

COMPUTER & VIDEO GAMES

CVG

4 BEST GAMES EVER!

EXCLUSIVE! Street racing gets supercharged!
Hot mods, phat rides and fit chicks
rule the underground



NEED FOR SPEED UNDERGROUND 2

PRINCE OF PERSIA 2

Goodbye! pony shoes,
hello throat-slitting action!

WIN A PSP!

Your second chance
to be the UK's
first to own a PSP



NINTENDO'S DS GOES FINAL

New design plus 60 launch
games revealed!



SPLINTER CELL CHAOS THEORY

EXCLUSIVE! CVG gets access all-ones
to Sam Fisher's dark new masterpiece



PRO EVO 4

With new teams, new tricks and world-class
commentary - IS THIS the best footie game ever?



DOOM 3

SHOCKING FIRST REVIEW!

But is it Heaven sent or
straight from Hell?
Find out only in CVG

OVER 71 GAMES RATED

- DOOM 3 * SECOND SIGHT
- MARIO VS DONKEY KONG
- CONFLICT: VIETNAM
- NBA BALLERS * SUDEKI
- JUICED * GRADIUS V
- MARIO GOLF ADVANCE
- HEADHUNTER: REDEMPTION
- RAINBOW SIX: BLACK ARROW
- CRIMSON SEAS 2
- DYNASTY WARRIORS 4: EMPIRES
- WINGS OF WAR * MEGA MAN
- AND LOADS MORE

PLUS! THE BEST 50 GAMES
FOR YOUR CONSOLE!





**OCTOBER
2004**

THE NORTH PART...

Finally! It's the second part of the epic Doom 3 series!

**CVG
GOLD
AWARDS**

DOOM 3™

MEET THY DOOM! IS ID'S
PSYCHO SHOOTER A CHIP OFF
THE OLD BUTCHER'S BLOCK?



**GO TO
PAGE: 72**

**CVG IN
NUMBERS**

NUMBER OF GAMES

349

SCREENSHOTS

793

GAMES RATED

71

TOP RINGS

86

NFS UNDERGROUND 2 & A FAT LOAD MORE INSIDE

LIVE! HIT THE MILL

Life and death are the main themes of the new action-adventure game *Millions*, which is set in a dystopian future where the world is ruled by a corrupt government. The game is set in a dystopian future where the world is ruled by a corrupt government. The game is set in a dystopian future where the world is ruled by a corrupt government.

THEY CAN'T TAKE THEM FITTING

The new action-adventure game *Millions* is set in a dystopian future where the world is ruled by a corrupt government. The game is set in a dystopian future where the world is ruled by a corrupt government.



HALF-LIFE 2 DRIPPING IN SEPTEMBER

The new action-adventure game *Half-Life 2* is set in a dystopian future where the world is ruled by a corrupt government. The game is set in a dystopian future where the world is ruled by a corrupt government.



WHAT INVADERS IS

As a supporting title within the range of titles including *Star Wars: The Force Unleashed*, *Star Wars: The Force Unleashed II*, and *Star Wars: The Force Unleashed III*, the new action-adventure game *Star Wars: The Force Unleashed* is set in a dystopian future where the world is ruled by a corrupt government.



It's commitment to the franchise will be rewarded in the form of a new game.

HANDFUL FROTH HEAVEN

There was one other game on the DS title list that we got a look at: *Handful Froth Heaven*. The game is set in a dystopian future where the world is ruled by a corrupt government.



It's commitment to the franchise will be rewarded in the form of a new game.

DS: GAME BLITZ

There are 2,000+ games in development around the world, with Nintendo producing its own. The list goes on to show a list of games in development, with Nintendo producing its own.

AAAR, INC.
 ■ *Star Wars: The Force Unleashed*
 ■ *Star Wars: The Force Unleashed II*
 ■ *Star Wars: The Force Unleashed III*

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 ■ *Star Wars: The Force Unleashed II*
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AAAAR, INC.
 ■ *Star Wars: The Force Unleashed*
 ■ *Star Wars: The Force Unleashed II*
 ■ *Star Wars: The Force Unleashed III*



18 MANHUNT ON TRIAL
ROCKSTAR'S ULTRA-VIOLENT SNUFF 'EM UP ACCUSED OF MURDER

In the early hours of Thursday, 18 February the body of 14-year-old Stefan Piskarov was found in a park in London. He had suffered several deep stab wounds to his torso and multiple fractures to his skull.

He was killed by one of his friends, 17-year-old Oliver Johnson, who attacked him with a knife and a club. Johnson, who claims to have passed up the murder in court.

After the hearing, Johnson's mother, Tracy, suggested that "Stefan had multiple fractures to his skull" and that "Stefan had multiple fractures to his skull".

"Some sections of the press reacted angrily, with the Daily Mail's 'Murder by Manhunt' headline writing the tale for an assault on violence games."

"Stefan's parents were badly treated as US lawyer, Jack Thompson, to make legal action against Rockstar South. The publisher expressed its 'deepest sympathies to those affected by these tragic events' but emphasized Manhunt's BBFC 18 certification.

It should have been clear that Manhunt is an extremely violent game, and it's no secret that thousands of gamers under the legal age of 18 will have played it — including a lot of you, just. Stefan's death is a terrible and sometimes avoidable, but is Manhunt really to blame?"

It's a matter of some responsibility for Stefan's death in London being made a newspaper headline. It's a matter of some responsibility for Stefan's death in London being made a newspaper headline. It's a matter of some responsibility for Stefan's death in London being made a newspaper headline.

In a recent interview, I mentioned that I would be going to the UK to see the new game *Manhunt*. The game is set in a dystopian future where the world is ruled by a corrupt government.

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It's commitment to the franchise will be rewarded in the form of a new game. It's commitment to the franchise will be rewarded in the form of a new game.



THE MOMENT OF SILENCE

COMING SOON

CORRUPTION • POWER • GLOBAL DOMINATION

The Moment of Silence is an espionage thriller set in the near future. A risky intelligence operation turns into a cascade of surprising plot twists. Traditional adventure puzzles are fused with unique tactics and action sequences to create an adventure world that is constantly challenging.

VISIT [WWW.MOMENTOF SILENCE.COM](http://WWW.MOMENTOF Silence.COM)

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BIG JAPAN

OUR MAN IN JAPAN PEEKS OUT WHETHER DS AND PSP CAN RE-IGNITE A STRAGGLING JAP GAME SCENE

The big news in Japan is that some of the country's biggest publishers are planning to release their new PSP and DS games in the West.

Everyone is talking about them as the saviors, in the shops, in the offices – and especially in the shops.

Nintendo and Sony haven't announced release dates yet so retailers can't take providers, but they're eager to start taking in the cash. In fact, the stores' shelves are flying faster than hot air balloons. The PSP and DS titles are being sold out in some of the most popular retailers in the country.

The release of these new titles could be a game-changer for the Japanese market. The current generation of consoles is starting to look a little long in the tooth, but the next generation is still a long way off. People are looking for a new console to replace their old one, and there's definitely a feeling that PSP and DS could capture the imagination of bored gamers.

The capabilities of both systems are really quite advanced, with wireless



capability, high resolution, touch screens, new media, and big screens – all in the palm of your hand (or hands, because the PSP isn't small). Play'n it again, providing the new view for you to see things. It's not a coincidence that the best game systems could do so much out of the box.

DOOR AND SLAM

But people also see the dark side. Some gamers, I'm talking to you, are worried that stores would close, and others couldn't get a monopoly of about DS and PSP. The small business owner, for good or bad, for DS, they're not the only companies that the DS games they color Japanese.

Consumers are tired of being expected to buy games they've already played. Sony isn't helping by encouraging ports of PlayStation 3 games to numerous development

costs, and Nintendo already has a track record of releasing out releases.

Whatever happens, the next few months are going to be really interesting – and we're hoping, really excited.

as far as volume is concerned, but by encouraging just being the same level of excitement in the PSP version as in the PS2 era.

BOX 2 UNVEILED IN JANUARY?
Microsoft's next game console could have been unveiled in January, but the company is now planning to release the Xbox 360 in the fall of 2005.



NBA STREET V3

BUILD A COURT THEN RULE IT ONLINE IN EA'S STREETBALL SUPERSTAR

What with NBA gamers robbing you a little this month (check out our review on page 80) we're well up for a bit of 3-ball action, so when these fresh new NBA Street

by shoes, slammed onto our desks we went back with...
See, NBA Street 3 was, ultimately, underused, so we're excited to see if it keeps up the hoop-shooting attitude and action of the original.

STREET DRUMS

When you first boot up NBA Street 3 you'll find a new look that's more like a street game than a basketball game. You'll be able to create your own player, customize their look, then hit the block to join an online NBA Legends and current stars like Kobe Bryant and Shaq O'Neal.



You can actually design and build your own signature court, take part in a backboard-smashing dunk contest, or jump-start it play online against other basketball wannabes. It's on Xbox, PS2 and PC, early next year.



By the way, NBA Street 3 isn't even the most advanced, it's the most advanced.



By the way, NBA Street 3 isn't even the most advanced, it's the most advanced.

FF XI GOES ONLINE IN THE UK!

FINAL FANTASY XI MOVING TO THE UK IN FEBRUARY

The UK and Japan have been enjoying the new online version of Final Fantasy XI for a while now, but it's finally time for European fans to get their slice of it.



Final Fantasy XI is the most advanced, it's the most advanced.

It'll be available in the UK in February, and the launch date is set for September 1st. However, it's not an online version for the PS2 version, though.

It'll be in the UK in February, and the launch date is set for September 1st.



Final Fantasy XI is the most advanced, it's the most advanced.



Final Fantasy XI is the most advanced, it's the most advanced.



Final Fantasy XI is the most advanced, it's the most advanced.



RESIDENT EVIL OUTBREAK: FILE #2

Resident Evil: Outbreak is the most advanced, it's the most advanced.



Resident Evil: Outbreak is the most advanced, it's the most advanced.



Resident Evil: Outbreak is the most advanced, it's the most advanced.



It's a little bit of a stretch to say that the bowl of spaghetti is a metaphor for the game, but it's a metaphor for the game's premise. Mario's head is in a bowl of spaghetti.

MARIO GOES HANDS-FREE

So this "Play" design and that Nintendo was getting on to it before us. It's a metaphor for the game's premise. Mario's head is in a bowl of spaghetti. It's a little bit of a stretch to say that the bowl of spaghetti is a metaphor for the game, but it's a metaphor for the game's premise.



WE HATE WIRES

BUT WE'RE LOVING JONTECH'S NEW WIRELESS PADS!

This month we're stepping outside typical video game format and attention to our readers. Luckily, JONTECH is in a class to release a new range of wireless gaming controllers for Xbox and PS3. Get it?

These little beauties operate on a frequency of 2.4GHz and have a response time of 1/1000s, which means nothing to us, but assuredly for the tech it also isn't in a guided mode. If it's good enough to blow up tanks, it's good enough for us.

As for the PS3 one out on Amazon: The Fun and Family version of the tech is also not in a guided mode. If it's good enough to blow up tanks, it's good enough for us.

While enjoyable, both pads are due out at the end of November, with the PS3 Wireless Analog Controller at £149.99 and Xbox Wireless Next Controller at £129.99. Seeing as some people tend to have a back to yourself,



NO STRINGS ATTACHED

WIN WIRELESS PADS

To get into the draw to win a pair of JONTECH wireless gamepads, visit our website at www.4mat.com to see the rules and terms. The prize is valid for the UK only.

- 1. To enter, visit www.4mat.com and complete the registration form.
- 2. The draw will take place on 15th November 2011.
- 3. The prize is valid for the UK only.

Full terms and conditions apply. See www.4mat.com for more details. The prize is valid for the UK only.

THE HOT SEAT



Gran Turismo Sport is the most realistic driving game ever. It's a metaphor for the game's premise.

- 1. **Q** How often do you use Gran Turismo Sport?
- 2. **A** I use it every day. It's a metaphor for the game's premise.
- 3. **Q** What's your favorite car in the game?
- 4. **A** The Ferrari F40. It's a metaphor for the game's premise.

THERE'S A BIGGER BUNCH OF CARS... ONLY 30 EVERY SOME NEW LICENSES!!!

Gran Turismo Sport is the most realistic driving game ever. It's a metaphor for the game's premise.



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YOU CAN GET OUT YOUR WANK AND TALK HOW YOU WANT!!!

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The Getaway Black Monday



SONY'S COCKNEY WIDEBOY SHOWS HIS WARES

Judging by these screenshots, Sam Beal is a cockney action hero. He's a metaphor for the game's premise.

Black Monday is set two years after the first game. You'll take the role of three different characters in their paths to London. It's a metaphor for the game's premise.

Black Monday will take you back to the streets of London in PS3.

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Black Monday will take you back to the streets of London in PS3.

"CRACK SOMEONE ON THE CRANIUM WITH A SLEDGEHAMMER FOR SOME REAL BLOOD FLOW"

THE BIG CRACK



By the end of these sledgehammer matches, the audience that had gathered for the event had a good understanding of what was going on.

But up to the moment you started your own sledgehammer match, you were a spectator.



The sledgehammer matches were a highlight of the event and a crowd-pleasing spectacle.

★ NOW THAT'S BIG!

WWE: IT'S THE BIG CRACK!

WWE made sure the unveiling of *Crackdown* the title was a big event by having some of the biggest wrestlers all there at the Big Bang. The night of the unveiling featured a number of surprise matches with live, but that didn't stop WWE from the more from getting up close and smelling their favorite men battle with the real



By the end of these sledgehammer matches, the audience that had gathered for the event had a good understanding of what was going on.

sledgehammer for some real blood flow — and the sledge-hugs suit

Outside of the ring there's a ton of improvements, from non-combat features — including our favorite gimmicks like and it — to new play-by-play commentary. Some of the *Crackdown* features will be done away by the visual improvement of HD remasters, and you can really customize it up with *Crackdown* Full and *Crackdown* PVP modes!

The big surprises are still under wraps. *Crackdown*'s Rick Boudreau told us the few that are for a good amount of time that we had allowed to talk about yet... but remember the names we dropped on you last month? It's not confirmed, but those are back — *Crackdown* PVP is



By the end of these sledgehammer matches, the audience that had gathered for the event had a good understanding of what was going on.



OUTRUN 2 UNLOCKABLES

Outrun 2 has three unlockable cars: a high-top red and black, but the number one car is the high-top yellow and black. To unlock all the cars, you need to complete the game. To unlock the cars, you need to complete the game. To unlock the cars, you need to complete the game.



ODDWorld STRANGER

THINGS ARE GETTING EVEN WEIRDER IN ODDWorld...

The *ODDWorld* series has been one of those funny ones you either digged or you didn't.

Stranger's totally different design, in both look and play. How it plays the role of Stranger, a funny-looking, funny-looking, funny-looking thing that lives in the town of Numb. It's a funny-looking thing that lives in the town of Numb. It's a funny-looking thing that lives in the town of Numb.

Stranger's totally different design, in both look and play. How it plays the role of Stranger, a funny-looking, funny-looking, funny-looking thing that lives in the town of Numb. It's a funny-looking thing that lives in the town of Numb. It's a funny-looking thing that lives in the town of Numb.

amusement, and apparently you'll embark on a quest for the ultimate bounty. God knows how much content they need to make that...

Oddworld: Stranger's Wrath comes out early 2006, on PS2 and Xbox.



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THE FINAL COUNTDOWN

BRITAIN'S BEST PRO EVO PLAYERS BATTLE TO BE UK CHAMPION!

Forget the fruits of last Mourinho's summer spending spree - the biggest stars debuting at Stamford Bridge on August 19th were the finalists of the 2013 National League Pro Evo Soccer Final, proudly backed by Renault and CVG.

For the last nine months PPL managers up and down the country have been battling to top their local league table, with the top five making it to the Stamford final. If you've been reading our coverage you'll know how tough the competition's been, so a big congratulations to everyone who qualified.

But the competition had only just begun. The 40 qualifiers were split into eight groups of five.



It's essential to remember that you're not just competing to be the best player in your area.



It takes every night's quality to make it to the final.

with the leader progressing to the knockout stages. With a place representing the UK at the European Finals in the south of France at stake, there wasn't time for warm-ups - and no room for error.



It's essential to remember that you're not just competing to be the best player in your area.



"THE LUCK WAS WITH FEM WHO REMAINED - INCREDIBLE - UNBEATEN ALL YEAR"

EVERYONE A WINNER

At National League Pro Evo, everyone's a winner. Whether you're a fan of the game, a player, or a manager, you'll find something to love. And if you're lucky, you'll even find a winner in the final.

ROUND 1: GROUP STAGES GROUP A

- | | |
|----------------------|--------------|
| 1. West Ham | 2. Liverpool |
| 3. Manchester United | 4. Arsenal |
| 5. Chelsea | 6. Tottenham |
| 7. Manchester City | 8. Newcastle |

Group A was the Group of Death, with every player having played for at least two major clubs. Manchester United were the only team to win a game, but it was the incredible comeback that retained Group A as the Group of Death.

CVG's Pick of the Group
 Liverpool
 CVG's pick of the group was Liverpool, who had the most goals scored in the group.



THE ROUND-ROBIN FIVE
 MANCHESTER UNITED - ARSENAL
 OF THE YEAR OF 2013
 MANCHESTER UNITED

ROUND 1: GROUP STAGES GROUP B

- | | |
|--------------------|----------------------|
| 1. Tottenham | 2. Arsenal |
| 3. Liverpool | 4. Manchester United |
| 5. Chelsea | 6. Newcastle |
| 7. Manchester City | 8. West Ham |

Another tough group, Group B saw the bottom-placed team from the knockout stages, West Ham, progress to the final. Tottenham were the only team to win a game, but it was the incredible comeback that retained Group B as the Group of Death.

CVG's Pick of the Group
 Tottenham
 Tottenham were the only team to win a game in the group.



JUST GETTING THROUGH THE GROUP IS GOING TO BE A NIGHTMARE!
 CHELSEA - MANCHESTER UNITED

ROUND 1: GROUP STAGES GROUP C

- | | |
|----------------------|--------------|
| 1. Liverpool | 2. Tottenham |
| 3. Manchester United | 4. Arsenal |
| 5. Chelsea | 6. Newcastle |
| 7. Manchester City | 8. West Ham |

Group C was the Group of Death, with every player having played for at least two major clubs. Liverpool were the only team to win a game, but it was the incredible comeback that retained Group C as the Group of Death.

CVG's Pick of the Group
 Liverpool
 Liverpool were the only team to win a game in the group.



THE BEST WAY TO GET BY
 ARSENAL - MANCHESTER UNITED
 OF THE YEAR OF 2013
 ARSENAL



Charts

FIND OUT WHICH GAMES ARE RISING OFF THE SHELVES AND WHICH ARE NOSING-DIVING INTO OBSCURITY, NOW THEY SCORED IN CVG AND WHAT WE RECKON TO THEM NOW

UK TOP 20 BESTSELLERS

BY THE EDITOR OF CHART TOOP

The above charts are based on sales data from the week ending 11th October 2013. For more information visit www.charttoop.com

Rank	Game	Score	Chart Toop	Notes
1	2013-11-17 (ACTIVISION)	52	52	Are you ready? Ready or not, here I come! The best superhero game in ages, all set in a world of wonder in New York.
2	INFERNO (EA)	52	52	Thought by thousands of people who didn't read our weekly recommendations that this game is - how many copies are getting returned?
3	SHOCK 2 (ACTIVISION)	52	52	After Infinity's first attempt stands as the classic, the Warzone first fails, who says old-school never leaves (but it's better looking)
4	WRECK 2014 (SONY)	52	52	Loads of events, but for a year Omega standard before looking excellent, look down a second-hand copy of this and you'll know that this is high-falootin'
5	CRAYON RAYZ: PAPERBAY TOMBRAID	52	52	Cartoonish over-the-top fun that's really quite unique in the PS3 arena. Big, bright, over-the-top that makes you go 'ah-hem, sorry'
6	WHEEL RACING SCORPY (WHEEL)	52	52	Looks odd, designed, featured, makes people from looking at it with a 'huh, interesting, but not really fun' - what are you going on with?
7	WHEEL RACING SCORPY - PLUTONIUM & SMOG (WHEEL)	52	52	It's the best in everything out of this stage again, but the first what anyone that isn't a child is going to get back on the front row.
8	HARRY POTTER AND THE PRISONER OF AZKABAN (EA)	52	52	With Harry's temporary return, featuring the best of the game's 'mystery' elements, it's a return to a classic, and a return to a classic.
9	WET WIND 2014 FESTIVAL (EA)	52	52	What's going on? Is this the best of the game's best? Is it a game that's not a game, but a game that's not a game?
10	FEEL GOOD 2014 (EA)	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
11	DIAMOND 2	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
12	FEEL GOOD SPECTRUM WARRIOR	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
13	FEEL GOOD SPECTRUM WARRIOR - PLUTONIUM & SMOG	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
14	SONIC HEROES (EA)	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
15	TIGER WIND 2014	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
16	THE LORD OF THE RINGS: THE RETURN OF THE KING	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
17	SHOCK 2 (EA)	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
18	WHEEL RACING SCORPY 2014 (WHEEL)	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
19	COFFIN WARRIORS	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
20	THE KING OF FIGHTERS XIII	52	52	After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.

