the big time. Melanie Griffith excels in a tour-de-force performance as the mother figure watching over Woods and his adolescent cohorts: the archetypal dysfunctional family.

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THE X FILES



NEXT ISSUE
Xbox Live playtested · Metal Gear Solid 2 Substance · Steel Battalion Unreal Championship & more!
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X-FILE #3
DEAD OR ALIVE 3

The bouncing beauties of Dead Or Alive may be moving on to newer activities but let us not forget from whence they originally came..

There are quite a few new fighting games due out at the start of next year. You've got Tao Feng, Mortal Kombat and Kakuto Chojin battling to kick several shades out of the Easter bunny. At the moment there's only one beat 'em-up worth looking at (in more ways than one) and that's Dead Or Alive. The game may be a little bit limited but it's the simplistic gameplay that makes this such a fun battler and the environments you get to fight through are absolutely amazing. We'll certainly never forget the first time we punched an opponent through the windows in the penthouse suite of the Tecmo HQ, down a neon sign and onto the Tokyo streets below.

Over a year on now and we still love watching a newcomer's face and their dropping jaw as their beloved character takes a tumble. It's even more fun if the character has lost enough energy previously to remain still when they hit the floor. Cruel but very entertaining!

BRAINBOX ANSWERS
01. B
02. D
03. B
04. C
05. B
06. A
07. D
08. A
09. C
10. D

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Shadow Man 2
Shadowman
Shenmue 2
Silent Hill
Silent Hill 2
Sim City 2000
Sim City 3000
Simpsons Wrestling
Sims
Sims House Party
Sims on Holiday
Sims: Unleashed
Smackdown 2
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soldier of Fortune
Soldier of Fortune 2
Sonic Adventure
Sonic Adventure 2 Battle
Soul Reaver
Soul Reaver 2
Soviet Strike
Spec Ops: Covert Assault
Spec Ops: Stealth Patrol
Spiderman
Spiderman 2
Spiderman The Movie
Spy Hunter
Spyro 2: Ripto's Rage
Spyro 3: Year of Dragon
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi P. Battles
Star Wars Jedi Starfighter
Star Wars: Jedi Knight 2
Star Wars: Phantom M.
Star Wars: Racer Revenge
Star Wars: Rogue Leader
Star Wars: Star Fighter
State of Emergency
Stronghold
Stuart Little 2
Stuntman
Sudden Strike 2
Summoner
Super Mario Sunshine
Super Smash Bros Melee
Syphon Filter
Syphon Filter 2
Syphon Filter 3

T = 2 0
Tarzan Freeride
Technomage
Tekken 2
Tekken 3
Tekken 4
Tekken Tag Tournament
The Italian Job
The Mummy Returns
The Thing
The World Is Not Enough
Theme Hospital
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Splitters
TOCA Race Driver
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tomorrow Never Dies
Tony Hawk's 2
Tony Hawk's 3
Tony Hawk's S'boarding
Top Gun: Combat Zones
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
Warzone 2100
Wave Race: Blue Storm
Way of the Samurai
World Is Not Enough
World's S. Police Chases
Worms Armageddon
WRC: World Rally Champ
Wu Tang:Taste the Pain
WWE Wrestlemania X8
WWF Smackdown
WWF Smackdown 2
WWF Smackdown 3 J.B.I.

X = 2 4
X-Files

Z = 2 6
Zelda
Zelda: Majora's Mask
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Zoo Tycoon

0-9 = 2 7
007 Agent Under Fire

Plus Many More...

X-BOX

A = 0 1
Agent Under Fire
Aggressive Inline Skating
Air Force Delta Storm
All Star Baseball 2003
Amped Snowboarding
Arctic Thunder
Azurik: Rise of Perthia

B = 0 2
Batman Vengeance
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
Bond: Agent Under Fire
Bruce Lee: Quest Dragon
Buffy Vampire Slayer
Burnout

C = 0 3
C.Bandicoot: W.of Cortex
C.Edwards' Inline Skating
Cel Damage
Champ. Manager 2002
Circus Maximus
Commandos 2
Conflict: Desert Storm
Crash
Crazy Taxi 3: High Roller

D = 0 4
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 & 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
Hitman 2: Silent Ass.
Hunter: The Reckoning

I = 0 9
Int. Superstar Soccer 2
Int. Winter Sports 2002

J = 1 0
Jedi Star Fighter
Jet Set Radio Future

K = 1 1
Kabuki Warriors
Kelly Slater's Pro Surfer
Knockout Kings 2002

L = 1 2
L. of Kain: Blood Omen 2
Legend of Black Kat
Legends of Wrestling
Loons: Fight For Fame
Lord Of The Rings

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 02&03
NBA 2K2
NBA Inside Drive 2002
NBA Live 2003
NBA Tonight 2002
New Legends
NFL Blitz 2002
NFL Fever 2002 & 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

Q = 1 7
Quantum Redshift

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
Robotech: Battlecry

S = 1 9
Sega Soccer Slam
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: J. Starfighter
Star Wars: Star Fighter
Street Hoops

T = 2 0
Test Drive: Overdrive
Test Drive: Wide Open
The Fellowship of Ring
The Simpsons: Road Rage
The Thing
Tony Hawk's 2X & 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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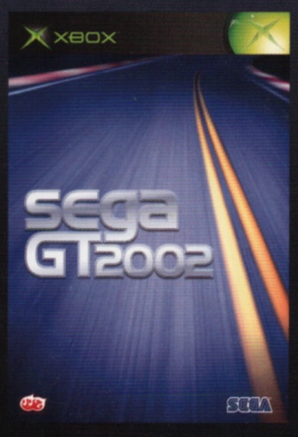
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