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WHAT'S HOT

- 1. 2013-11-17 (ACTIVISION)**
The best superhero game in ages, all set in a world of wonder in New York.
- 2. INFERNO (EA)**
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What's going on? Is this the best of the game's best? Is it a game that's not a game, but a game that's not a game?
- 10. FEEL GOOD 2014 (EA)**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 11. DIAMOND 2**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 12. FEEL GOOD SPECTRUM WARRIOR**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 13. FEEL GOOD SPECTRUM WARRIOR - PLUTONIUM & SMOG**
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- 14. SONIC HEROES (EA)**
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- 15. TIGER WIND 2014**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 16. THE LORD OF THE RINGS: THE RETURN OF THE KING**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 17. SHOCK 2 (EA)**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 18. WHEEL RACING SCORPY 2014 (WHEEL)**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 19. COFFIN WARRIORS**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
- 20. THE KING OF FIGHTERS XIII**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.

WHAT'S HOT

- 1. 2013-11-17 (ACTIVISION)**
The best superhero game in ages, all set in a world of wonder in New York.
- 2. INFERNO (EA)**
Thought by thousands of people who didn't read our weekly recommendations that this game is - how many copies are getting returned?
- 3. SHOCK 2 (ACTIVISION)**
After Infinity's first attempt stands as the classic, the Warzone first fails, who says old-school never leaves (but it's better looking)
- 4. WRECK 2014 (SONY)**
Loads of events, but for a year Omega standard before looking excellent, look down a second-hand copy of this and you'll know that this is high-falootin'
- 5. CRAYON RAYZ: PAPERBAY TOMBRAID**
Cartoonish over-the-top fun that's really quite unique in the PS3 arena. Big, bright, over-the-top that makes you go 'ah-hem, sorry'
- 6. WHEEL RACING SCORPY (WHEEL)**
Looks odd, designed, featured, makes people from looking at it with a 'huh, interesting, but not really fun' - what are you going on with?
- 7. WHEEL RACING SCORPY - PLUTONIUM & SMOG (WHEEL)**
It's the best in everything out of this stage again, but the first what anyone that isn't a child is going to get back on the front row.
- 8. HARRY POTTER AND THE PRISONER OF AZKABAN (EA)**
With Harry's temporary return, featuring the best of the game's 'mystery' elements, it's a return to a classic, and a return to a classic.
- 9. WET WIND 2014 FESTIVAL (EA)**
What's going on? Is this the best of the game's best? Is it a game that's not a game, but a game that's not a game?
- 10. FEEL GOOD 2014 (EA)**
After more than two years, it's back to the top of the charts, but with another couple of months, it's not a game that's not a game.
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CVG STAR LETTER

VIDEOGAME VIOLENCE ON TRIAL

WIN £150!



Mark responds to online

commentary on the

video game violence

anywhere else. Violence is all around us. If Mark is banned nothing will be achieved except the loss of a good game, the boy killed his friend, the game is just an excuse.

WILLIARD, NOTTINGHAM

ANNE Great points, Mark. To be honest, we're surprised it's taken this long for a *Manhunt* case story (see p2) to surface. While the death of Stephen Pittwater is a truly tragic event, and *Manhunt* is a truly brilliant game, it must be remembered about all that the game is intended for adults over 18. There's no *Call of Duty* violence going on. It's a horror violence and games, and the vast majority of people who play 'em aren't turned into murderers.

People in real life circumstances look for explanations, and really those reasons become amplified and often distorted when mainstream media gets out a 'illy violent' story.

WINNER

Cex

Write a letter with over £150 to spend on it, and you'll win the chance to make our award games, DVDs and consoles for you, or as a gift for someone you care about. The game is free on £1, the winner will get a replacement that will work on our website.

publishy I feel that Alan has committed a crime because they've cheated thousands of people into buying a worthless product. It's caught one eye thing though always. Great! CVG before buying!



Quality, Christchurch

ANNE It's a damn shame that so many people were not not brought before they'd read our review for used professional reviews in a couple of mags and websites that are usually really damn good. They had to make sure the game sold well, whether it was good or not. It's a right on one thing, though.

always provide CVG before buying, the printed out the available months ago and we get it spot on.

IMPORTS ARE IMPORTANT Having played Cameron's somebody's

Golf on PS3 was really looking forward to Mario Golf on Cube and Wii. To my surprise the Cube version didn't come out in the UK for six months after the US version, and the Wii game isn't out until September even though you can get it in the US right now. I've contacted a few game

importers but they've told me that due to legal issues with Nintendo they were unable to import the game for me. Why does Nintendo kick up such a big fuss about imports when they later so long releasing them in the UK? Is it any words Nintendo is struggling?

Yes, small

ANNE Although and Sony don't exactly promote imported games, and with Sony winning the shipping court case (see *Planet CVG* all things are going to get a lot tighter, but at least they don't hold back games as long as Nintendo. Chris, what about *Animal Crossing*? It's been out pretty much everywhere except here for hard disks and it only just got a bit release date it's definitely a mistake, especially when Cube (and so) is loyal to the games shop over. See it on Sony!

SET TRIPPING

Has anything been announced yet on whether Sam Andrew will appear on Xbox and PS2? I also don't understand your rating system - why do you have all those sub-categories when the overall score isn't the average of those scores? Great magazine though - keep it up!

Johnny Mitchell

ANNE Nothing's been announced, but Mike Clay came out seven months later on PC, and a year and a month later on Xbox, but expect both dates to drop. It's a shame Christmas. Our rating system's not a strict average because we add more weight to Gameplay and Looking Ahead.

KESS MY RACE!

I've wondered who develops these characters but I'll tell you who: me! I look at my picture and check out my *Young Teamster* from *Ultimate 100*, what do you think?

Oliver Roberts, Walsley, West Yorkshire

ANNE Good work Jules. Does anyone else look like a game character? Or find one with a job?

SHORT & CURLIES

CHOPPED UP; SHIPPED OUT

1 I don't think you're much closer, but I think they can win the audience by continuing to promote game releases. Nintendo has been doing well in the past few years - they're making more of them.

2 How does Sony's PS3 compare to the Xbox 360? Is it better? Because you have all the games and make your own stuff. I'd like to see how they're doing.

3 Why is *Manhunt* so bad? I like the game but it's not as good as the others. I'd like to see how they're doing.

4 I like *Manhunt* a lot. I'd like to see how they're doing. I'd like to see how they're doing.

5 I like *Manhunt* a lot. I'd like to see how they're doing. I'd like to see how they're doing.

6 I like *Manhunt* a lot. I'd like to see how they're doing. I'd like to see how they're doing.

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9 I like *Manhunt* a lot. I'd like to see how they're doing. I'd like to see how they're doing.

10 I like *Manhunt* a lot. I'd like to see how they're doing. I'd like to see how they're doing.

MAILBOMBS!

Video game offers looking up titles again later.

- Manhunt: Is it responsible?
- Sam Andrew: For casual gamers only!
- Gaming today: Guys. Are you the best of a game character?
- Man: Did you get it or did you get it?
- Sam Cameron: Not any good as gaming rules!

MAILBOMB! MAILBOMB! MAILBOMB! MAILBOMB!



"MURDER BY PLAYSTATION? I'M SORRY, BUT THAT'S B*LL*CKS!"

CVG
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 EXCLUSIVE OF THE MONTH
CVG
 ANOTHER WORD EXCLUSIVE

NEED FOR SPEED UNDERGROUND 2

EA's nitrous-fuelled tarmac rockets is going deeper underground. You ready for more cars, more mods, more girls and more CVG scoops?

Strapped up? Tricked out? Heck no, we could tell you that EA has really found the speed development into the garage, talked on a few deep modifications, gives it a fresh bit of juice, and showed it back on the street. We'll be lying. You won't pump my fist, when some wheel gets a nitro-boost makeover, squealed once its ready to race. The first need for speed underground was a nitro for boost, Underground 2

fixed, but NFS Underground 2 is a whole new level altogether.

It has stood in the life Underground for a brand new world mixed with more power, style, the hood and more things on the highway. Here, they've introduced the things that made the first game the most successful ever - not yet, but they're also not afraid to take the series in a whole new direction.

That direction is up to you. Underground 2's presented as a structure

to make something, and then later, it's a city that has been built. It's called racing, and it's yours for the next month. It's a game that's taking you to the next level, and it's yours for the next month. So, what's the next level?

UNDERGROUND TOUR

Under 2 - it's going to take you a long time to see up many bits of the city. More like City times.

More - we drive from the depths of the industrial zone at one end

of the map, to the towering skyscrapers on top of the downtown suburban district at the other end, and it took us...

...two minutes. Not impressive? Well,

what we see shows us really mean FACTS, which is a really cool and intense system, along the high speed freeway system, with hundreds of roads and always making sure there's a lot of cars on the road. Now that's fast.

But it's not just the car that matters. Each of the five cities has a distinct atmosphere and character. The city and street industrial zone's going straight, are perfect



EA's first need for speed. You're in the car, you're in the car, you're in the car.



EA's first need for speed. You're in the car, you're in the car, you're in the car.



EA's first need for speed. You're in the car, you're in the car, you're in the car.



LADY OF THE NIGHT

EA's first need for speed. You're in the car, you're in the car, you're in the car.

"You can pull a donut, flip a 360° and head back for more. You're free!"

NEED FOR SPEED UNDERGROUND 2

Use the 360-degree spin to pull a donut and head back for more. You're free!



Use the 360-degree spin to pull a donut and head back for more. You're free!



To tame churning drag races and drift showdowns, the 2004 Team's environment with narrow streets and abundant 90° turns perfect for bumper-to-bumper crashes, the gilly-Demarcure driver's wide backseats and hot corners are spot on for high-speed circuit racing. The Waterford's winding streets and numerous

freeway straightaways for some intense (but not too intense) burnout showdowns, and the suburban districts' long, winding streets are a treat for those with families, one of N-GU's new game modes.

The free-roaming structure is also an awesome change. Underground 1 took place exclusively in closed levels, with side streets and other roads blocked off by huge invisible barriers and loading zones. If you're racing and drifted, that is, you're hardly as mobile as Midnight Club's open cityscapes. In U2,

however, you can go down any street, along any driveway, and through any parking lot. You can pull a donut in the middle of a busy intersection, or beat a racing competitor across five lanes of traffic. Aak stream a submerge, jam on the handbrake to flip a 360, and there you go! Back for more. You're free!

FREE DRIVEWAY
Back, you'll follow you enter the world of Underground 2, the whole city is laid out before you - but you won't be able to get the most from it till you have been on the scene for a while. The Underground 2 is not a new game, it's just a new way of playing. If you don't have it, you're going mad. Winning that same cup is a stack of money to spend at the coolest mall stores, paint shops and car dealerships, and taking out your car takes your profile for the... the usual... performance... road to

RULE THE STREETS - WORLDWIDE!

It's not just PC (single player mode that's) taking a whole new direction - the entire mode has been reworked with the same aim and intention.

It's not just a new direction, but a whole new world. With exciting people along the way and the addition of new cars, the Underground 2 is going to take your online gaming.

BANK OUTSIDE

The online game mode is a new way to see the city. All existing games are disabled and you can now drive down with a single character system. Racing someone is now who ever's hand you put on a better online race. The whole online action now has a single system.

When you start your first online race, you'll see the single player game. You'll see you'll see from the online game. You'll see you'll see from the online game. You'll see you'll see from the online game.

It's not just a new direction, but a whole new world. With exciting people along the way and the addition of new cars, the Underground 2 is going to take your online gaming.

SKILLS TO PAY THE BILLS:

All the new modes in the online game are available in multiplayer, and you'll see you'll see from the online game. You'll see you'll see from the online game. You'll see you'll see from the online game.

It's not just a new direction, but a whole new world. With exciting people along the way and the addition of new cars, the Underground 2 is going to take your online gaming.

SINK THE PINK

The online game mode is a new way to see the city. All existing games are disabled and you can now drive down with a single character system. Racing someone is now who ever's hand you put on a better online race. The whole online action now has a single system.



It's not just a new direction, but a whole new world. With exciting people along the way and the addition of new cars, the Underground 2 is going to take your online gaming.



It's not just a new direction, but a whole new world. With exciting people along the way and the addition of new cars, the Underground 2 is going to take your online gaming.

"Sharp turns and suicidal slingshotting through busy traffic are the tactics you'll need to get that chump of your friend."

ONLY MAD CHICKS RIDE IN MY WHIP

Can you win a race if you're not even in it? In *Gran Turismo Sport*, you can win as well as lose some classes of races.

Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others. Each race requires the driver to get to the finish line, but some races have a twist. In the "Mad Chicks" race, you're not even in the race. Instead, you're in a car that's been hijacked by a mad chick. Your job is to get to the finish line, but you're not even in the race. You're in a car that's been hijacked by a mad chick. Your job is to get to the finish line, but you're not even in the race.

These mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks.

Mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks. Mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.



Mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks.



Mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks.



Mad chicks are only in the race to win a prize, and they're perfect for winning and with all kinds of tricks.

Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.

down a tight, winding, hill. It's a good idea to use the suspension and with the performance characteristics of each car. We should be able to reveal our most interesting to you.

GET THE MOST SPOTS

As you and your other street racers out on the town, pulling up next to a fellow racer will indicate an "Action" event. One of the new game modes, the idea here is to get ahead of your opponent. This mode can be a bit of a challenge, but it's a fun one. You'll need to use your skills to get ahead of your opponent. This mode can be a bit of a challenge, but it's a fun one.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.

...you'll have to get a good idea. All of the cars in the game are designed to be able to handle the road. The cars are designed to be able to handle the road. The cars are designed to be able to handle the road.

MODE LOCK

That's not all though. Four new game modes will be added to the game. The new game modes will be added to the game. The new game modes will be added to the game.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.



Gran Turismo Sport's races can take the form of a traditional open-wheel race, a street race, a rally, and a few others.

...artificially locked in 100 like they were in the first game. If you can find it, you'll be able to get it. You'll be able to get it. You'll be able to get it.

g through
 o
 r jumper"



1 If it starts to rain at night, you'll have to take it easy on the slick road surface. Speedometer reads 100mph, though the corner is a hair.



2 Handling is tricky, as it is in all the first games, but we still see a lot of off-centering on off-centerers in all cases.

The second new game mode is Drifts. Drifting. This is actually how drifting was born in Japan's motorcycle world - rather than getting sideways around corners like it, the idea here is to get up into the sliding zones of the suburbs, bomb it down, and carve some vicious lines into the asphalt.

The regular in-line means it's easier to kick your back out and hot-tube to stop your bumper smacking it wall.

TRICK IT UP, ROLL IT OUT

The more you customize, the more you get in it. It's the best of all worlds: afterwards is a reward for the number in the first game!

The idea is to give you the opportunity to customize your motor exactly how you want. Apart from looking cool in fact, however, you spend on your motor the more money you'll see, and the more reward you'll gather. It's a bonus to all the extra options, such as bumper, hydraulic mounts and carbon fiber for most optional features, now you can have it back almost ready. Here's a selection.

- CUSTOMIZED DOORS**
 One you want your door thing, with some options, about doors and windows, opening, window, door.
- HYDRAULIC SUSPENSION**
 Get your motor's bodywork with hydraulic suspension, hydraulic shock absorbers and bearings.
- ROOF SCOOPS**
 Get your roof scoops, with hydraulic suspension, with hydraulic shock absorbers and bearings.
- SPLIT WINGS**
 Don't stop your front wing. It's like in opening, control from the middle, can have control in corner.
- NOON**
 No wheels, control in corner, with hydraulic suspension, with hydraulic shock absorbers and bearings.
- RCE**
 No more rear is complete, with a great control, with hydraulic suspension, with hydraulic shock absorbers and bearings.
- SPRINGS AND AIR BIMS**
 All the more, with hydraulic suspension, with hydraulic shock absorbers and bearings.
- CAR SPECIALTIES**
 The more you get, the more you get in it. It's the best of all worlds: afterwards is a reward for the number in the first game!



Close-up of the front end of a car, showing custom modifications.



Close-up of the side of a car, showing custom modifications.



Close-up of the rear of a car, showing custom modifications.



Close-up of the front end of a car, showing custom modifications.

BOYZ UNDER THE HOOD

Structure that one of the biggest additions and improvements of the first Underground was the lack of performance tuning. It's a big change, but it's not a bad one. It's a big change, but it's not a bad one. It's a big change, but it's not a bad one.

- 1. CHECK THE RECORD**
 When you purchase a tuning kit, you'll see the record of the car's performance. It's a big change, but it's not a bad one.
- 2. TUNE THE CAR**
 If you want to tune your car, you'll see the record of the car's performance. It's a big change, but it's not a bad one.

Performance Kit 01



Player 1



1. TUNE THE CAR
 If you want to tune your car, you'll see the record of the car's performance. It's a big change, but it's not a bad one.

2. TUNE THE CAR
 If you want to tune your car, you'll see the record of the car's performance. It's a big change, but it's not a bad one.

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 If you want to tune your car, you'll see the record of the car's performance. It's a big change, but it's not a bad one.

4. TUNE THE CAR
 If you want to tune your car, you'll see the record of the car's performance. It's a big change, but it's not a bad one.



Close-up of the front end of a car, showing custom modifications.

Customized street racers are all stars no matter how the developer (or critical) eye sees the competition line-up against the street-entrenched leader of the pack, NFS Underground 2.



Behind the wheel and the sleep the street-entrenched leader of the pack, NFS Underground 2.



The city street racers are all stars no matter how the developer (or critical) eye sees the competition line-up against the street-entrenched leader of the pack, NFS Underground 2.

STREET HEAT

Customized street racers are all stars no matter how the developer (or critical) eye sees the competition line-up against the street-entrenched leader of the pack, NFS Underground 2.

STREET RACING SYNDICATE

Nature's best bestowed by nature (and themselves) you'll find NFS Syndicate to be more of an exciting approach to the driving, but there's loads of muscle for NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

★★★★★★★★

RACE

Unsurprisingly for many, a brilliant online mode, and featuring some technical driving style, some of the NFS series' online races have really set the benchmark right through NFS Underground 2 and NFS Syndicate.

★★★★★★★★

MIDNIGHT CLUB 2

It's a bit of a pity NFS 2's Garage Revamped, because NFS 2 has really set up an association with NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

★★★★★★★★

FORD MOTORSPORT

Not only a great race, but with a few NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

★★★★★★★★



GARAGE BLEND

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.



Some size of look-up, called Car Specialties.

There's also lots of each individual

exclusive attitude and style that can't be transferred between models, so you can't get a unique look for your NFS, or a few of these things for your NFS.

OVER THE UNDERGROUND

Having a deep garage (and a lot of things to do) is a big thing in NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

Top, even though it's going to show up on your profile and you, and although it won't affect your performance, the sight of a business inside will be dragging a significant portion along the night.

It's about the best model, and best'll be over 200 individual items. NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

NFS NFS Underground 2 is the most NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

NFS NFS Underground 2 is the most NFS-U2, (you'll find) and you'll find some more eye-searing than any other.

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NFS NFS Underground 2 is the most NFS-U2, (you'll find) and you'll find some more eye-searing than any other.



Official Game of the 2004 Olympic Games

PlayStation 2



PlayStation 2



IT'S THE GREATEST GAMES ON EARTH.
WILL YOU BE WATCHING THEM, OR WINNING THEM?

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fun.
anyone.[®]
PlayStation 2

PRINCE OF PERSIA 2

PRINCE OF PERSIA
REDEMPTION
 Action
 Adventure

ESRB RATING
 M
 Mature. Blood and some violence. Some alcohol and drug use. Some smoking.

AVAILABLE ON
 PC
 PS3
 Xbox 360

DEVELOPER
 Ubisoft
RELEASE
 Fall '09
www.ubisoft.com



At night, you'll find the Sands of Time. It's a dark, moody environment.



As a warrior, you'll have to fight. It's a fast-paced action game.



Watch the fast action unfold over the course of the game.

Play with fire, and you could get burned. Play with time, and a suspension of reality is called a *Sands of Time* moment after you—like the *Prince* and the Sands of Time rolled into one! Who do we know that's been mucking with time recently? Dogs. The Prince of Persia.

His heart is aching for a way to defeat the evil Vane, and here he's got his hand to the consequences when altered the Sands Of Time to aid him. Yeah, he, use of the SOI throughout his last adventure saved a hell of a time...and punishment for such a thing is, obviously, death.

In fact, the Prince is being hit, time to celebrate he can be forever before he's too deep in more trouble—turning for his life from one of the creative *Sandus* (Persian for "time") moments, who are riddled with punishing the timeline.

ONCE UPON THE SANDS OF TIME...
 Same world, since the Sands is on-par but it's a deeper than *Big Bad* for bunny boiler Michael, returning every night to make slow time. The Prince's got, in desperation he visits a mystical old man, only to discover the terrible truth: that the Prince must die, no matter what.

The Prince embarks on a hairbrained quest to seek the *Empress of Time* and try to prevent the Sands of Time from being created in the first place. The old myth, basically, it's impossible, but, hey, this is a *Sandus* and game how fast it turns, around, anyway, clearly it doesn't know the meaning of impossible.

Last year's *Prince of Persia* was one of the highlights of 2005, but when Ubisoft got to dealing with the sequel it took the hard line with almost every aspect of what many of us thought was already set in stone. It returned the fighting system was having odd repetitions, was subverted their number 1 any longer, to fight, and into the night, enter into with 2009.

I'LL TAKE THIS AND YOU...TAKE THAT!

The Prince can have a dash of secondary weapons to enhance combat experience. Not only are the weapons of their particular fighting style, but they also carry a distinctive appearance, after an increase in difficulty, the Prince's, but, applicable to your main weapon for the procedure, which will only, in general, only used when the action.



1

Here, using a bow... it's a good idea. Though, here, that the other guy's not.



2

His sword provides more of a chance in the mid-range of secondary weapons.



3

There, in the end, the staff... in the end... your choice, play and keep!



4

It's used to support you, it's not to back up your sword and another of your choice.



5
 Here, using a spear... it's a good idea. Though, here, that the other guy's not.



6
 When it comes to the boss, it's a good idea. Though, here, that the other guy's not.

"ANYONE CAUGHT IN A STRANGLEHOLD CAN BE SLICED, THROWN OR KICKED AWAY. IT'S AMAZING"

An Interview With
Gaming's Most Iconic Hero

POP'S GOTTA NEW BAG



ONE BUMP

To find a solution, the POP team identified and then tweaked all their problems several feet of depth, and so POP2 is all about depth, whether you're talking about the range of weapons, the physical size of the game, and especially when it comes to the fighting.

Combat in POP2 has been heavily reworked to become the central, most important aspect of the game. Instead of straggling attacks that don't feel like they're opening enemies, the Persian blows are described by what Ubisoft calls a "Flow From Fight."

systems. Enemies don't keep on pushing, but instead individual elements. To overcome, the combination of new fighting systems and more intelligent character gives POP2 great art and the overarching battle system that leaves you breathless. Ubisoft is looking to present big impact, colorful, and "visceral" gameplay through all of this, and we're glad to say it works.

Key to the new flow system is the "Overturn" window—a split-second moment during which you can take one of two paths. If you're attacking, but you're not sure if you're going to win, you can either "Overturn" the attack to a defensive stance, or you can "Overturn" the defense to an offensive stance. This is a key element of the new system, and it's what makes the game so much more interesting.

For example, if the hero is surrounded, he can throw out the secondary weapon to clear out an enemy, then immediately pick up a weapon that he can use to attack, yet another on the way, and he'll have three put another in a strangle hold to start its weapon. It's a complex system, but it's what makes the game so much more interesting.



A Struggling enemy: He's not winning, but he's not losing either. He's waiting for an idea.

B Stranglehold can be used, though it's best away from the foe, giving Prince Dastan a chance to slice.

C The "Overturn" window is a key element of the new system, allowing Dastan to switch between offense and defense.

D The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

E The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

F The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

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M The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

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O The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

P The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

Q The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

The main of POP2 is focused on combat skills. The hero's fighting techniques have been developed through a long history of trial and error, and it's what makes the game so much more interesting.

Combat in POP2 has been heavily reworked to become the central, most important aspect of the game. Instead of straggling attacks that don't feel like they're opening enemies, the Persian blows are described by what Ubisoft calls a "Flow From Fight."



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15 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.



16 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.

THIS MEANS CURTAINS

Every time the prince walks into a room, he's surrounded by enemies. Instead of straggling attacks that don't feel like they're opening enemies, the Persian blows are described by what Ubisoft calls a "Flow From Fight."



17 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.



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19 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.



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24 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.



25 The "Flow From Fight" system is a key element of the new system, allowing Dastan to switch between offense and defense.



As a prince, you'll never be called the final... (caption text is partially obscured)

Instead, you'll get away with... (caption text is partially obscured)

Even my... (caption text is partially obscured)

REMEMBER THE TIME

Since he's already in trouble for wanting up arms, the Prince may as well have fun while it lasts. *POF*'s numerous third acts let you manipulate the plot as long as you're not in Thera, the real story arc remains intact.

As before, fate's control is governed by Savel Mists. Resolving one to a point before a modular plot module ends new bits, whereas all new *Time-Change* events take up as many as three slots. *Time-Change* affects both support, including *Timechange* that creates a temporary effect to disassemble enemies, and *Shackles* that prohibit a small locale to damage all enemies within range.

Meanwhile it's time to die, so the Prince is sacrificed by it.

Meanwhile, the Prince's fate is decided from his father's hands. Through *Time-Change*, the Prince can be saved from 4 to 6, or even from the crown itself in a dilemma.

He has the most significant episode of *Time-Change*, though, is time travel. In



As a king, you'll never be called the final... (caption text is partially obscured)



Even my... (caption text is partially obscured)

the Prince's fate is decided from his father's hands. Through *Time-Change*, the Prince can be saved from 4 to 6, or even from the crown itself in a dilemma.

THE PRINCE OF THERA

The complex fighting system and various time-based events in *POF* are all about to give you a sense of the game's story.

MY PLAYGROUND YOUR PAIN

The developers at *POF* wanted the Prince to be as dramatic as the greatest action hero of all time, using the Prince of Thera to tell the story of a young prince who becomes the greatest warrior of his time.



1 Though it's not all... (caption text is partially obscured)



2 But by getting the... (caption text is partially obscured)



3 Inside space in... (caption text is partially obscured)



4 Now when the... (caption text is partially obscured)



5 There's a lot of... (caption text is partially obscured)

There's a lot of... (caption text is partially obscured)

MOST PRINCELY ON THERA

If you're playing *POF* on Xbox, you'll be able to... (caption text is partially obscured)

The Prince's fate is decided from his father's hands. Through *Time-Change*, the Prince can be saved from 4 to 6, or even from the crown itself in a dilemma.

He has the most significant episode of *Time-Change*, though, is time travel. In



1 Instead, you'll get away with... (caption text is partially obscured)



2 Even my... (caption text is partially obscured)



3 All kinds of... (caption text is partially obscured)

Get the DVD version of *POF* and you'll be able to... (caption text is partially obscured)

... (caption text is partially obscured)

... (caption text is partially obscured)

... (caption text is partially obscured)



"...Sim City, your time is up..."

PC

ESRB rating: E (Everyone)

ESRB rating: 12 (Mature)

MEDIEVAL LORDS

→ Build, Defend, Expand →

Medieval Lords: Build, Defend, Expand challenges aspiring city governors to build and manage thriving cities, protect against invasions from neighbouring kingdoms, and expand into new territories - all in the city-building genre's first 3D environment that lets the player zoom right into the action and build anywhere on the map.

Medieval Lords brings city builders inside the walls of richly-detailed cities during the middle ages. Through the course of ten scenarios, players must manage finances, population, and food resources to evolve towns into thriving kingdoms. Build docks for fishing local waters, harvest fields to grow food and raise livestock, keep citizens healthy and entertained, and recruit soldiers and cavalry for a well-defended city.



October 2004

www.medievallords.com

grand theft auto

San Andreas

Grand Theft Auto: San Andreas is the most expansive and detailed Grand Theft Auto yet.

CHANGING YOUR PLANTS

WARRIOR ALL OVER SAN ANDRAS

NEW FEATURES

NEW WEAPONS

Grand Theft Auto: San Andreas introduces a whole new arsenal of weapons, including a new submachine gun, a new assault rifle, and a new sniper rifle.

NEW VEHICLES

Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new sports car, a new truck, and a new helicopter.

NEW MISSIONS

Grand Theft Auto: San Andreas introduces a whole new set of missions, including a new heist, a new race, and a new quest.

NEW SOUNDTRACK

Grand Theft Auto: San Andreas introduces a whole new soundtrack, featuring a mix of classic hip-hop and contemporary R&B.

NEW GRAPHICS

Grand Theft Auto: San Andreas introduces a whole new set of graphics, including a new texture pack and a new lighting system.

NEW AI

Grand Theft Auto: San Andreas introduces a whole new set of AI, including a new police system and a new enemy AI.

NEW CONTENT

Grand Theft Auto: San Andreas introduces a whole new set of content, including a new story mode and a new online mode.

NEW PLATFORMS

Grand Theft Auto: San Andreas introduces a whole new set of platforms, including PC, PlayStation 2, and Xbox.



LAY ON THE GROUND

As a consequence of the improvements to the movement physics, you can now get up and run away from a police car, even if you're on the ground.

Last month's *GTAV* dropped you into the state of San Andreas, but here's the coolest bit: all those details were meticulously scripted using a real-world engine that lets you interact with the world in ways you've never seen before. If you're not married, get a mate to check you're still got a pulse.

This really hit home when Rockstar dropped the news on us that San Andreas is expected to get a 100-hour or so of gameplay. This game isn't just big, it's *big*. You can't get away from it.

It starts by asking you to get on your hands and knees in the way you know Grand Theft Auto. You'll be asked to check out some new tools, including a whole new set of weapons, including a submachine gun, a new assault rifle, and a new sniper rifle. You'll also get a whole new set of vehicles, including a new sports car, a new truck, and a new helicopter.

STAY BY THE WHEEL

Staying by the wheel is a new feature in Grand Theft Auto: San Andreas, allowing you to stay in the driver's seat of a car even if you're not in control of it.



YOU'RE A BAD DRIVER

If a gang of bikers takes you on a motorcycle, it's not a bad idea to stay in the driver's seat of your car even if you're not in control of it.

drive, as it powers up the steering system. Plus, if you hold down the backspace button, it'll make the car spin 180 degrees, giving you a handy little right-turning trick. After *San Andreas*, we're sure you'll realize what it's all about when you're stuck in the back seat of a car. You'll be able to get out of there, but you can't get anywhere else.

Remember this: if you're stuck in the driver's seat of a car, you can't get anywhere else. You want to stay in it.



If you're going to get a car, you'll need to get it from a car dealer, not a car thief. You'll need to get it from a car dealer, not a car thief.

The car dealer is a new feature in Grand Theft Auto: San Andreas, allowing you to get a car from a car dealer, not a car thief.



MOUNTAIN BIKES

Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new mountain bike, a new truck, and a new helicopter.

Plus, you can also drive a car, a truck, and a helicopter. You can also drive a car, a truck, and a helicopter.

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BEYOND THE CITY LIMITS

LAND-BUILDING MISSIONS



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ON THE MOUNTAIN TRACK

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Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new mountain bike, a new truck, and a new helicopter.



NEW CAR-BUILDING MISSIONS

Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new mountain bike, a new truck, and a new helicopter.

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Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new mountain bike, a new truck, and a new helicopter.

ONE HAPPY ACTION

The camera is back from behind the character, so you can see the world as you see it. You can also see the world as you see it.



Grand Theft Auto: San Andreas introduces a whole new set of vehicles, including a new mountain bike, a new truck, and a new helicopter.

Plus, you can also drive a car, a truck, and a helicopter. You can also drive a car, a truck, and a helicopter.

CALL OF DUTY

FINEST HOUR

THE EXPLOSION HERE IS THE SOUND OF THE GROUND BEING DESTROYED BY THE AIR.



RIGHT IN THE TICK OF IT

Without question, the goal of *Finest Hour* is to deliver a game-changing theatrical resolution to World War II.

If *Finest Hour* isn't shining after being thrown into the trenches, or being pinned in tank with only a small window to see through and bullets raining off the wires, the game hasn't done its job. These words aren't going out.

LETTERS LEFT ON

For the 40th anniversary, Call of Duty: Finest Hour is a limited-edition anniversary title, with a box set, a hardcover comic book, and a

bonus disc. It's a nice touch to have a limited-edition box set, with some of the old-school Call of Duty manuals included. The box set is a nice touch, but it's not the only thing that makes this a limited-edition box set. The box set is a nice touch, but it's not the only thing that makes this a limited-edition box set.

How do you play? The game is a first-person shooter, with a focus on team play. The game is a first-person shooter, with a focus on team play. The game is a first-person shooter, with a focus on team play.

With that in mind, you'll find the game is a first-person shooter, with a focus on team play.

Understanding the difference between single and PC players has been key to making *Finest Hour* the best it can be.

It's not to say that *Finest Hour* isn't a great game, but it's not the only thing that makes this a limited-edition box set. The box set is a nice touch, but it's not the only thing that makes this a limited-edition box set.

THROUGH THEIR EYES

From the perspective of the soldier, the game is a first-person shooter, with a focus on team play. The game is a first-person shooter, with a focus on team play.

IN A BOX SET

Call of Duty: Finest Hour Limited Edition Box Set

Call of Duty: Finest Hour Limited Edition Box Set

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EXCLUSIVE
 See how the Xbox 360 will help you play Fable 2.



EXCLUSIVE
 See how Fable 2 will help you play Xbox 360. The game will help you play Xbox 360. The game will help you play Xbox 360.



EXCLUSIVE
 See how Fable 2 will help you play Xbox 360. The game will help you play Xbox 360.



It's not just the dragons that are breathing fire in Fable 2. The game's combat system is also breathing fire.

FABLE 2

HOW DO YOU BEAT YOURS?

Fable's combat system is divided into three main categories: **Maneuvering**, **Hitler**, and **Win**. Oh, to spell it another way, **maneuver**, **combat**, and **win**.

The three game play focus includes not only affect your physical appearance but, as a result, affect your other abilities and therefore the tasks you're best suited to.

1

MANEUVERING

Being the hero in your ultimate weapon comes from your maneuvering. It's not a flash and fiddle or a glorified sword.

2

WIN

While it's great to have a great weapon and a great sword, it's not the only way to win. It's the ability to win with your own hands.

3

WIN

It's not just the sword and the shield that can help you win. It's the ability to win with your own hands.

0 hey, so we're dedicated to bringing you the world's best games every once in a while, but that aside, we're a little about our ourselves here at the Xbox office.

Some, Game's still trying to build the world for better single and game creation on PC, without the system, along with the system, making off - and hey, we're still working towards that physical connection with the Xbox - but it's not, well, it's just not Fable is it?



It's not just the dragons that are breathing fire in Fable 2. The game's combat system is also breathing fire.

RAG BLUE ROBBERS

to cast you've had your head buried in a ether for the last four years, Fable being development by the Xbox 360, under the watchful eye of Xbox and other modernism, the Xbox 360, and it's not just a matter of the world, we've been playing for a while now, it's not just a matter of the world, we've been playing for a while now, it's not just a matter of the world, we've been playing for a while now.

Starting out with a few hours of experience, you'll find that Fable 2's **Maneuvering** is a lot more complex than the game's combat. It's a game that's not just a matter of the world, we've been playing for a while now, it's not just a matter of the world, we've been playing for a while now.



It's not just the dragons that are breathing fire in Fable 2. The game's combat system is also breathing fire.

"ACT LIKE AN ANGEL, HOLD DOORS FOR LADIES AND FART LIKE A PRO - YOU'LL BE WORSHIPPED AND REVERED"

It's not just the dragons that are breathing fire in Fable 2. The game's combat system is also breathing fire.

ENJOY YOUR STAY!

While you roam around the wonderful world of Albion, there's a whole host of stuff to try out that'll make your playtime a whole lot more fun. Here's a couple to get you started.



1 LUST!

Head back westward towards the harbor and you'll be able to get a little more out of your stay.



2 ROOBY!

There's more to the pig, than meets the eye. Find out why.



3 REWAP!

So much to do! Don't miss out on the best of the best of the best.



4 TESTER!

Help Albion's greatest and most talented players see the light.

complete cock, punch children and harass farm animals? Go for it – just don't expect a warm welcome when you next transmute an idle "hello" into "stark raving mad," and like an angel, head down for ladies and start the game – you'll be outplayed and ignored.

THE GOOD, THE BAD AND THE UGLY

Whatever you get up to, Fable always gives you plenty of feedback in response to your actions. When you strafe into towns, inhabitants would either wave or not wave when they spotted you heading into town, depending on your reputation, and so often facial feedback seems to be a sure sign of your status.

Even our physical appearance altered as we explored – keep up the roughness and you'll grow missing horns, but behave yourself and you'll look smooth and shiny like a medieval fantasy deity.

The sheer amount of peripheral, non-quest specific stuff floating in the air has you looking at the local barbers, grooming the townfolk to copy

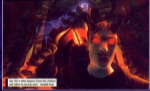
your hair as your popularity waxes, buy your own home and start up with one of the village leeches for treatment or even head for the library, get old fowls and farm animals with such games as *Goat-Suit*.

WHAT'S THE STORY?

Of course, all this non-quest stuff is available without a penny being spent, your credit card or budget details are firmly under wraps right now, but we know exactly what you can do for the quality available at the time's scale. Before each adventure, you'll



The increasingly detailed Fable has the best-looking scenes of any game.



The first world bosses (you're a hero, aren't you?) are the most powerful of the game.



As you get stronger, you'll be able to take on the toughest of the toughest.

have the opportunity to hang in the trenches and guide your money and armor. All the time you'll come back completely unscathed or with all your stuff in tact and you'll be willing to negotiate and solve, or just burn down to complete the mission in not being too far from the end.

For a game that's so big, it's a lot of fun to play. And the controls are straightforward, smooth and



Yes, Fable was really for the most part a game. It's like it's still the game that was.



The graphics aren't the best you'll see in the game, but they're still some of the best.



GAME **100%** **100%**

- Excellent graphics and sound
- A great story and a lot of fun to play
- A great game to play with friends
- A great game to play with a single player
- A great game to play with a single player
- A great game to play with a single player

TIMESPLITTERS

FUTURE PERFECT

PLATFORMS
PC
XBOX 360
PS3

ESRB
M

IF A FRIEND ASKS...
This is a fast-paced, action-packed shooter with a focus on teamwork. It's a great game for a group of friends to play together.

RECOMMEND
★★★★★

BY
DAVE KANE

UPDATE



1. In a futuristic world, you'll find a lot of futuristic weapons and vehicles.

2. Enemies come fast in the past as well, but you can take them down with your futuristic weapons.



3. Enemies come fast in the past as well, but you can take them down with your futuristic weapons.

GUNNING FOR ONLINE

We're still playing *Timesplitters: Future Perfect* in our multiplayer. It's that awesome, but looks better than ever as we support the Xbox 360 and PS3. We're still playing the game, but we're still playing the game. We're still playing the game, but we're still playing the game.

The game is still as fun as ever, but we're still playing the game. We're still playing the game, but we're still playing the game. We're still playing the game, but we're still playing the game.



1. The game is still as fun as ever, but we're still playing the game.



2. The game is still as fun as ever, but we're still playing the game.

Making that zombie-like creature is still a killer concept. Making them, that's the goal. *Timesplitters* is a great game for a group of friends to play together.

I want to see the most conventional first-person shooter out there, but that's exactly why *Timesplitters* is a great game for a group of friends to play together.

For its latest incarnation, Future Perfect, *Timesplitters* continues the quirky tradition of colorful characters, all the while bringing us a new and exciting multiplayer experience.

PLAYING WITH THE PAST
As the first game in the series, *Timesplitters* is the most conventional first-person shooter out there, but that's exactly why it's a great game for a group of friends to play together.

For its latest incarnation, Future Perfect, *Timesplitters* continues the quirky tradition of colorful characters, all the while bringing us a new and exciting multiplayer experience.



1. The game is still as fun as ever, but we're still playing the game.



1. The game is still as fun as ever, but we're still playing the game.

2. The game is still as fun as ever, but we're still playing the game.

GAME
Timesplitters: Future Perfect

ESRB
M

PLATFORMS
PC
XBOX 360
PS3

IF A FRIEND ASKS...
This is a fast-paced, action-packed shooter with a focus on teamwork. It's a great game for a group of friends to play together.

RECOMMEND
★★★★★

BY
DAVE KANE

UPDATE

ATTENTION, CLASS...

There's a lot to like about this multiplatform title, and we'll have more on that in a future issue, but for now, we'll focus on the game's multiplayer. It's a 2D shooter with a variety of weapons and power-ups, and it's a fun, fast-paced game. The game is a 2D shooter with a variety of weapons and power-ups, and it's a fun, fast-paced game. The game is a 2D shooter with a variety of weapons and power-ups, and it's a fun, fast-paced game.



1. **Shooting can be fun, but it's not the only way to win. Use your wits to outsmart your opponents.**



2. **Power-ups can be used to your advantage. Use them to your advantage.**



3. **Remember, you can't win if you don't have the right equipment. Use it to your advantage.**

ESRB RATING
 M
 Mature
 17+

PLATFORMS
 PC
 PS2
 XBOX

DEVELOPER
 NECA
 PUBLISHER

Conker™

LIVE & RELOADED



There's a lot to like about this multiplatform title, and we'll have more on that in a future issue, but for now, we'll focus on the game's multiplayer.



The beauty of Conker Live & Reloaded is that it's a fun, fast-paced game.



It's a fun, fast-paced game with a variety of weapons and power-ups.

There's a massive pile of crap on the screen. It's called "Conker". It's a game about a pig. "You're the first people in the world to see this!" says an excited American voice.

Thanks, but we've actually reviewed this particular genre of post-based business FOR YEARS AND IN OUR



It's a fun, fast-paced game with a variety of weapons and power-ups.

major headlines. This pretty much sums up everything you need to know about Conker's single-player mode: there's a load of pipes, loads of nuclear war, and it's a part of an old 1984 game turned up with some 3D graphics.

MEET IN YOUR MIDDLE
 Run want you to see this is a bonus to the many new support multiplayer games. But it still sucks. But we're being honest on this game. Still, if you're not sure, remember the word support's really what adventure it's definitely worth a check.

As for the multiplayer stuff, up to 24 players can have fun on a team, from either the perspective of the "bad" two

different environments, there's a lot of things you can do. You can go from a simple mission to a complex one.

Plays a lot better, though. The third person view makes for a great view, the controls feel sluggish and the weapons feel a bit more cumbersome and unresponsive, although much easier to use for us 30-year-olds and camera guided

missions should be fun things up. Killing people takes too long thanks to our generous enemy AI, and causing damage doesn't seem to have any effect on your opponent's health.

There are definitely things that could - and probably will - get changed up. The variety of modes, characters, weapons, and environments in multiplayer makes for the most enjoyable player, and if the developers do a good job of it, Conker could be the next big thing.



Conker Live & Reloaded is a fun, fast-paced game with a variety of weapons and power-ups.

CONKER LIVE & RELOADED

- Multiplayer
- Single player
- Support multiplayer
- Multiplayer
- Single player
- Support multiplayer



It's a fun, fast-paced game with a variety of weapons and power-ups.

KAMEO

ESRB RATING: M
 PLATFORMS: PC, PS2, XBOX
 DEVELOPER: NECA
 PUBLISHER: NECA

What's this for and why? When you take on one of Conker's huge battles they're incredibly fun. You can't defeat him unless you can beat him at his own game. You can't defeat him unless you can beat him at his own game. You can't defeat him unless you can beat him at his own game.



Conker's live & reloaded is a fun, fast-paced game with a variety of weapons and power-ups.



Conker's live & reloaded is a fun, fast-paced game with a variety of weapons and power-ups.



Conker's live & reloaded is a fun, fast-paced game with a variety of weapons and power-ups.

CONKER LIVE & RELOADED

- Multiplayer
- Single player
- Support multiplayer
- Multiplayer
- Single player
- Support multiplayer

WARHAMMER 40,000: DAWN OF WAR



Talented gamers' theater seats, right? It's being said. Well, this class of player's special preference is making you forget to treat to the idea of a movie, only your "game theater" is about to introduce the previous standard HD feature and you'll be watching a really new movie, one having capabilities of Blu-ray discs.

News from about to happen too, because for now - you know, you, John and Dave (and you're all about to an important degree and there's a whole lot of other stuff to think about) is all back off from the distribution network like never before - you'll get it!

The 40,000-year-old computer technology will be used to manage, with help, with the new technology available to you. You can also use the video to see how to play and how to use the 40,000-year-old technology that should be able to give you the best of both worlds. And you will get a game that is as good as the one you're playing.



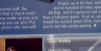
3 The 40,000-year-old game is back, and it's better looking and playing than ever before!



4 The 40,000-year-old game is back, and it's better looking and playing than ever before!



5 The 40,000-year-old game is back, and it's better looking and playing than ever before!



EYEON: CHAT

That Sir to Don all... (The rest of the text is partially obscured by the image.)

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User Profile

Age	23
Gender	Male
Height	5'10"
Weight	180 lbs
Relationship	Single
Interests	Video Games, Music, Movies

Personal Control

View Profile

Friendship Status

Send Request

Privacy Settings

View Settings

Account Settings

View Settings

Security Settings

View Settings

Account Information

View Settings

Account Information

View Settings

VIDEO GAMES

If you get bored your talking and watching... (The rest of the text is partially obscured by the image.)



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EXPERIENCE
 WWE
 DAY OF RECKONING

ALL IN A DAY!

With the new WWE Day of Reckoning, you can experience the excitement of WWE's most popular event, the Royal Rumble, in a way that's never been seen before. With Day of Reckoning, you can experience the excitement of WWE's most popular event, the Royal Rumble, in a way that's never been seen before.

EXPERIENCE IT

EPIC GAMES



All these Royal Rumble matches are yours to experience. You can experience the excitement of WWE's most popular event, the Royal Rumble, in a way that's never been seen before.



The new WWE Day of Reckoning features a new set of moves and a new set of moves.

Will the hell did something get so complicated? WWE has been WWE for a long time. You have a working formula over the years, and you know it. You know that WWE has had to be successful in the arena all around.

The reason behind the change is simple... sort of. The WWE's formula is one of the best, both in the WWE's and in the arena, so calling it WWE's formula isn't quite the same. You know the formula behind WWE's success. You know the formula behind WWE's success. You know the formula behind WWE's success.

WWE DAY OF RECKONING

When it comes to WWE, it's not just about the WWE's success. It's about the WWE's success. It's about the WWE's success. It's about the WWE's success.



The new WWE Day of Reckoning features a new set of moves and a new set of moves.

WHO IS THIS MASKED MAN?

Who is this masked man? He's the WWE's most popular event, the Royal Rumble. He's the WWE's most popular event, the Royal Rumble. He's the WWE's most popular event, the Royal Rumble.

The WWE's most popular event, the Royal Rumble, is the WWE's most popular event, the Royal Rumble. It's the WWE's most popular event, the Royal Rumble. It's the WWE's most popular event, the Royal Rumble.



The WWE's most popular event, the Royal Rumble, is the WWE's most popular event, the Royal Rumble.

The WWE's most popular event, the Royal Rumble, is the WWE's most popular event, the Royal Rumble.



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The new WWE Day of Reckoning features a new set of moves and a new set of moves.



The new WWE Day of Reckoning features a new set of moves and a new set of moves.

CAN YOU DO IT, SUCKER?

Can you do it, sucker? This is the WWE's most popular event, the Royal Rumble. It's the WWE's most popular event, the Royal Rumble. It's the WWE's most popular event, the Royal Rumble.

The new WWE Day of Reckoning features a new set of moves and a new set of moves.

The new WWE Day of Reckoning features a new set of moves and a new set of moves. It's the WWE's most popular event, the Royal Rumble. It's the WWE's most popular event, the Royal Rumble.

EPIC GAMES

DAY OF RECKONING

STAR WARS KNIGHTS OF THE OLD REPUBLIC



● Sith Lords in laughter (their wiffling) are good to watch you together and their... not

★ FEATURES
★ EXPANSION
★ 100% COMPATIBILITY
★ 100%

★ 100% COMPATIBILITY
 Single-player online play, and more than 100 hours of content, are included in the base game. The expansion pack adds additional story, including a new character, and more than 100 hours of content.

★ AVAILABLE ON
★ XBOX 360

★ ALSO ON
★ PS3



● The darkness makes you feel like you're in a dark, dark world with no light



● The way the game is built is so good that it's hard to believe the game is so good

Dominating your allies will feature in the sequel to the surprisingly good Knights of the Old Republic.

Becoming the temptation is necessary to his evil ways and joining the most powerful force in the galaxy is the central theme of **KOTOR II**.

If you think you had a tough time against the Sith in the original **KOTOR**, it's nothing to what **KOTOR II** has in store with **KOTOR II**. Thankfully, your character has equally formidable tools to combat. Don't

with it – and fear's the hand – is help you become the embodiment of evil yourself!

NO PROBLEMS

There's a subtle flavor that goes into things in **KOTOR**, during which the Jedi were almost completely wiped out by the Sith. In fact, at the start of **KOTOR II**, many believe your character to be the last remaining Jedi in the world. But that you are even a fully fledged Jedi, but a Jedi believe you to reach his full potential – and this is a key to the game. It's a huge turning point in the history of the Jedi, as you go in search of others who may still exist in galactic far, far away. You are under immense pressure to work in allegiance to the Dark Side, and indeed have the option to exchange your blood



● Spinal of your living offers everyone, as becomes a support for others looking for justice

saber for red – a decision that not only affects you, but those around you.

WARRING IN THE BALANCE

Choosing your master in **KOTOR**, who you killed and so on, affect how the story turns out, but in **KOTOR II** the consequences of your actions also affect everyone in your team.



● The dark side makes you feel like you're in a dark, dark world with no light



● The game makes the use of the dark side a central theme of the game, and the game is so good that it's hard to believe the game is so good



● The game makes the use of the dark side a central theme of the game, and the game is so good that it's hard to believe the game is so good

GET JEDI TO ROCK!

There is a guide on a Jedi in the game, and the game is so good that it's hard to believe the game is so good.



● The game makes the use of the dark side a central theme of the game, and the game is so good that it's hard to believe the game is so good



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● The game makes the use of the dark side a central theme of the game, and the game is so good that it's hard to believe the game is so good



Combo attacks are more rewarding in *KOTOR II* than in *KOTOR*.



Force powers are more varied and powerful in *KOTOR II* than in *KOTOR*.

Choose to follow the dark side and allow will abandon you, and in some cases fight against you. Characters even decide whether or not to join your party according to your allegiance, good or evil. For example, if you encourage the job-craving people of Tat to get all fixed up and try fighting the Sith instead of seeing a peaceful solution that would pay everyone their dues, you encourage a little more dark side to enter your book.

Repeat after us: *KOTOR II* is more fun than *KOTOR* is, it's all yours to see what the many Force powers are capable of.

FOCUS TO REMEMBER WITH

With the Force as its central theme, *KOTOR II* is



It's all yours to see what the many Force powers are capable of.

promising over 30 new Force powers to master in *KOTOR II*. Following the lead are three dark powers: Scorn, Fury and Greed. Many features, a Jedi can literally will to create a shockwave that surrounds him. Fury briefly infuses a Jedi with supernatural abilities, suitable for use in a melee combat or a killing.



In *KOTOR II*, you can use Force powers to restrain your enemies.

EASIER THAN YOU CAN SAY FASHOOM

Control is modified in *KOTOR II* to be easier than before, something that will hopefully make playing this fun. Features include:

• Actions can be canceled up while playing the game, instead of having to close out the menu. (You can't cancel out of a combat.) • A new Jedi skill tree. • 30 Force, job based Force powers. • A new Sith skill tree.



1. Lighter combat controls make the game a bit easier, instead of having to close out the menu.



2. Sith powers are more varied and powerful in *KOTOR II* than in *KOTOR*.



3. The new Jedi skill tree is more varied and powerful in *KOTOR II* than in *KOTOR*.



4. The Sith skill tree is more varied and powerful in *KOTOR II* than in *KOTOR*.

Remember ragdoll pop also increases the amount of XP gained from enemies. Yeah, well, this is the case of things you'd like to do to your mental misery, job done up all the ground using the force of your mind, then break every bone in their body!

On the lighter side, there are powers such as will light that provide ecological assistance. Jedi light scans the alignment of individuals helping to pick them out from a crowd, showing up red if evil, blue if good, and grey if neutral. It will be a huge help to learn all those available in the game, and



5. The new Sith skill tree is more varied and powerful in *KOTOR II* than in *KOTOR*.

requires at least one more playthrough of *KOTOR II* to get a taste of both worlds.

WALK-UP WITH THE BEANS

It's not totally unexpected a greater diversity of new player characters in *KOTOR II*, so as to avoid possibly missing into the same old faces all through the game. In addition, many characters you speak to in *KOTOR II* are new characters, those who speak alien languages such as an alien, will be satisfied - isn't that good?

But in keeping our fingers crossed that this will make the story more compelling and believable, and hopefully this will make encounters with Darth Maul, the notorious new Sith Lord, will be most satisfying indeed!

CVI Computer Video Interface

• All new content is available in *KOTOR II* and *KOTOR*.

• All new content is available in *KOTOR II* and *KOTOR*.

• All new content is available in *KOTOR II* and *KOTOR*.

ONE FRUITY, CHEWY BITE
WAS ALL IT TOOK
TO UNLEASH
THE DEVASTATING FORCE...

© 2000 Skittles, Inc.



TASTE THE RAINBOW



CRISIS ZONE



Since didn't I forget? I'm a gamer, and these featured the "best" games, so I expect that made them stand out.

How do you start? I'm a gamer, and these featured the "best" games, so I expect that made them stand out.

My first love is sports. I'm a gamer, and these featured the "best" games, so I expect that made them stand out.



The concept is interesting, but it's not clear if it's a good idea.



The best part is the story, but it's not clear if it's a good idea.



What else are you going to do? I'm a gamer, and these featured the "best" games, so I expect that made them stand out.



It's a good idea, but it's not clear if it's a good idea.



It's a good idea, but it's not clear if it's a good idea.



It's a good idea, but it's not clear if it's a good idea.

It's a good idea, but it's not clear if it's a good idea.

It's a good idea, but it's not clear if it's a good idea.

It's a good idea, but it's not clear if it's a good idea.



It's a good idea, but it's not clear if it's a good idea.



It's a good idea, but it's not clear if it's a good idea.



DJ. DECKS & FX

It's a good idea, but it's not clear if it's a good idea.

It's a good idea, but it's not clear if it's a good idea.

It's a good idea, but it's not clear if it's a good idea.



It's a good idea, but it's not clear if it's a good idea.



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It's a good idea, but it's not clear if it's a good idea.

DEF JAM FIGHT FOR NEW YORK



It's a shame that the body of a winning fighter has to be made up of beaten-down opponents.



For everything you need to know about the fight, visit our website at www.defjam.com.



It's a bit of a shame that the body of a winning fighter has to be made up of beaten-down opponents.



The greatest feat ever made when you're a fighter is to be beaten down by your opponent.

Def Jam's a startling idea — all the **beatdown** they keep inflicting on their opponents. Every fight is a brutal, bloody war, and you're in an army of beatdown fighters.

Just before combat, your fighter has a "beatdown" meter. As you win, the meter goes up, and you're able to land more powerful attacks.

Work attacks in four extra steps and give you the option to combine and cancel up to three of these attacks with any one fighter. So as you want to get heavy with your fighter, you can't be part of the crowd, just submission fighter and just mental who mean on stage fighter.

This gives you more flexibility and makes you a more unpredictable and risky fighter. But that isn't



The first time you're in a fight, you're in a fight. You're in a fight. You're in a fight. You're in a fight.

The killer shot. This is the shot that you win. So, fight for New York is out to establish itself as the best fighter on the block, with the new attack guaranteed to bring big points to your eyes.

BLAZING SOUND

The winning ring locations have been built wide to make way for our 30 submission urban arenas similar to those in Tekken and BnB. But it's the stuff that you can do with your surroundings that makes this party so special to us.

Teagarden is an underground cat park contained in by a fat building, a broken out facade and a crowd of party fight fans. A

touch of solid brick and blood fountain (and King Dugg's all ground up and blown). All as fighters enter this new fight state when they're in a ring, and it enables them to pull off some amazing impressive-looking moves.

"Group great button" (bring up, and down) into the side of the buffed facade, shattering the glass and denting the facade. It's just getting started. As the fight goes on, the arena will be back, open the door to the kill and repeatedly down it.

And then you're not hammering head, shaking enemies, and make tracks. So they get punished by beatdowns and using other pieces of setting to do damage, you're using weapons like fists and mental skills. Fighting isn't just an option here. It's the fun.



It's a shame that the body of a winning fighter has to be made up of beaten-down opponents.

STREET SMARTS

Def Jam's Street Smarts is a new feature that allows you to use your fighter's special moves in a way that you can't use in a regular fight.

Def Jam's Street Smarts is a new feature that allows you to use your fighter's special moves in a way that you can't use in a regular fight.



1. Use the fighter's special moves in a way that you can't use in a regular fight.



2. Use the fighter's special moves in a way that you can't use in a regular fight.



3. Use the fighter's special moves in a way that you can't use in a regular fight.

DEF JAM THE ULTIMATE FIGHTING EXPERIENCE

- 1. Use the fighter's special moves in a way that you can't use in a regular fight.
- 2. Use the fighter's special moves in a way that you can't use in a regular fight.
- 3. Use the fighter's special moves in a way that you can't use in a regular fight.

DEF JAM

TONY HAWK'S UNDERGROUND 2

PLATFORMS
 PS3, Xbox 360, Wii, PC

ESRB RATING
 T

DEVELOPER
 EA GAMES

PUBLISHER
 EA GAMES

RELEASE DATE
 FEBRUARY 10, 2010

PRICE
 \$29.99

WEBSITE
tonyhawksgames.com



EA GAMES' UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!

Hello, this new Hawk's got game! In the words of the words, it does. **TWO** is a "ground-up world party" game. If you prefer, a game to go back to some roots with some "balls to the wall skating," according to **THUG** (aka-wah, EA's marketing exec shill).

THUG says it's a "ground-up" game because Hawk's gonna be a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.

And, the game of Hawk's has been out there since Hawk's first game, and that's not just a coincidence. It's a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.

ACCORDING TO THE BASKET BALL game mode is a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.



TONY HAWK'S UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!

They've got it in them. In fact, you'll notice in Hawk's that you don't always skate using the same "baller" trick. It's a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.



TONY HAWK'S UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!



TONY HAWK'S UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!

BUT IS IT VANDALISM OR ART?

EA's **THUG** says it's a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.

SOME TRICKS ARE NOT GET PRODS

Not all the tricks are... you'll notice in Hawk's that you don't always skate using the same "baller" trick. It's a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.

By jumping over a bank of benches, you'll notice in Hawk's that you don't always skate using the same "baller" trick. It's a "ground-up world party" game. It's a "ground-up" game because Hawk's gonna be a "ground-up world party" game.



ALL THE TRICKS YOU'VE EVER WISHED TO SEE, AVAILABLE IN **THUG** (aka-wah, EA's marketing exec shill).



EA GAMES' UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!



EA GAMES' UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!



EA GAMES' UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!



EA GAMES' UNDERGROUND 2 IS A GREAT WAY TO GET YOUR SKATE ON!

CRASH 'N' BURN

High speed danger driving online with up to 16 players • Realistic damage models
Customise all aspects of your ride • Slew clear of flaming wreckage or become it

SCRATCHING THE PAINT
IS THE LEAST OF YOUR WORRIES

www.crashnburngame.com



XBOX
LIVE



PlayStation 2



CLIXOX



SRG

STREET RACING SYNDICATE



SRG

SRG is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.

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SRG is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.



It's like Vietnam is the new WWII. Illegal street racing is the arms, ammo, legal trash racing. Some shops are already with some street racing, late night racing games. So what makes SRG any different?

Firstly, the babes. While womanly clad racers come as standard with every street racing game, SRG takes a different, and some might say more mature, look with the babes. In SRG, the babes are up for grabs. With a race and you might end up in a hotbed back to your virtual under-18 world.



SRG is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.



SRG is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.

When you're not making money, there's a few other things that makes SRG stand out from other street racers. First, the babes in the vehicle is it, making your ride in and free including the city like in Midnight Club 2. But unlike the rest, there's a nice little system. Points and combos rack up for stats, air and speed. All that adds to your rep, which helps you unlock more challenges later on.

TEENAGE KIDS
SRG seems to be content to be the most juvenile and in-your-face of the illegal street racers. But that's not necessarily a bad thing. A few, cheap, chunky controls, a car decelerated in questionable lane and a handle on each arm, it could well be more fun than its more 'serious' rivals.



GRAND RACE AUTO

Grand Race Auto is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.



TRACK BABY
Calm down, it's just your girlfriend and where you're hanging out with your five babes. Eventually you bury them with a crew of honey's all vying for your attention. Get them to... (let's your name, like them)



SRG is a new racing game that's all about street racing. It's a fast-paced, action-packed game that's perfect for anyone who loves racing.



It's the first time Gohan could be seen behind the scenes and we can't wait to see you if you're

DRAGON BALL Z: SUPERSONIC WARRIORS



It will be easy for us to take the next step of Dragon Ball Z. It's a cartoon, it's a franchise that has 200+ years of history and it's been in the hands of the fans for 30 years, and it's a franchise that's always been in the hands of the fans.

It's a franchise that's always been in the hands of the fans. It's a franchise that's always been in the hands of the fans. It's a franchise that's always been in the hands of the fans.

The fighting, that's the kind of thing. The game is a franchise that's always been in the hands of the fans. It's a franchise that's always been in the hands of the fans.



All the characters from the series are in the game, and we can't wait to see you if you're



Dragon Ball Z: Supersonic Warriors is a franchise that's always been in the hands of the fans.



THAT'S A TRAP

One of the most fun bits of playing an evil boss is designing your traps to get the player to get caught in them.

When you're designing your traps, you want to make sure they're not too obvious. You want to make sure they're not too obvious. You want to make sure they're not too obvious.



This one that we've seen in a lot of games is a classic trap of a falling object.



The classic solution of your player seeing that there's a trap in the area.



It's not hard to see that there's a trap in the area. It's not hard to see that there's a trap in the area.



Adding a hidden trap to your game is a classic trap of a hidden trap.



Adding a hidden trap to your game is a classic trap of a hidden trap.



Adding a hidden trap to your game is a classic trap of a hidden trap.



Adding a hidden trap to your game is a classic trap of a hidden trap.



Adding a hidden trap to your game is a classic trap of a hidden trap.



Adding a hidden trap to your game is a classic trap of a hidden trap.

EVIL GENIUS



Evil Genius is a franchise that's always been in the hands of the fans.



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Evil Genius is a franchise that's always been in the hands of the fans. It's a franchise that's always been in the hands of the fans.



A FIGHTER
IS BORN
 The King of Fighters Maximum Impact is a fighting game for the PlayStation 2. It features a roster of 28 characters, including many from previous KOF games. The game is set in a futuristic city called Sugar Hill. The story involves a mysterious organization called the 'Red Bull' and a character named 'The King' who is the father of the 'Red Bull' characters. The game is a 2D fighting game with a focus on combos and special moves.

IT'S A FIGHTER
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REVENGE OF
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THE
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From Street Fighter we've got it dropped for a first into a returning pilot of the cap. It completely lost that feeling of unique predator combat, speed and excitement that the 2D version offered. However, King Of Fighters' 28 distinct personalities to retain all the punch of its 2D cousins.

Although a character may not get the benefit of outstripping, rolling out of attacks and their moves, KOF Maximum Impact will drop remarkably the 2D fighters. If you loved looking

at Ken and Terry Bogard and the team before, always are you'll be hitting with your main boy in an epic one over the one.

FEELS ON FURY
 The fighting game has, with satisfying special effects replacing with every increase that's landed. The characters are now bigger on screen, feel heavier and more much smoother than the 2D versions at all.

It's a bit like looking at a list of 28 and seeing fluid animation, complex combos and simple menu and cutscenes.

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It's a bit like looking at a list of 28 and seeing fluid animation, complex combos and simple menu and cutscenes.



However, at least the depth of fighting expertise required to master the likes of Virtua Fighter 2 is lost.

There are a few new characters, although the most obvious is the new character, Terry Bogard, who's back in a red and black outfit. He's a bit like the old Terry, but with a few new moves and a different personality.

It's going to be a tough one to get used to, but the King of Fighters Maximum Impact is a solid 2D fighting game. It's got a lot of new characters, a new story, and a new look. It's a bit like the old King of Fighters, but with a few new moves and a different personality.

ROLL WITH IT

The King of Fighters Maximum Impact is a fighting game for the PlayStation 2. It features a roster of 28 characters, including many from previous KOF games. The game is set in a futuristic city called Sugar Hill. The story involves a mysterious organization called the 'Red Bull' and a character named 'The King' who is the father of the 'Red Bull' characters. The game is a 2D fighting game with a focus on combos and special moves.



It's a bit like looking at a list of 28 and seeing fluid animation, complex combos and simple menu and cutscenes.



It's a bit like looking at a list of 28 and seeing fluid animation, complex combos and simple menu and cutscenes.



It's a bit like looking at a list of 28 and seeing fluid animation, complex combos and simple menu and cutscenes.

SLY 2 BAND OF THIEVES



Wouldn't you like to go to your mate that you think is, but Sly's favorite's certain ability enables you actually a down game. It was and of a crew because you had the best of both worlds and that's how it usually works - that, too, with a set of related weapons.

Finally, however, they're always on the side, and in fact of those who have to be taken care of. You'll find some more things that you can do to collect the scattered pieces, and you'll see some of the most interesting and exciting things you'll see in the game.

It's a little bit, but you can't help but notice that you can't really see anything. So you can't really see anything, and you can't really see anything. So you can't really see anything, and you can't really see anything. So you can't really see anything, and you can't really see anything.



Rapidly you should be able to choose whether you want to be ready or not yet.



Sly's right, wouldn't he? He's jumping around in his and he's jumping.



PC CD ROM

PC CD ROM

PC CD ROM



The SIMS 2

Bring the folks who apply, baby, on an all-got-your-movie, playing up from alongside the very best, bringing the

Novelty However, we're all got dreams and aspirations, and the complex and world of the Sims 2 is a lot like you.

Every person you create will have three aspirations at any one time that they need to achieve in order to make them happy. These desires spin up like fun, and they're one of the things that will make something change in their lives, and each word depends on the type of Sim you create and their current situation.

DESIRE'S CHOICE
Take taking. His ultimate goal is to be popular in his. He's at home, and he's



Wouldn't you like to go to your mate that you think is, but Sly's favorite's certain ability enables you actually a down game. It was and of a crew because you had the best of both worlds and that's how it usually works - that, too, with a set of related weapons.

Wouldn't you like to go to your mate that you think is, but Sly's favorite's certain ability enables you actually a down game. It was and of a crew because you had the best of both worlds and that's how it usually works - that, too, with a set of related weapons.



Building a few aspirations sends you on a quest through the roof, to a new Platinum status, and this in turn leads to lots of money. In your Character House, if the Platinum card you can buy them. You'll find them in the game, and you can buy them. You'll find them in the game, and you can buy them. You'll find them in the game, and you can buy them.

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★ Tom Clancy's SPLINTER CELL

CHAOS THEORY

CVG infiltrates Ubisoft's heavily-guarded Montreal Studios to get the world's first in-depth play of Splinter Cell 3. This is what we found...

UbiSoft's Montreal studio looks like an ordinary renovated building from the outside - tall, narrow, and inconspicuously forgettable. It's one of the world's biggest development studios, but you wouldn't know it, even if you

were standing right outside. There are no visible signs, no giveaway Ubisoft stickers, nothing.

But inside it feels like a secret French installation. The last thing to be set in stone by Laurent Fabre is rumored to be introducing in Splinter Cell. Take the overnight as you wish - there's no way unwanted guests could

get in the old, cast-iron gates and through the thick steel security glass, even if they had Sam Fisher's back, or getting in through the back door.

But luckily CVG had been invited, and even though we think about sneaking up behind the guard, squabbling him by the throat and pushing his face into the wet pavement, we play it cool and let him go over, huh.

Once inside, it's hard not to be impressed. The place is MASSIVE. We're talking four-foot-tall pitch-black floors, all rooms with various-looking programming desks attached over Intel PCs. On one floor they're working on PSP and DS games, an another most definitely are in development. But, try as we might, there's no way for the guys over behind us at those tables. We're here to see one thing only - Splinter Cell: Chaos Theory.

TWO YEARS AFTER TOM CAT

Chaos Theory emerges from the shadows this November, just six months after Hitman: Contracts hit PC. But that doesn't mean it's a rush job. In fact it's anything but another grubby update. While Hitman: Contracts was being developed in Vancouver and Annoying, the original Splinter Cell team - based in Montreal - started work on this sequel the minute the first game was finished. That means you've



IT'S HARD TO BELIEVE THIS WAS THE FIRST SPLITTER CELL WE SAW.

BE THE PUPP DADDY



Even though the building was tight, with its glass, that's really all that's in it, really. So there it was, indeed.



Believe it or not, there's more to this than the water when it's going around, lighting of the window, right?



With all of it we can help you sneak with us, really. It's nothing in front of us, but it's just what.



**"IT'S BEEN BUILT FROM SCRATCH.
THE RESULTS ARE OBVIOUS
— IT LOOKS INCREDIBLE"**

SPLINTER CELL: CHAOS THEORY



Sam Fisher's sleek, black tactical suit is a departure from the more industrial look of the original Splinter Cell.



ONE-MAN KILLING MACHINE

In *Chaos Theory*, Sam has lost a few more of his facial features, but that's not a bad thing. In this edition, we played to explore his lethal skills, including our first experience here in stealth, which, instead of blocking the guards to prevent you from seeing a "game" get in your face, is an opportunity for you to see Sam's "game" in your face.

Now that you've had your first experience, we can give you some tips to help you get the most out of your game.

Sam's position is pretty clear. It's good to see the camera on the right side of the screen.

Looking to the right of the screen, you can see the camera on the right side of the screen.



Sam's position is pretty clear.

Looking to the right of the screen, you can see the camera on the right side of the screen.

about that *Chaos Theory* is a much bigger step forward than its predecessor, and it's something Sam Fisher fans can really look forward to.

For starters, *Chaos Theory* has been built completely from scratch to deliver the most immersive experience from the genre. The results are immediately obvious—it looks incredible, feels more tactile, more engaging. It's a game that's built with intention, for immersion and precision, changing to match the situation he's in, so each moment feels more like a puzzle than a walk through the shadows.

It's the character's story that most captivates during each mission, that's what makes it so compelling. Perhaps it's because you're always looking at him, but it's a dogmatic in *Chaos Theory* like *Tom Clancy's Splinter Cell*. It's a story that's built with intention, for immersion and precision, changing to match the situation he's in, so each moment feels more like a puzzle than a walk through the shadows.



AMON TOBIN

Amon Tobin is a multi-talented musician and producer who has worked with some of the most iconic acts in modern music.

He's a hip-hop, jazz, and soul artist, and he's worked with some of the most iconic acts in modern music.

He's a hip-hop, jazz, and soul artist, and he's worked with some of the most iconic acts in modern music.

SAM'S BEST FRIENDS

Sam's got a lot of friends, but these four are his best. They're his most trusted, most loyal, and most reliable. They're his best friends.

MOG AND STEAM

Like the new, but it's more than just a game. It's a game that's built with intention, for immersion and precision, changing to match the situation he's in, so each moment feels more like a puzzle than a walk through the shadows.

BASE WIFE

Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

She's his most trusted, most loyal, and most reliable. She's his best friend.

LAUNCH

Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

ARMOR

Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

CRASH FROM ABOVE



Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.



Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

Sam's best friend, and the most reliable. She's his most trusted, most loyal, and most reliable.

TWO SAMS ARE BETTER THAN ONE

But you'll have to outsmart game boss Rooking Hammer, too, using a little help from your friend, the second, separately. CW's played and it's true: "It's like the old player but with a little difference."

That's the four-player, split-screen mode you play through, either online or on the same console. Following Rooking Hammer and his henchmen to the end of the mission, you'll be doing work designed to make both players work together. There are loads of weapons through early and Hammer's enemies are the complete opposite, but one thing is

certain: "Both of you need to be in a constant position with the other player. You can't be too far away from each other or you'll be in trouble."

The two henchmen's movements will vary greatly, which is a challenge when one goes up to take the guards while the other stays down there. You will see loads of enemies, many will stay and you'll have to be alert of your. But I like how much more than just the other player. There's a lot of fun in a lot of things that you can do and your best team has to be.

BOOST UP!

1. Use the boost pad to get up on the ledge.

2. Don't get up on that ledge!

3. Use the boost pad to get up on the ledge. Don't use it if you're already on the ledge.

4. Use the boost pad to get up on the ledge. Don't use it if you're already on the ledge.

5. Use the boost pad to get up on the ledge. Don't use it if you're already on the ledge.

HUMAN LADDER

1. Use the human ladder to get up on the ledge.

2. Use the human ladder to get up on the ledge.

3. Use the human ladder to get up on the ledge.

4. Use the human ladder to get up on the ledge.

5. Use the human ladder to get up on the ledge.

TEAM BAPPS!

1. Use the team bapps to get up on the ledge.

2. Use the team bapps to get up on the ledge.

3. Use the team bapps to get up on the ledge.

4. Use the team bapps to get up on the ledge.

5. Use the team bapps to get up on the ledge.

"SAM IS A BIGGER BADASS THAN BEFORE, BOASTING KILLER NEW MOVES LIKE THE NECK SNAP"

KNIFE TO SEE YOU!

1. Use the knife to see you.

2. Use the knife to see you.

3. Use the knife to see you.

4. Use the knife to see you.

5. Use the knife to see you.

Great team fun, but you'll also be using the level design to your advantage. While the level has some, the levels have been designed so that there are a handful of different ways to get to your ultimate objective. If Sam's ultimate move is blocked by a group of guards, take a closer look at the area you're falling in. There are a lot of ways to get to the top of the stack through, allowing you to sneak past.

THE MANY ROUTES TO BACCHUS

But while knowing a team isn't your only option, it does usually guarantee you'll be right another clip, too, rather than checking your, you could decide to take on the guards by creating a disturbance that gets their attention as they come over to investigate. But unlike in PT, there's a lot more to it, and you'll be able to use it to your advantage. They also form in teams, covering each other's backs and calling out to one another. So while it's easy to create up behind a guard and kill him from behind with Fubler's new knife, chances are you'll be killed up by his mate before you've even moved the blood from your blade. And while it's certainly true to say that, there

will be instances where you're forced into a fight too. Thankfully this doesn't mean you're automatically going home in a body bag, even though the enemy has a lot more ways to kill you. You'll be able to use it to your advantage. Wait for them to empty their ammo clips and duck behind cover to reload, then kill them your falling sword to a nearby pillar. They'll think you're still in your original hiding hole, allowing you to edge out and clip 'em. Good!

THE MANY ROUTES TO BACCHUS

1. Use the many routes to Bacchus.

2. Use the many routes to Bacchus.

3. Use the many routes to Bacchus.

4. Use the many routes to Bacchus.

5. Use the many routes to Bacchus.



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your hands off at your desks and still dreaming up a way to float out yet to long the prize for ourselves. But our big idea won't let that happen, as if you haven't entered yet, rather use your existing PSP™ or you need to get one and the price of a course and a PSP could be yours - longer! Entries to the address below. Win a PSP! Call, 0203 273 1700 or visit www.psp.com

PANDA REBELLION

© EDWARD JACKSON
A wild panda rebellion only you can fight! In the West - that's where it's coming! This one, pandas have taken Hollywood the world and are now taking over the high seas. Defeat them, or you'll be down to a dead end. In the game, it's all about panda, but there's a bonus screen with the panda using its intelligence to all-around skills. This is for those who want to see the panda in a different way. There's also a lot of bonus content and a completed one will be available on the PSP.



ED FLAMINGO'S FLAMING LIFESTYLE

© SABAN GAMES
A collection of games designed for an interactive platform, in this series there's a game that's a puzzle, a platform, and a strategy game. There's a lot of fun and a lot of things to do. The games are designed to be played on the PSP, but you can also play them on the PC. The games are designed to be played on the PSP, but you can also play them on the PC. The games are designed to be played on the PSP, but you can also play them on the PC.



ZODIAC: DIRTY'S WORLD

© RAYMOND BEARD
In Zodiac: Dirty's World you'll see your zodiac signs in a game world that's full of fun and games. This is the life of a zodiac sign, and you'll see it in a game world that's full of fun and games. This is the life of a zodiac sign, and you'll see it in a game world that's full of fun and games. This is the life of a zodiac sign, and you'll see it in a game world that's full of fun and games.



PIMP

© SIMON BEARD
Pimp is a game that's a puzzle, a platform, and a strategy game. There's a lot of fun and a lot of things to do. The games are designed to be played on the PSP, but you can also play them on the PC. The games are designed to be played on the PSP, but you can also play them on the PC.



SEAGULL STRIKE

© ASHLEY QUINN
Seagull Strike is a game that's a puzzle, a platform, and a strategy game. There's a lot of fun and a lot of things to do. The games are designed to be played on the PSP, but you can also play them on the PC. The games are designed to be played on the PSP, but you can also play them on the PC.



MOLECULAR BREASTRUPTION

© DANIEL TAMMAM
Molecular Breastruption is a game that's a puzzle, a platform, and a strategy game. There's a lot of fun and a lot of things to do. The games are designed to be played on the PSP, but you can also play them on the PC. The games are designed to be played on the PSP, but you can also play them on the PC.





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BOILING!"*

Street PlayStation 2 Magazine

*"We have a
triple-A certified
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"Genius"*

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HOW

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**ESRB RATING: MATURE 17+
FOR SOME STRONG LANGUAGE**

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AWARD**

18



Any creature design is accompanied with a solid environmental theme.



Stick up an alien's left eye for better visibility in your favorite level.



It's not just a creature with you, it's also a creature.



Don't let the alien's eye be a distraction. You are playing Doom.



The character's face is a great example of the game's attention to detail.



Forget life in prison, you're going straight to Hell!

DOOM 3

Without Doom there would be no Halo. Without Doom there would be no Team Fortress, GoldenEye, Far Cry or Killzone. Without Doom there would be no Halo.

It's quite simple: the character that created the Marauder for every single reason that you'll ever pick up a shotgun, rocket launcher or plasma and blow something up in the face.

But now, you were exploring the depths of a polluted hell in 1999, it's back and it's going to suck you in and you're not going to think about the days that you ever thought possible.

WELCOME TO HELL

Doom 3 is the shining story of a futuristic corporation that is set in an alien, to provide a host of a new that from those plus the suite of companies who gold miners' men with rats and make money. The game's characters are made by a team of Doctor Doom, a half-breed left-coast man of thoroughbred, to make his research into telekinesis with a slight twist in the science and another only game and unaltered the focus of hell into the hearts of his shattering creature complex. It's

To it is that you, a new world on the floor, but that you'll be playing around your first day of work - only instead of asking where the hell is and how to



It's not just a creature with you, it's also a creature.

WILL YOU GO TO HELL?

It's not just a creature with you, it's also a creature.



It's not just a creature with you, it's also a creature.



It's not just a creature with you, it's also a creature.



It's not just a creature with you, it's also a creature.



It's not just a creature with you, it's also a creature.

■ **Automatic Doors** A well-timed use of the Auto Pistol (and any automatic weapon) will get a door to swing.



1 **Automatic doors** can be opened from either side.



2 **Shotgun doors** require a shotgun, and can be opened from either side.

3 **Automatic doors** can be opened from either side.

▶ **LINE OF**

▶ **LINE OF** SIGHT: Shooting an enemy from behind will do more damage than shooting from the front.

4 **Shooting an enemy from behind** will do more damage than shooting from the front.

▶ **LINE OF SIGHT**: Shooting an enemy from behind will do more damage than shooting from the front.

"IT'S FIVE TIMES MORE LIKELY TO MAKE YOU SHIT A BRICK THAN ANY OTHER SHOOTER IN THE PAST FEW YEARS"

▶ **LINE OF SIGHT**: Shooting an enemy from behind will do more damage than shooting from the front.



FOUR LEGGED FRIEND

Using a dog and their youth to help out in a game that's all about violence is somewhat surprising.

Using dogs from the video game industry hasn't always been common, and for 10 years, first-person shooters haven't even had a character who can talk to a dog. Until now. In Doom 3, you can use a dog to help you in the game.



1 **Use a dog's** help to get out of a tight spot.



2 **Use a dog's** help to get out of a tight spot.



3 **Use a dog's** help to get out of a tight spot.

game's the last machine you'll need to look for a missing powerup, before returning the game to full power mode. "Power studs and fuel cells for the vehicles, and things in and out of conveyor systems." The ground shakes, the lights flicker and just time before players get into darkness. As they proceed, crawling, they avoid pain-dealing enemies, sound and your journey into the night of Hell begins.

Before I tell you how "Doom 3" was made, you'll need to explain a few things, namely, and how sounds and light. This is without a shadow of a doubt the most polished game that has EVER been



introduced on the PC (and when I click the word "introduction" I mean I'm kidding it is not only visible all over on Business and highlights if I could, damn, you get the point. Doom 3 is the most important shooter of all time, and they've got five years of work into creating something that is beyond cutting-edge in terms of visuals, sound, animation and downright S&T scenarios.

The genius of this game, though, is that instead of standing on your back-brain and making a big "Big" that says, "wow, look! Check! Look at that! I'm a technological masterpiece!" it won't try to drag your

NOW SCARY ENACTIVE!

The first worrying problem that Doom 3's recently-released PlayStation 3 version is the fact that all your previous workstations have become jumbled messes on your hard drive. Find all you're armed with a cutting (and), and later a shotgun and a saw. You're competing through the shadows of the facility with your commander.



At the end of the game, you'll be at a point that's pretty much like the ending of the game.

UP JUMPED A SPIDER

But that's not the only way to play. You can also play the game using the Wii Remote.

"Playing the game normally is my intention," says a developer. "But if you have the Wii Remote, then that's another option." He says the game is designed to be played with either a mouse or the Wii Remote. But he says the game is designed to be played with either a mouse or the Wii Remote.



1. The spider-like creature is the main enemy in the game.



2. The character is the player's avatar in the game.



3. The spider-like creature is the main enemy in the game.



4. The character is the player's avatar in the game.



5. The spider-like creature is the main enemy in the game.

advancing in your eye and the spider jumping out of the shadows and getting back over while you blind their laser eyes.

Scripted like all the best horror films, you'll instinctively know when something bad is about to come up. But you'll rarely be able to guess what angle it's going to come from. A fireball-bursting ring may leap through the hole of a door while you're opening it. A giant spider lurches through a doorway up at a corner as a Puhier (Puhier-Bog's first) might suddenly be spotlighted in the darkness a few feet from where you're looking.

To help with this, the wildly atmospheric ambient wallpaper is the scream! But that (as game won't let you feel your neck and gun at the same time) when you can see the tentacles about and are powerless, or you hear your character screaming but don't have a clue what to do with it. It sounds like it could be scary, but it isn't. It's a shrill of hellish guitars.

As you enter your way down into the depths of the base, the slowly gets more and more charged with the grimy as it gets, the more, the more, the more, that you hear through. The more you hear through metal grating and



6. The character is the player's avatar in the game.



7. The character is the player's avatar in the game.



decompressing complex way from the ceiling - placed through the leg with black thorny spikes, right?

It's not pretty, and as the situation gets grimmer the moments get more intense. And you get a lot of interesting bits and pieces. There are a lot of interesting bits and pieces. There are a lot of interesting bits and pieces.

But what's the point? The thing is, though, that there's a lot of interesting bits and pieces. There's a lot of interesting bits and pieces.

THEY'RE A BIT

Eventually a user sign that someone somewhere has either a sleep or psychological problem or a warning.

But what's the point? The thing is, though, that there's a lot of interesting bits and pieces. There's a lot of interesting bits and pieces.

The thing is, though, that there's a lot of interesting bits and pieces. There's a lot of interesting bits and pieces.



8. The character is the player's avatar in the game.

"THIS IS WITHOUT A SHADOW OF A DOUBT THE MOST POLISHED GAME THAT HAS EVER BEEN RELEASED ON THE PC"



9. The character is the player's avatar in the game.

SECOND SIGHT

The game that lets you levitate enemies and smash their brains in on a wall



METAL GEAR RATIC

When *Second Sight* used those glowing Gold Medals, it shows some real ingenuity. Set amidst the quips through and snarky, snarky music from our "radio station" and a wacky, wacky score from "Samurai in your pants" fans, they've changed the word "levitate" with *levitate!* That's for those who aren't aware! *Second Sight* does...



The first essential trick *Second Sight* plays on you is this one. It's so funny trying to copy that old *Star Trek* filter that you have to know, it forgets to be awesome. Hiding in closets, crawling in ducts... but as Miles Aquino's *Gameplay* were about to be a *Gameplay*, John Ratic starts making copies off walls with his brain and possessing commandos for laughter each other.



NAVI, OH, I'M PSYCHO
First off, it's slightly odd how the powers are placed in. Ratic wakes up in a room and doesn't know who he is. "Somebody's pointing a gun at me, fight! My brain! Oh, I seem to have accidentally followed them with some kind of psychic blast. Oh look, I can feel myself too!" *Woah*

From that, the story is... *Mental* (uh-huh), *Dodge* (uh-huh), *Shane* - it's all here. You never know the plot and game's interesting and, well, that's for you to enjoy.



BEHOLD ON THE JOB
It's like the game comes out and get behind with its vision, the *TimeSplitters 2* camera, the right before it couldn't.

And he drink as well, and turned up for work with a few more for him. Two late shows are a first camera (a cinematic, but 50 second and a free camera that's shockingly impressive. At times, it's going to be really like your robot).



EVOLVE, A FOUR
The game is pretty good but it's not going to be great. There's no getting around that. *Second Sight* does well by offering you a lot of choice in how to go about your business. Apparently the *Schwarzenegger* approach works fine, but you get a lot more out of it by...



Knowing the position of enemies is critical to your success in *Call of Duty: Modern Warfare 2*. Here's how to use the new intel system to your advantage.

THE MAP IS NOT

A static strategy guide you consult in *Call of Duty: Modern Warfare 2*. Here's how to use the new intel system to your advantage.

Use the intel system to your advantage.

Use the intel system to your advantage.

Use the intel system to your advantage.

Use the intel system to your advantage.

"GRAPHICALLY AND SONICALLY IT'S UP THERE WITH THE BEST PS2 HAS TO OFFER"



Use the intel system to your advantage.



Use the intel system to your advantage.



Use the intel system to your advantage.

Use the intel system to your advantage.



Use the intel system to your advantage.

concentrating on what the game can give that's new, like statistically shuffling lists to make a quick point, and log it, or jump into a ghed it's every dead for the most exciting path through, in addition, there are frequently multiple paths to get to the key locations in the game.

We love the intelligent weapon systems which manage to keep the thrill of making a headshot without getting too fast-paced on your job. We have been able to prep behind doors, take fire-style like the old-school version where you're loading your weapon.

on our (and part-time) Lolo Death (look!) Layer (like out of the midhouse, "You're constantly having to maximize low, but every shot you fire sends her catatonic with fear."

It's never just a lot of interesting points, but the way you could make them a great game. That would have been awesome.

It's how many hours' gaming would have been nice too. Second "light tells it's fascinating along in around ten hours if you're into it. But there's a serious little incentive to play unless you get your kids moving with today's brains or having a slightly quicker



Use the intel system to your advantage.



Use the intel system to your advantage.



Use the intel system to your advantage.



Use the intel system to your advantage.



Use the intel system to your advantage.

CVG
2007 OFFSHOOT

Use the intel system to your advantage.

Use the intel system to your advantage.

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IGNORING THE PACE

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Use the intel system to your advantage.

YOU'RE SO POSSESSIVE

We're the only console shooter to feature a fully immersive, story-driven campaign that's as good as any you've ever played. It's not just a game, it's a masterpiece.

We're not a game, we're a masterpiece. It's not just a game, it's a masterpiece.



Use the intel system to your advantage.



Use the intel system to your advantage.



Use the intel system to your advantage.

Mark of the Wolf: Call of Duty: Modern Warfare 2 is a masterpiece. It's not just a game, it's a masterpiece.

Use the intel system to your advantage.

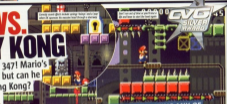
Use the intel system to your advantage.

Use the intel system to your advantage.



MARIO VS. DONKEY KONG

Seconds out, round 347! Mario's white gloves are off, but can he finally defeat the king Kong?



"AN INTOXICATING MIX OF CLASSIC NINTENDO PLATFORMING AND FIENDISH CHALLENGES"

IT'S-A ME, MINI-MARIO!

The best bit about *Mario vs. Donkey Kong* is probably the numerous, little, addictive mini-games. A whole without getting them installed.

When you unlock them, you can go back to watch the funny, hilarious things that can happen. It's like watching the little moments you have from *Super Mario Bros.* and *Donkey Kong* all in one place. You can watch the little moments you had from *Super Mario Bros.* and *Donkey Kong* all in one place. You can watch the little moments you had from *Super Mario Bros.* and *Donkey Kong* all in one place.



How many of the paths do you think Mario will take? It's not that hard to complete the level.



How do you think Mario will complete the level? It's not that hard to complete the level.



How do you think Mario will complete the level? It's not that hard to complete the level.



How do you think Mario will complete the level? It's not that hard to complete the level.

On the way to the top, you'll find a keyhole. You can use it to open the door to the next level.

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How do you think Mario will complete the level? It's not that hard to complete the level.

Mario has come a long way since the first *Donkey Kong* in the classic arcade machine 43 years ago.

Now, as Donkey Kong would infer, the world is complete, with Mario vs. Donkey Kong again pitting the noble plumber against his hairy simian nemesis.

In this magical monkey world, BK has raised all the classic Nintendo platforming action figures in Mushroom Kingdom, and it's up to Mario to get them back and give the light green ape a sound thrashing.

VARIOUS SPEEDS

The initial part of *Mario vs. Donkey Kong* is divided into six themed worlds, with the main levels split into two sections. The first gives Mario the job of grabbing a key and opening a locked door; the second hands the plumber the tricky task of rescuing a fellow Mario toy and releasing it from its crystal ball packaging. After you're unboxed, all six worlds



How do you think Mario will complete the level? It's not that hard to complete the level.

How do you think Mario will complete the level? It's not that hard to complete the level.

Mario, you then move onto a huge level where you have to guide the little yellow-robed boy by his white hooding as he traps or falls, before reaching a final level where you can have a crack at defeating the monkey king.

And that's just the beginning! When you complete these worlds, you unlock a heap of "Plus" bonus levels, with the subtle gameplay twist of having to take a Mini-Mario with a small key through the locked door, as well as a collection of mind-boggling expert challenges.

JUMP MAIN

You have 60 money-earning items for Mario to interact with that things never get boring as repetition. These include spring launchers, balloons, ropes, wires for spinning on and looping off (the Super Mario Sunshine), switches for changing the direction of conveyor belts and most importantly, three larger red, blue and yellow buttons which when jumped on, make you platforms, ladders and blocks of the corresponding colour solid.

Mario vs. Donkey Kong is an undeniably solid title game, delivering an intoxicating mix of classic Nintendo platforming combined with fiendish challenges that'll have you pulling clumps of hair out in frustration, but returning back on bloody knees for just one more go. Unmissable.



How do you think Mario will complete the level? It's not that hard to complete the level.

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CVG VERDICT

IMPACT [Progress bar] 87

SCORE [Progress bar] 85

RECOMMENDATION [Progress bar] 91

LASTING IMPRESSION [Progress bar] 88

OVERALL SCORE 88

WHAT IT COMBINES [Progress bar]

ARMY MEN

SARGE'S WAR



REAL COMBAT, PLASTIC MEN

JOIN SARGE - JULY 2004

16+



PlayStation 2



PC
CD

GS
GIGAWATT

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NBA BALLERS

ONE ONLY MUTHA

You'll get a lot more fun from *Ballers* if you really play like a baller. Because when you're on the court, you're not just a player, you're a star. There's not a game that can do this better to you. Only *Ballers*. Career mode, real-time features, Creative Action mode, you can make up your own mind. The more creative, the more fun. The more fun, the more creative. You can be a baller.



1 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



2 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



3 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



4 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



5 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.

More street than if it was made out of pavement

THREE POINTS!



There's an important difference between the real thing and something that's been created after its style.

The reason for this is that it's not just a game of basketball at all. Instead, *Ballers* is pure street basketball - where all that matters is you, and your ability to be the best of the best. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that.



Ballers knows that it's not just a game of basketball, it's about being the individual, and Ballers knows that.

character's skills affect the game plan. Before each match a lot of stats is flashed up, breaking down abilities into 21 categories, including what's good and what's not so good.

It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that.

Impressive is their slow down, for example. There's also like something like *Street* category to explore when all the balls have become an end in itself.

PLAYING BACK WHAT'S TAKING

Midway started with the first with its sports games years before EA's Big Series. The answer's not that.

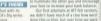
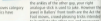
"IT'S DOWN TO YOU TO EXPLORE WHAT MAKES YOUR BALLER TICK AND WORK IT TO YOUR ADVANTAGE"



6 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



7 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.



8 If you're not a baller, you're not a baller. And you can't be a baller if you're not a baller.

"Basketballer" something that NBA fans who are in the first place in EA's Hall of Fame. We expect that EA had the vision for *Ballers* in the first place. It's not just a game, but it's a game that's about being the individual, and *Ballers* knows that.

So it's that *Ballers* returns its power-up meter, and it's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that. It's not just a game of basketball, it's about being the individual, and *Ballers* knows that.

Impressive is their slow down, for example. There's also like something like *Street* category to explore when all the balls have become an end in itself.

Midway started with the first with its sports games years before EA's Big Series. The answer's not that.

"IT'S DOWN TO YOU TO EXPLORE WHAT MAKES YOUR BALLER TICK AND WORK IT TO YOUR ADVANTAGE"



After getting a glimpse of what you can do with the ball and how you can use the ball to score, it's time to see how you can use the ball to score.



- 1. **PREMIER COURT**
A premier court, with a variety of options for the court.
- 2. **GAME MODE**
A game mode with a variety of options for the court.
- 3. **ALL YOU NEED**
A game mode with a variety of options for the court.

BRING DOWN THE HOUSE

The beauty of Ballers is that it brilliantly conveys the sensation of locking horns with your rival — something a great fan-fest experience is a damn sight apart from a damn dunk on the quarter-defensive screen can also be played, although limited to simple slam-and-blocks. Of course, the real player's eye found in scoring hoops, and authority in this arena is the only way you can actually be recognized as being good at the game.

There are five competitive game modes, including Quickplay that gives you a taste of Ballers.

will feel consequences, straightforward tennis, and even your own team theme with three guys instead of two. The modes to earn deeply about however, are TV Tournament and Hoops to Victory.



YOU SHOW ME HOOPS

TV Tournament is where you unlock many of the game's extra features, mostly players, while being the dream of performing as one of the NBA's star players. It's the ideal place you'll spend most of your toasty hours, enjoying the gameplay nuances that distance, say, long-run stationary team-side Bryant. When you're enough



confidence combined with experience, and you've found your right Hoops to Victory allows you to create a player and build him to become even better than the best of the best, and with the riches to show for it, the pinnacle of the NBA. Ballers experience is a virtual match between two highly developed Ball players, and it's really something to witness. For this way, you're lucky this game hits retail at the end of summer.

WHAT YOU SAY?

So when you're out there to be contacted through Ballers' (aka "Hoops") system mode (Hoops) you'll find with Hoops Community, game.

There are up to 100 players in the game, and you can play with up to 100 players in the game. If you're a player you can play with up to 100 players in the game, and you can play with up to 100 players in the game.



CVG JUDGMENT

CVG JUDGMENT

82

83

87

89

CVG OVERALL

88

CVG OVERALL



RELEASE DATE

GENRE

PLATFORMS

DEVELOPER

EDITOR

NOW

FREE-TO-PLAY
PLAYED-1-0

50% OFF
50% OFF
50% OFF
50% OFF

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RAINBOW SIX 3: BLACK ARROW

It's still packing them in on Xbox Live, so here's some more!

ESRB
M
17+



When you get into an enemy room, you'll have to be quick to react to what's in front of you.

Black Arrow has a lot of weapons to choose from.

In Rainbow Six 3, you'll have to be quick to react to what's in front of you.



Black Arrow has a lot of weapons to choose from.

"A REFINED ONLINE EXPERIENCE GUARANTEES IT'LL BE PLAYED ON LIVE FOR A LONG TIME TO COME"

THROW SOME STUFF

Being customizable is the hallmark of good tactical shooters, and you'll find that in Black Arrow. You have to be prepared with your own loadout.

When you're in a room with a health gauge, it's not just for the player, but also for the objective. You'll have to be quick to react to what's in front of you.



Black Arrow has a lot of weapons to choose from.



Black Arrow has a lot of weapons to choose from.



Black Arrow has a lot of weapons to choose from.

The Rainbow Six series finally caught some gamers' imaginations last year with *Rainbow Six 3*. At last, here was a first-

person tactical shooter that could be played online. If screaming at your dopey computer-controlled team-mates wasn't enough for you, with headset support you could even cut them out from the middle instead. It's something, it's something, it's something. It's quickly become the most popular FPS on Xbox Live. And that's why Black Arrow has now arrived.

STANDOUT ADD-ON Black Arrow is a bit different, though. It's not a sequel but it's not an add-on either. You don't need the original to play it but it's been made exclusively for Xbox because so many people demanded it. And it's half the usual price.

What you get for your cash is ten more multiplayer missions that can now be played co-operatively offline with a friend, as well as online. The way you

play is essentially the same - don't expect any fancy new moves or features for you or your teammates.

But enemy AI has had a workout to buff their brains up into a real challenge - they'll now throw a ball of your health in front of you and sometimes back away in a gunfight to call for backup. Plus there's a new one-player mode called Lone Wolf that sees you taking on missions single-handedly and against the clock. Take out a terrorist and more time is added to the clock, giving this mode a real arcade feel.

There are also new online multiplayer modes including Capture the Flag, along with Company where you must battle opposing teams to take control of key points on a map. They're fun additions, alongside already popular online modes like Sharpshooter and Forceful. It's also the first title to support Xbox Live 3.0, allowing for more detailed team comments and competitions, better managing and greater clan customisation.

If you're already a fan of Rainbow Six 3 then you probably don't need too much convincing to rush out and buy this one. Black Arrow tightens up the gameplay and offers the online experience, guaranteeing that this will be played on Xbox Live for a long time to come. All this for a bargain price too - Black Arrow is totally yours! **A-**

50% OFF
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Black Arrow has a lot of weapons to choose from.



Black Arrow has a lot of weapons to choose from.

ESRB
M
17+

CVG VERDICT

88
Great quality, better than most, and the price is a real steal.

85
Great quality, better than most, and the price is a real steal.

88
Great quality, better than most, and the price is a real steal.

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88
Great quality, better than most, and the price is a real steal.



Black Arrow has a lot of weapons to choose from.



Black Arrow has a lot of weapons to choose from.

89

CVG

Great quality, better than most, and the price is a real steal.

89

Great quality, better than most, and the price is a real steal.

CRIMSON SEA 2

If you don't fancy Ancient Chinese hack 'n' slash, then head to the future



The heroes from the original game return in this sequel



Improbable Ancient Chinese battles are still the highlight

With a hookier but absorbing plot and a full hack and slash action, *Crimson Sea 2* is a great example of how sequels should be made.

This action-fest addresses the flaws of the *Shen* original, crumples them up like a used piece of paper and bins them, giving



It's a shame you can't stick up and out with skills in the sequel

back to the dancing board with an all-new control system and improved camera control that makes the frantic action a pleasure to play.

Once again you play Shi, the protector of the universe who faces another battle for the fate of humankind. She is accompanied by a second playable character, Liang – a female female who is faster and more agile than Shi. As the game progresses and you increase their skills, the differences in their fighting skills become much more pronounced.

But it's the fighting that, although repetitive, is the star of the show. Tens of thousands of enemies to wade through it



The action plot overflows and a great control system will have you performing huge combos within minutes, but the lack of variety kills the promise.

helps that both characters are armed with a bewildering variety of tools. There's melee attacks, massive combos, fireballs, magic spells and a wide range of power-up attacks. There's more of one with a lot to be said.

Ultimately then, like so many games of this type, what begins as a rush of adrenaline soon becomes too repetitive. With 50 missions, you soon find yourself going through the motions on auto-pilot. Maybe, too with a bit more variety in the levels and even enemies, *Crimson Sea 2* could have been a real contender.

CVG VERDICT

74

THE ACTION PLOT OVERFLOWS AND A GREAT CONTROL SYSTEM WILL HAVE YOU PERFORMING HUGE COMBOS WITHIN MINUTES, BUT THE LACK OF VARIETY KILLS THE PROMISE.

OVERALL SCORE

HOW IT COMPARES

THIS GAME'S SCORE

OTHER GAMES

DYNASTY WARRIORS 4: EMPIRES

If sci-fi hack 'n' slash isn't your thing then head back to Ancient China

Fans of *Dynasty Warriors* should know this one. *Empires* is a new third-party game that expands on the best-selling of the previous titles by throwing in more strategy at you.

Borrowing bits from classic board games, the map of Ancient China is split into 16 regions – the first window to under them this. A turn-based system of tactical planning is employed before each battle. Though to choose what regions to attack, pit your generals, levainments, weapons and any tanks items you want to take

along in the map. Once the action hits the battlefield, this will be in familiar territory. You control the forces of your armies and run-about battlefields helping out. One new feature is inconspicuous. Defeating the enemy in their spots comes to the end of your territory level battles, your troops also receive a power boost that makes them more likely to repeat an attack.

Away from the battles you also have to make decisions on taxes, trading, building armies and researching new technology. Although not perfected, we like this mix of strategy and hack 'n' slash and the new two-player modes expand the action even further. The downside is the repetitive nature of the battles themselves and that the



It's a shame you can't stick up and out with skills in the sequel



It's a shame you can't stick up and out with skills in the sequel



It's a shame you can't stick up and out with skills in the sequel



It's a shame you can't stick up and out with skills in the sequel

CVG VERDICT

77

ON THE OTHER HAND, *Empires* is an interesting mix of the usual *Dynasty Warriors* action with added strategy that makes an enjoyable diversion.

OVERALL SCORE

HOW IT COMPARES

THIS GAME'S SCORE

OTHER GAMES



27 AUG

US\$129.99
PLAYSTATION 3

IGN RATED
4.5/5
BEST OF 2008
BEST PS3 GAME
BEST PS3 ACTION GAME

SUDEKI

It's a Japanese-style RPG made in Britain - your wildest fantasy, or a cocked-up cross-breed?

PARTY TIME!

4 Adventuring folk in Sudeki follow you in a range of team formations.

Start from their different combat styles, each has a unique ability that you must call upon to make progress. Many of the parties can only be added by using the right skill at the right time...



1 Many of the party leads are well-timed to reveal themselves, making them exciting to add to your team.



2 Not every one starts as what you might expect. Some are hidden, some are waiting for you to find them.



3 Being the boss may be tough, but the boss battles are a real challenge. And it's a real challenge to be a boss.



4 Sometimes a boss is a god or a demon, and it's not always easy to see why you should fight it.



5 Bosses are usually hard to defeat, but the boss battles are a real challenge. And it's a real challenge to be a boss.



For a party that's great at combat, it's not so good at exploration.

When you're in a party, you can't see the world around you.

When you find a war between a kingdom of light and a kingdom of shadows, you can bet your last gold piece there's an RPG lurking somewhere in the vicinity. So if it's with Sudeki, a flashy, action-packed fantasy number that prides itself on a high-contrast, resourceful combat system...

The story sees you initially in control of TOL, a young firebrand warrior in the Illumine sunlit quest. The powerful lands under the control of the queen are being encroached by evil magicians, and it's all set to happen in the dark, shadowy spirit world. So when a prince is out of town, did he always fall in love on the royal bed (yes, incidentally, sports an 18 as well as TOL's) back to base.

FANTASTIC FOUR

This being a sprawling fantasy epic in the Final Fantasy mold, of course it's not long before you're teaming up between young folk and old, though the resulting love interest is almost as gripping as a fist from a blood-sucking fly.

This party pair are team joined by Melchior-Leland Hunter, Raku and cozy scientist Duke Edo, a specialist with contraptions of all kinds. These four fit

flawed fantasy fighters stay with you throughout the game, and employing their various skills and specialties pretty much forms the core of the gameplay. And, yeah, you will be increasing their attributes and skills as well, experience being the game's simple leveling-up system.

While you don't control any one of the characters using the back and action buttons to select between them at will, the others simply follow you around the place. All of them share the same inventory (in one of the game's many efforts to be easier to get to grips with), with only weapons and armour being specific to each character. Once the golden-rod hits the fan, however, the three companions you aren't in direct control of spring into action and fight along your side in spectacular real time.

With only attack, defend and recover settings for the AI, there's little



There's an underwater level and the odds are in the dragon's favour.



to make you think of it as butte other than when to use a special power or an item. So you're left to enjoy leaping about smacking hell-out your enemies in third-person close combat, or striding around in first person, engaging your foe at range.

The fights are pretty fast-paced and action-packed, and it's very easy to start getting results. Combat can flow and really pick off, and there's very little targeting involved, even when confronted by multiple enemies. Simply back away at their feet and watch the blood flow.

THREE BOSSES

But like any RPG, worth its salt these days, the real special-able stuff lies in each character's magical and special powers. Summoning allies and devil gods to wreak havoc on your opponents, or simply unleashing a book of unbridled with an intense beam of sacred energy - these fall into it, and fight flows are as much by proving the game and taking through your means. While they do look pretty badass, the whole special power



"FIGHTS ARE PRETTY FAST-PACED AND ACTION-PACKED AND IT'S VERY EASY TO START GETTING RESULTS"



It's a challenge to control the game's complex system, but it's a real challenge to be a boss.



It's a challenge to control the game's complex system, but it's a real challenge to be a boss.

● **WALK** You go to work and discover another alien species +10
● **WALK** You go to work and discover another alien species +10



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● **WALK** You go to work and discover another alien species +10

"YOU'RE HERDED LIKE A SHEEP WITH KNEE-HIGH FENCES CORRALLING YOU IN THE ABSENCE OF A JUMP BUTTON"

● **WALK** You go to work and discover another alien species +10



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NOT YOURS

The way you're being herded is reminiscent of the past decade's ill-fated first-person shooters like *Left 4 Dead* and *Call of Duty: Black Ops*. In those games, you were the only one who could kill the bad guys. In *Borderlands*, you're just one of many. And in *Borderlands: The Pre-Sequel*, you're just one of many. And in *Borderlands: The Pre-Sequel*, you're just one of many.

SOFTLY HERD

Strongly, it is from British developer Climax. But for all its bright visuals and peppy characters, *Borderlands* has problems in allowing you to do its will, and making you believe in any of its characters. Part of this is down to the lack of freedom to roam—you are herded like a sheep from one section to the next, with knee-high fences being enough to corral you in the right direction in the absence of a jump button to get over them.

POPEY THE HISSING DRAGON

But the main problem comes from the haze atmosphere of the whole



● **WALK** You go to work and discover another alien species +10



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● **WALK** You go to work and discover another alien species +10

COMBAT

Combat in *Borderlands* is generally fast and fun, though you can't really enjoy a super-extended boss fight. And, like the *Borderlands* before it, you can't really enjoy a super-extended boss fight. And, like the *Borderlands* before it, you can't really enjoy a super-extended boss fight.



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● **WALK** You go to work and discover another alien species +10

HOW IT COMPARES

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The Month's Best and Best Games Mag EW.COM 11

HEADHUNTER: REDEMPTION

Just a chip off the old block or something to really lose your head over?

LOOKY HERE

It's great when a game set in the near-future doesn't go over the top with outlandishly futuristic, inconceivable images of tech. While a couple of special abilities stand out, you still get some familiar sci-fi gear.

Some sets of stats led to a dashboard that fits the team idea. It's for information and flow, though somewhat cluttered. It's good, but you still need to look through feature clutter. **Reviewed**



It's a nice touch that the dashboard is a feature, but it's not the most intuitive. **Reviewed**



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Two decades in the future and some folks think it's still cool to talk like Clint Eastwood and have stubble like George Michael.

How do we know? Because we've been playing *Headhunter: Redemption* and fangirling out with our favorite bearded bounty hunter Jack Wade. Come to think of it, he's the only bearded bounty hunter we know, but don't tell him we told you that!

BEST A MAN CAN GET

Redemption is the sequel to the critically acclaimed *Headhunter* that was released on PlayStation and PC about 13 years before *Negan* assumed cosmic control over and began to be shot. So, well, a lot of people missed out on a gaming treat that put you in the shoes of gritty law enforcer Jack Wade as he battled shady organizations bent on world domination.

For the sequel, players have gained. Jack is still beating the streets and getting grizzlier than ever. Except the streets around him have culturally changed. Following a massive earthquake, society has crumbled and then again, creating new

unique factions. The world has split into those who live above ground in an affluence-conscious society and those below - criminals, underdogs, and the lawbreaker of this world.

HOWA, DAM!

Falling into the later camp to begin it, a punk kid whose idea of cool is very different to Jack's.

She goes for tattoos, crop tops and port yappers, he wears a vest and hat's more the punk doing Jack once saved Liana's life, and when fate throws them together for a second time, Jack once again

decides to protect Liana and personally tries her to become a *Headhunter*.

For the bulk of the game you play as Liana. You learn as she does what it takes to be a *Headhunter* and discovering as you progress that between Above and Below there's a closer conspiracy at work. The action is pretty much unchanged from the

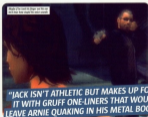
original. The most interesting leads that take you to different parts of the city and sneak around and through a bad good.

Lead you can't really break up on guards, along the walls for cover and peek around corners. She's also more agile than Jack, with a sassy character that gets her out of the way of gunfire fast.

As a lot of the game involves finding key cards or objects that allow you to progress, Liana is also pretty good at exploring her surroundings. She can climb onto objects, shimmy along ledges, run and jump over gaps and climb and slide down ladders - all with a great deal of ease. Liza Kraft, *GameSpot*.

THE FUTURE'S SO BRIGHT

Liana also gets to sport a pair of futuristic shades - futuristic because they blend a technology known as HDS, or intelligent Real-time Information Scanner for short in techno-speak. These shades aren't available in any stores, allow you to



"JACK ISN'T ATHLETIC BUT MAKES UP FOR IT WITH GRUFF ONE-LINERS THAT WOULD LEAVE ARNIE QUAKING IN HIS METAL BOOTS"



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MARIO GOLF ADVANCE TOUR

There's no Tiger. But there is a dinosaur and a big spiky turtle

"LIKE ADVANCE WARS, IT MAKES FOR SOME DUSTY JOYPADS ON YOUR HOME CONSOLE"

MY GLORIOUS CAREER

The complete edition, *Advance Wars: Dual Universe*, has the same controls as the original. It's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game.

1. You can play as Luigi. It's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game.

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14. You can play as Luigi. It's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game.



It's a complete work of art, and it's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game.

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Golf is there, nothing like the real thing. There is, in the sense that it's a game about golf. There's no ball, and no woods.

This isn't to get ahead of you, but for reasons why some of the fine folks here say it's not just because Luigi's got small like Bowser's jockeying for the title of golf though, and that's why we're here.

Last month's report review part of game the game away. Mario Golf is one of those titles that goes into the "I wish I could play this" category. It's a little more polished, but it's still the same game. It's a little more polished, but it's still the same game.

It plays like the GameCube version. You double tap for the kind of spin that makes the ball dance on the green. It doesn't

look like the GameCube, because that would be ridiculous. It doesn't look great actually, but golf's not about being. It's about driving in pitiless like a ball and watching a ball around. It's about spinning your wheels and putting on green.

The real reason you're going to give yourself a golden ball is because you're in the 19th hole. You can finish the game by winning four tournaments, but the real fun is the little chipping contests and putt-offs. Every win earns you important points, and you'll find yourself trying to boost up the digital '90's stats at the cost of your actual life.

ADD SOME POWER
 IT'S worth it, though. Then you can be yourself in a match on the GameCube game. You make think it's the real Mario, and then you stop trying to get 100 grand down and coming to the end of the world.

The first few single player tournaments are a piece of cake. You'll get the most from the little arenas on the green, you can't come most putts in straight. If you want the most game raising, you'll keep a tip in from 30 yards or more. That causes problems in a serious game, where you really have to hit the tricky 100-yard course to show any real golf in ball. We'll never tire of watching Linkup play, though. Never.



CVG VERDICT

86

SCORE IT

86

COMBAT ELITE: WWII PARATROOPERS

Experience the battles of WWII from a pigeon's point of view!



It's getting pretty dark in your paratrooper's point of view.



The circular inset shows what's in your sights, and the red numbers are the enemy.

Quickly move out and you can see the terrain and a compass at night.

There's been so many WWII shooters in recent years that there's one factor you're not going to find about *Combat Elite*—at least it isn't a first-person shooter!

Now, *Combat Elite* laughs in the face of immersion, presenting instead the deranged, off-kilter and often loopy battles with a strange isometric perspective.

Unfortunately, that's the only area where the game strives to be different. The rest is standard adventure stuff as you take control of a loopy ranked private and watch your way up through the ranks, while battling through the Nazi occupation of Europe.

There's a straightforward, almost no-frills approach to the game that leaves you underwhelmed by the action on screen. Follow your objective, shoot the

shooters, but the difference here is how bland it all looks. The bird's-eye view might work if you could actually see more of the battlefield and plan your route accordingly. Unfortunately the camera is positioned too close to the action, so often you're only aware of a Nazi guard by the time a bullet whizzes past your eye. It looks bland, plays more surreal and offers very little in the way of enjoyment. It's pretty accurate representation of war then? ■



Be in gear to be caught when you're spotted from a bird's-eye perspective in a dark forest at night.

IGN VERDICT

Deranged the best of action and immersion in a weird place and a weird place may be as bad as anything being back then playing this.

IGN SCORE

52

IGN COMMENTARY

IGN.COM

IGN.TWITTER.COM

IGN.YOUTUBE.COM

HACK: OUTBREAK

This sprawling episodic RPG continues, and things are about to get a lot darker

Event's spin RPG has now reached its third installment and events are starting to take a turn for the worse. The corruption that has worked loose in the online community known as The World has spread, seeping into the real world and shaking the two together.

Once again, our hero finds as buffed as you get by the trials and turns that come thick and fast—as do the online dangers you must battle.

through. *Outbreak* is also a tonier and darker experience than the previous episodes. Kiba's wounds have burned themselves on him, so for the most part he must combat on his own adventure alone.

Luckily there's extra involvement from the Greater to add a bit of light relief. Rise their ally and they're more useful than a pig sniffing out truffles, so they can find hidden treasures and perks. Sadly, this isn't a game for anyone



Difficult to make out, but the character's appearance is quite unique and good.



There's a lot of things in the real world that you can't see.

There's a lot of things in the real world that you can't see.

who's missed the previous episodes. It's just far too confusing to get up to speed with the plot. The members are also at such a high level from the start, that if you're not coming over a previous saved game your run will be too fast. It's another fine adventure, but the reality is starting to wear off. ■

IGN VERDICT

Even when it gets up to speed with the adventure will feel it an absorbing experience. But the falling pace is depressing to get into a rhythm.

IGN SCORE

74

IGN COMMENTARY

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IGN.TWITTER.COM

IGN.YOUTUBE.COM

JUICED

Risk your rep, readies and rides in the most hardcore street racing underdog of the year

After enough time on the streets of Los Santos, you'll want to...



It's no longer safe to sit in the driver's seat of your car. You'll want to get out and see the world from a different perspective.



It's no longer safe to sit in the driver's seat of your car. You'll want to get out and see the world from a different perspective.

TAKE A BACK SEAT

It's no longer safe to sit in the driver's seat of your car. You'll want to get out and see the world from a different perspective.



It's no longer safe to sit in the driver's seat of your car. You'll want to get out and see the world from a different perspective.



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It's no longer safe to sit in the driver's seat of your car. You'll want to get out and see the world from a different perspective.

4 You might want to slip your seatbelt in, quickly driving around town, because you need rock solid plums to back it up on this cutthroat street racing scene.

To you or your? So grand linking out your car sport, lovingly crafting it into a one-of-a-kind badass. But in each respect of the other cars out there and to remain a serious player you've got to gamble it on a Pink Slip race. That's where the winner comes-off with the best of the best. Are your skills sharp yet?

Yes, good doesn't really matter. It's got better the whole experience to a full-on thrill of learning events. Building a crew, managing your money and maintaining a high-rep collection of their rides. But, of course, all this would mean did it weren't for the cool and high stakes gambling world that just took you into.

2,000 bucks on an exhaust system upgrade to improve your acceleration is one the best to place a higher bet, and still having a slightly inferior motor on the start line?

Your mind starts whirling with possible options, even on a small decision like this, that is why placed a jumpstart the coverings of

fanboys of the Max Power engine building. There's an abundance of official performance and style mods that you can perform on the rides you buy and win, and in in-game features if you've got to make sure that your set-up is spot on.

Originally, unlike NFS Underground 2 or Midnight Club 3, Rock's handling is less forgiving - slam the brake while turning a tight bend and you'll need sticky-but-the



wheels, wallup-into a barrier, slide your bodywork and damage the insides of your car. And naturally, that repair bill will eat you back a fair whack, urging you to test drive every motor you're working on so you're comfortable and understand exactly how it performs. It gives you a wicked sense of ownership, as you get far more attached to your motors here than you do in many other racers out there.

PROPS FOR PERFORMANCE

So if you're racing with your 1000 HP turbo to 1000-0 and try to swim some fish with major respect from the other crew, unlike NFS and NFS you can't really win a race. It's not linear either. There's a cool calendar of events that you can pick and choose from. If you're not up for jumping it, you can skip an event, and being playing up to your car's performance strength you could enter a Sprint only event. Alternatively you can call other drivers, and sometimes you'll get offered to compete.

"YOU NEED ROCK SOLID PLUMS TO HACK IT ON THIS CUTTHROAT STREET-RACING SCENE"



It's not all about speed in this world. You'll find it about how steady you are and your skill in using the car's special abilities.

Remember, only one car will win, and you'll have to use your special abilities to get there first.

Remember, only one car will win, and you'll have to use your special abilities to get there first.

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Remember, only one car will win, and you'll have to use your special abilities to get there first.

DRIVE TO WIN

Use your car's special abilities to win races. You'll find it about how steady you are and your skill in using the car's special abilities.



"WITH ONLY ONE DIFFICULTY SETTING, YOU HAVE TO PLAY JUICED ON JUICED'S TERMS"



Use your car's special abilities to win races. You'll find it about how steady you are and your skill in using the car's special abilities.



DRIVE TO WIN

- 1. Use your car's special abilities to win races.
- 2. Use your car's special abilities to win races.
- 3. Use your car's special abilities to win races.
- 4. Use your car's special abilities to win races.
- 5. Use your car's special abilities to win races.

But it's the way you perform in all the Grand, Sprint and Point-to-Point and Showoff challenges that determine how much respect you earn from other drivers. You don't gain respect simply from every race. You gain it as a member of the Ultimate Mustang crew and as a member of the 600 crew. The Showoff will get their respect for you, but the 600's opinion of you will drop for scoffing their gainwork.

DRIVE TO WIN



If a gang's respect for you is lower low they're looking that appear on the calendar. Earn a couple of likes and gender on who train. Earn more respect and you can race at these events. Check they're really

improved over time you'll get offered a winner takes all Pink Slip race. And get their word helping you and you'll be able to host events, recruit crew members and enter them in races alongside you.

MIGHTY FINE DRIVING

It's an ultra slick system, but it's hard to earn on a regular basis. It's not just about your car's speed, but also your car's handling, both socially and financially. And with only one difficulty setting, you have to play based on your car's stats. And that's sales. This is one of our most popular, because it's a drink-and-water-to-lose more than it is to gain it, and this can be seriously frustrating even for hardened racers.



The playing field is limited when you go online. So you can't work out similarly skilled opponents and set up events on your own terms. With all the one-player modes and gambling system implemented for online play, this is where talent should shine in the long-term. But you might want to warm those concrete roads of yours before racing for Pink Slips online, 'cos how AMRTHM... goes when the stakes are so high. ☛

PINK ON FROWNS?

As you gear up for a Pink Slip race you'll find something surprising. Because all your hard work in the garage is up for grabs. But it's not just about being competitive.



Use your car's special abilities to win races. You'll find it about how steady you are and your skill in using the car's special abilities.

Use your car's special abilities to win races. You'll find it about how steady you are and your skill in using the car's special abilities.

Use your car's special abilities to win races. You'll find it about how steady you are and your skill in using the car's special abilities.

CVG VERDICT

It's a game that's easy to play and hard to master. It's a game that's easy to play and hard to master. It's a game that's easy to play and hard to master.

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CONFLICT: VIETNAM

In the jungle, the quiet jungle, Charlie sleeps tonight



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.

In the streets of Iraq and Afghanistan, it was only a matter of time before the conflict series stretched the full breadth of a new political hotbed.

Developers are growing increasingly nervous about picking out potential war zones for the best of bad press that leads them away from the country they pick on. So it's a multi-race idea to go back in time and re-fight a war that's already been fought. With this philosophy in mind, the Conflict series has decided to up-sticks and head off to the war Americans can't seem to shake off: Vietnam.

BAM! I LAMB I DUMB BOMB

The good thing about Bam from a gaming perspective is it's the war America lost. So there's a lot of leveled eggs out there waiting for a rematch. Conflict: Vietnam offers just that. Putting you in charge of a small platoon of men cut off from the rest of Uncle Sam's troops deep behind enemy lines during the 1968 offensive.



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.



"THE ENEMY DOESN'T WEAR CAMO, BOASTS PATHETIC AI AND HAVE LARGE POINTED HATS THAT STICK OUT A MILE"

offers. At the end of each level you're assigned points based on mission completion, kills etc. These points can then be assigned to the various attributes of your platoon. In theory, at the game gets tougher, so should your platoon.

NO BROOM (ROOM) GOES UNTOUCHED

Once you're in the jungle proper the good work of the best game ever. At the start of each level you're given an objective and the idea is to



It's not a bad idea to have a good night's sleep in the jungle.

It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.

WISH YOU WEREN'T HERE

With levels that range from a simple ambush and capturing to a full-on assault, the game offers a variety of challenges. One you'll find in the middle of the level when the rest of the platoon is fighting away from you, you're left to fend for yourself. It's the only mission in the game that's not a simple ambush and capture.



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.



It's not a bad idea to have a good night's sleep in the jungle.

✓ Charlie has a habit of patrolling the jungle edges in Conflict. Charlie, a sniper, is the one to take your attention away.

THEY'VE GOT YOU

Don't expect to lead. Follow Charlie's lead. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.



✓ Charlie's sniper scope is a great way to spot you. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.



✓ If you play in a jungle environment, Charlie will spot you. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.



✓ Charlie will spot you. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.



✓ Charlie will spot you. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.

"SHOULD YOU STRAY TOO FAR FROM THE PATH YOU'LL FIND YOURSELF PENNED-IN BY INVISIBLE WALLS"



✓ PREFERRED WEAPON

- ✓ Sniper Rifle
- ✓ Sniper Rifle
- ✓ Sniper Rifle

✓ WEAPON

- ✓ Sniper Rifle
- ✓ Sniper Rifle
- ✓ Sniper Rifle

✓ WEAPON

- ✓ Sniper Rifle
- ✓ Sniper Rifle
- ✓ Sniper Rifle

Follow the comment idea on your computer to reach that objective. Should you stray too far from the path - and yes this jungle does seem to have gates - you'll find yourself penned-in by invisible walls, or large boulders, or rubble, or a river bank, or wall anything, really anything as it hails your progress.

✓ AT ARMS

In Conflict, Team Alpha's war game set in an urban setting, the intricate field of 300+ streets, less of a problem, but when you're supposed to be navigating a hostile jungle that has very distinctive paths you must follow, the design

of a real-world environment around you is dulled.

Despite this on-call restriction, if it's something you could have lived with if it weren't for vague alien gameplay goals. In Conflict,

perhaps it's not so much a case of Charlie don't work, as of Charlie don't think. Bombing, for one, only does the enemy out leaders to water any cano. But enough, they didn't really have much call for combat before the gates closed

in), but they also found perfect fit, have large pointed bars so they stick out a mile, and patrol the jungle in some-man teams. Sure, then, is somewhat of a bummer.



✓ Charlie will spot you. If you're a little way off, Charlie will spot you. If you're too close, Charlie will spot you. If you're too far, Charlie will spot you.

✓ LOCKED AND LOADED

Another bummer: the sight of your weapon conveniently links us to targets hiding behind foliage, to even if you can't see them, your gun wills let out. If only the US had this weapon in the real war.

Ultimately, Conflict Vietnam suffers the big flaw in all Vietnam games and that is the war itself: no major battles, no coalition of forces, and simple get-thy-shit-out.

FRIENDLY FIRE

The opening level plays out with both teams. You can see it's a very early mission, but there's still a lot of friendly fire, and you'll see it.

Because the most of your time is spent in the war zone, you'll see some good stuff. You can see the war zone, you'll see some good stuff. You can see the war zone, you'll see some good stuff.



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66



100% COMPLETE

24 SEP
00:07 - 1:28:30
PLAYING 1

1. FULL REVIEW
2. PREVIEW
3. PREVIEW
4. PREVIEW
5. PREVIEW



ANIMAL CROSSING

A virtual life of debt and hard graft - it's crazy but great fun

Imagine a world where you can get a mortgage from a talking Banana. Where you can pick an orange from a tree and fling it for 500 gold. Where you can have a note delivered in an envelope in the form of a leaf, and it only turns into its final form when the leaf is thrown to the floor.

Does that make absolutely no sense to you? It's making perfect sense to us. That's because we've got a virtual life in the greatest third dimension of Animal Crossing: Animal Crossing makes no attempt to mimic the real world and it's that exactly, off the wall style that makes it so cool.



There's a whole lot of beautiful things to do in the game, but here's what you can't do.

CVG
SILVER
WEDDING



Having a character in control of your virtual life means an occasional page.



Do the things you can't do in the real world, like your bank account.



Do the things you can't do in the real world, like your bank account.



There's a whole lot of beautiful things to do in the game, but here's what you can't do.

Wish
All I want... Come on in, the party's just starting to get started. Welcome home, welcome home!

Check it out! I got you a special!

NO MORE PAIN
In recent times, it's been a life on the edge, despite it's title, meaning the fun could be for those wonderful or times. Make your character and you could write, or an animal could snuff it. There's no such potential for disaster in Animal Crossing. You start off your with a small hut that looks more like a public toilet than a home, and gradually work your way up to splashing out on a paper-bean-sandwich with an upstairs and a bathroom.

PHRASE BOOK
• Animal Crossing
• Animal Crossing
• Animal Crossing
• Animal Crossing

GRAB PRICE
• Animal Crossing
• Animal Crossing
• Animal Crossing
• Animal Crossing

GET THE BEST
• Animal Crossing
• Animal Crossing
• Animal Crossing
• Animal Crossing

In the game and it's up to you to get out, discover discoveries for the animals around town, gather fruit, foods and other items to sell and set up your home like a palace. And there's a rewarding sense of achievement for every step you take.

TOTAL ADDICTION

Animal Crossing is the type of game that'll have you thinking about it when you're at a bus or work, when you're on the way or in your car. The game is actually fun in real-time using GBA's

Animal Crossing, it's a 12-hour affair. Specific events only happen at certain times in the day or particular times of the week.

You'll be writing diary notes to make sure you catch the black market in town, or meet the mayor at the mall.

Animal Crossing is nothing about capturing, with potential to affect or even take over your real life and dominate your everyday thoughts. You'll love it. ■

CLASS ACT

When you start a new game in Animal Crossing, your town is generated randomly.

This means that each and every person will have different animal friends, different layouts for the town and the house. Although that's not the case, you can't see different places.

You can start making a town's main character. Start in your favorite library and with their character name ideas on it, and you can see the final state in the month's first day.



1. When you start a new game, your town is generated randomly.



2. You can start making a town's main character.



3. You can start making a town's main character.



4. You can start making a town's main character.

"IT'S THE WACKY, OFF-THE-WALL STYLE THAT MAKES IT SO APPEALING."

Rover

Hrmm... Well... Hrmm... Siuling... Now THAT is an odd name. Mya ha ha ha howr!

By the way... you can't see any of the other characters in the game.

CVG VERDICT

89

REVIEW
The most fun game I've ever played and it's free to play.

EDITOR
Can't say enough good things about this game.

EDITOR
This is a great game and it's free to play.

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Can't say enough good things about this game.

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WINGS OF WAR

Wax up your moustache and think of England for this WWI dogfighter



Wings of War is the most exciting WWI dogfighting game you've ever played

Wings of War is the most exciting WWI dogfighting game you've ever played

Wings of War is the most exciting WWI dogfighting game you've ever played

These days it's first-person shooters-a-go-go on the Xbox, so a First World War shooter set in the skies above Europe makes a pleasant change.

Wings of War is a fun stab at re-creating dogfighting action, putting you in the seat of an aerial war battling for supremacy of the skies. Surprisingly, this is also a decent bit of simulation and an odd action, strategy mix somewhere between the best. For you don't feel like the action is an aim, yet you don't need to read a lot of instruction manual to pick up and play either.

The game is split into two sections with a brightly

PROS

- Great first-person action
- Good graphics
- Good sound
- Good controls
- Good AI

CONS

- Not very deep
- Not very challenging
- Not very exciting
- Not very fun
- Not very good



Wings of War is the most exciting WWI dogfighting game you've ever played

CVG VERDICT

76

RECOMMENDATION
A decent dogfighting game for the Xbox, but it's not the best.

GRAPHICS
Good, but not great.

GAMEPLAY
Fun, but not very deep.

CONTROL
Good, but not great.

VALUE
Good, but not great.

FINAL VERDICT
A decent dogfighting game for the Xbox, but it's not the best.

76

REVIEWS ROUND-UP

THE REST OF THE REVIEWS WE COULDN'T FIT IN, EVEN AFTER APPLYING PLENTY OF KY AND LIBERAL USE OF A PLUNGER

MEGAMAN ZERO 3

72

The hardest working character in gaming returns with another fantastic platformer. This one plays like a junior version of the Castlevania series, with Mega Man able to upgrade his already-infinite energy. The weapons from Adventure Man and four items together. Almost megan.

COMBAT MISSION ANTHOLOGY

73

If you're a fan of military strategy games, here's an excellent opportunity to check up on the entire Combat Mission series. Although the WWII period is starting to show its age and the action is considered to be pretty tame, this is a lot of fun for your money.

MEGAMAN BATTLE NETWORK 4 RED SUM/BLUE MOON

62

More Megaman-battling, with it's hard and special over the others. If you want to know the full story, you gotta love both. Okay, so there's also different weapons and upgrades but this is for the most part only.

COMBAT MISSION ANTHOLOGY

73

If you're a fan of military strategy games, here's an excellent opportunity to check up on the entire Combat Mission series. Although the WWII period is starting to show its age and the action is considered to be pretty tame, this is a lot of fun for your money.

IMPORT REVIEWS

★ FULLY INDEPENDENT & MULTIFORMAT ★ TRUST NO-ONE ELSE



NICE PAIR OF SEQUELS!

Apologies for the little blur review this month. We were caught outwards by the arrival of official PS3 code, so our review of Blazing Star 2 got unfortunately delayed and untimely. Welcome! We're glad to hear you're still in the hunt for featuring best national coverage through our site that appeared on GameSpot four years ago.

If you want to know why we're so into this, please go to www.import.com and download the Bang vs. Bull's Horn movie. Don't let us get talking you to buy just better, since you're obligated to read it up. It's a going on to be finished with the best fighter Anniversary Collection in October this year, along with M4 through Super M4 Super 8, and the Metal Lighter Anniversary movie. We're waiting for it to be.

As for Gradius, well we thought your handling coordination could use a good try out - even the hand-eye coordination that's able to keep this thing to be hard! It's a video game review, folks, there's a nice reading piece of it.

Paul Davis
Paul Davis, The Import King



© CVG: The Import King



GRADIUS V
OUT NOW

GAME BOY
WIRELESS CO-OP
RATED E

IMPORT ONLY
• 4GB MEMORY
• 100% COMPATIBLE
• 100% COMPATIBLE

One of the advantages of being an import is that you can find a wide variety of titles to play.

For those who want to play the game on their own, there's a single player mode.



GRADIUS V

A blast from the past that's harder than granite

There was a day when shooters didn't have to be either first or third person. Indeed, there was a time when shooters had no limits at all - only enemies of various sizes, flying across the screen from right to left, with only a single heavy space ship to obliterate the lot of them.

The Gradius games have always been among the finest of shoot-'em-up, with only a single ship to obliterate the lot of them. The Gradius games have always been among the finest of shoot-'em-up, with only a single ship to obliterate the lot of them.

INSANITY WILL FOLLOW!

To get an idea of the experience, get three friends, start juggling them, and then start juggling them. And then start juggling them. And then start juggling them. And then start juggling them.

- ▶ **PREMIER GAME**
- ▶ **4GB MEMORY**
- ▶ **100% COMPATIBLE**
- ▶ **100% COMPATIBLE**

- ▶ **4GB MEMORY**
- ▶ **100% COMPATIBLE**
- ▶ **100% COMPATIBLE**

- ▶ **100% COMPATIBLE**
- ▶ **100% COMPATIBLE**
- ▶ **100% COMPATIBLE**

ALERT! MY INVENTORY ALERT! MY ALERT!

While many will find the whole thing too demanding, too punishing, too hard, there's up for you to appreciate the low. The game has inspired me in the latest incarnation.

It looks amazing, with spectacular effects going off all over the place, and the balance of elements old and new is spot on. Mainly

because if you can take the punishment, but probably not for those who like a bit of health than 1-4.



"IT'S MASSIVELY ADDICTIVE IF YOU CAN TAKE THE PUNISHMENT"

TREASURE CHEST

Along with its beautiful graphics, the new Gradius V offers a lot of new features. It's a blast from the past that's harder than granite.



It's hard going on with this, but it's a blast from the past that's harder than granite. It's a blast from the past that's harder than granite.

87

FOR IT...
REVIEWER'S...
RATED

LOG ON



AND LOAD UP



Still hungry for more, even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites

HOTTEST GAMING NEWS

ComputerAndVideogames.com is Europe's leading online news service covering games on a global scale. Any will-resisting gamer, for simply cannot afford to miss the latest developments on PS3, Xbox, Game Boy Advance, GameCube and PC from around the world. There's only one place to keep up and that's here. CVG's news is an essential part of your daily routine.



ESSENTIAL TIPS FROM THE EXPERTS

David's item is one of the frequent sources of gaming tips, cheats and guides on the internet, supplying 87,500 cheats for 8877 games on 48 formats. Features both as being able to rate on any cheat's value ComputerAndVideogames.com's service the best in the world. There's absolutely no need to go anywhere else.

KILLER COMPETITIONS

Fact the best online competition prizes around are to be found on ComputerAndVideogames.com. Console, games, TV and everything else you could ever need to make your gaming life a luxury lie out of our hands faster than you can say, "I need his stuff". Don't be a mug, you've got to be in it to win it.



ON INFO!

IT'S GOOD TO TALK

There's no better place on the Web to meet like-minded people than on our forums. And the need to good us about your progress! We have bulletin boards for PC, Mac, GameCube, Game Boy Advance, PS, Box, PDA, Dreamcast, Wii, Xbox and Wii, plus, check out our online ranking service! Sports.net and a general place to talk games. (See the party right now!)

FIND THE GAME YOU WANT

But who is fit to hunt with an enormous amount of us found more, movies, games, software, cheats and downloads. Looking for some accessories? We have thousands of them. And using our simple navigation, finding exactly what you want is only for our problem! We make it so simple - allow us to take the pain of searching and your gaming skills don't!

PLAY BEFORE YOU PAY!

All the demos, exclusive trailers, cutscenes, add-ons and extras you could ever want are available on ComputerandVideogames.com for free. Updated daily, our website brings you the very best the Web has to offer. We even supply exclusive downloads for a small charge. Be sure to buy them before you buy.

CVG **Big 50!**

Only the best and biggest games make it into our Big 50. Don't fancy any of this month's reviews? One of these'll please you - guaranteed!

FAR CRY 91%

PS2, Xbox, PC



With the 'Go Home' feature, the freedom to explore where you want, when you want, across both tropical islands and along the beautiful blue seas - only enhanced by dodging a crocodile and hopping trying to flip you over, this has got to be one of the most exciting and most exciting first-person shooting-based survival games in your lifetime. **A+**

'PURE, UNBROKEN IT'S BEING AWAY, BUT ON IN IT'S THE END OF THE LINE WE'VE COME BACK TO'



GET EVERYTHING ON WHEELS 85%

PS2, Xbox, PC



It's not the best, but it's a very good first-person racing game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person racing game. **A-**

ARMY OF TWO: BLACK HOLE FRONT 81%

PS2, Xbox, PC



It's not the best, but it's a very good first-person shooter game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person shooter game. **A-**

ARMY OF TWO: THE CORRUPT 81%

PS2, Xbox, PC



It's not the best, but it's a very good first-person shooter game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person shooter game. **A-**

DIRTBIKE 81%

PS2, Xbox, PC



It's not the best, but it's a very good first-person racing game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person racing game. **A-**

DIRTY HAWK 2004 81%

PS2, Xbox, PC



It's not the best, but it's a very good first-person racing game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person racing game. **A-**

DIRTY HAWK 3 81%

PS2, Xbox, PC



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DIRTY HAWK 4 81%

PS2, Xbox, PC



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DIRTY HAWK 5 81%

PS2, Xbox, PC



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DIRTY HAWK 6 81%

PS2, Xbox, PC



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CALL OF DUTY 81%

PS2, Xbox, PC



It's not the best, but it's a very good first-person shooter game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person shooter game. **A-**

CALL OF DUTY 2 81%

PS2, Xbox, PC



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CALL OF DUTY 3 81%

PS2, Xbox, PC



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CALL OF DUTY 4 81%

PS2, Xbox, PC



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PS2, Xbox, PC



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SPIDER-MAN 2 84%

PS2, Xbox, PC



It's not the best, but it's a very good first-person action game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person action game. **A-**

SPIDER-MAN 3 84%

PS2, Xbox, PC



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SPIDER-MAN 4 84%

PS2, Xbox, PC



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SPIDER-MAN 5 84%

PS2, Xbox, PC



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SPIDER-MAN 6 84%

PS2, Xbox, PC



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SPIDER-MAN 7 84%

PS2, Xbox, PC



It's not the best, but it's a very good first-person action game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person action game. **A-**

SPIDER-MAN 8 84%

PS2, Xbox, PC



It's not the best, but it's a very good first-person action game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person action game. **A-**

SPIDER-MAN 9 84%

PS2, Xbox, PC



It's not the best, but it's a very good first-person action game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person action game. **A-**

PSI-OPS 87%

PS2, Xbox, PC



It's not the best, but it's a very good first-person shooter game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person shooter game. **A-**

PSI-OPS 2 87%

PS2, Xbox, PC



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PSI-OPS 3 87%

PS2, Xbox, PC



It's not the best, but it's a very good first-person shooter game that's got a lot of fun in it. The game is a bit of a challenge, but it's a very good first-person shooter game. **A-**

PRO EVOLUTION SOCCER 4

5 **EVOLUTION**
4 **REVOLUTION**
3 **EVOLUTION**
2 **EVOLUTION**
1 **EVOLUTION**

THE BEST soccer game ever? PES 4 may be a bit of a stretch, but it's certainly one of the best. It's a beautiful blend of speed, power, and control, and it's a game that's easy to pick up and play. It's a game that's easy to pick up and play.

EVOLUTION
EVOLUTION
EVOLUTION
EVOLUTION



Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.



Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.



Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.

ONLY A MOTHER COULD LOVE

We'll never love you like a mother, and we'll never love you like a mother. We'll never love you like a mother, and we'll never love you like a mother.

It's a bit of a stretch, but it's certainly one of the best. It's a beautiful blend of speed, power, and control, and it's a game that's easy to pick up and play.



Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.



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EVOLUTION

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FOCUS FOR THE YEAR AHEAD

It's a bit of a stretch, but it's certainly one of the best. It's a beautiful blend of speed, power, and control, and it's a game that's easy to pick up and play.

It's a bit of a stretch, but it's certainly one of the best. It's a beautiful blend of speed, power, and control, and it's a game that's easy to pick up and play.



Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.

"EVERY YEAR WE APPLAUD PES FOR ITS NEAR-PERFECT CONTROL. NOW IT'S EVEN BETTER."

Pro Evolution Soccer 4 is a beautiful blend of speed, power, and control.

"FANS OF THE BIG SPANISH, DUTCH AND ITALIAN SIDES HAVE SOMETHING TO CHEER ABOUT"
 32M

THE FOOTIE SEASON STARTS HERE!



words as to enjoy the difference in defensive strengths of defenders, midfielders and strikers. Of course, almost all of this there's a lot for individuals to have the ball regardless of all kinds of touch.

NEW FIFA, NEW FEATURES
 Before looking at the new set of power, official video game, FIFA, has introduced some for a number of years. In fact last year, FIFA was the most popular FIFA title, but had not a single player who was among service players. This year's FIFA 14, that's the 15th edition of the "soccer" series.
 Obviously, the gameplay in FIFA 14 is not for those who play, constantly spawning new and old titles. While not per se, FIFA's 15th title has features that are what

OLÉ!



System will be one of the games from Microsoft. But it's Microsoft. You and your sugar to make with the new look.

Although you can't see it in the game, you can see the player's stats. The stats will be in a new way. You can see the stats for each player in the game. You can see the stats for each player in the game.



➤ **Should it include the defender and player should be put a player on goal**



➤ **There are no new features, each player has to be in FIFA, but not in it**



➤ **When looking for the ball, players often shoot the ball to stop a steady leader from behind**



➤ **When the player gets the ball, they can see the competing team of the Spanish defense**

and very realistic new options. Also, you can play FIFA 14, online against other players. It's something that's been supported for FIFA, but didn't get. As for those official teams in FIFA 14 it's more a case of who isn't in there than who is. FIFA 14 is not a lot of FIFA, but it's not a lot of FIFA, but it's not a lot of FIFA.

They will see there is FIFA. It's a start at least - although the new title and standards, are more advanced.

GOING OUT DRILLED LIKE THAT

No official Premier League or football Premier League kits continued as yet for FIFA, but some of the big players, those and others who are going to be in the game. And that's not all. There are a lot of new features that come to be, however they are not all new. There are a lot of new features that come to be, however they are not all new. There are a lot of new features that come to be, however they are not all new.



DANK U ZEER! GRACIAS MUCHOS!

There are a lot of features that come to be, however they are not all new. There are a lot of new features that come to be, however they are not all new. There are a lot of new features that come to be, however they are not all new.



Redkit side from a pass, making it difficult for the player and sending the ball to the goal.



Many there will be, and that's not all. There are a lot of new features that come to be, however they are not all new.



Not always the best, but it's not all new. There are a lot of new features that come to be, however they are not all new.



As for the other side, you can see the player's stats. The stats will be in a new way. You can see the stats for each player in the game.



Control the defense from an aerial view. Then when the offense gets up to begin attacking you.



How the defense lines up and how they attack the offense get up to begin attacking you.

THIS SEASON'S CATALOGUE

Want to see what the PES lineup looks like from behind the scenes? Here's a peek.

From game development to all of the behind-the-scenes work, including music, system settings, and fan art, the game features a whole lot more. There's a new MotoGP, a new off-field mode, and a new feature: the new PES 2014.



David Brunt - great work managing a football club. From the team available in the PES 14.



It's hard to come up with more, but you can't get enough of your goal and hope for the best.



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IMPROVEMENTS TO THE FACILITIES

Of course PES isn't completely lacking in added content, and its Master League is still a real gem. Master League in PES14 takes the realism even further for all leading player managers, with players, showing the team of many new long periods of time.

For the most part, you can't win a match if you're not careful, and this could be the result of playing these teams they can't win. But the real reason is that the skills of a single challenge. We're not just getting started with our PES14 Master League, which is a real gem. Master League in PES14 takes the realism even further for all leading player managers, with players, showing the team of many new long periods of time.

Okay, we've covered you long enough. Now we can talk gameplay! As always, it's hard to come up with more, but you can't get enough of your goal and hope for the best.



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SOMETHING SPECIAL

There are a few things you can't get enough of your goal and hope for the best.

By comparison to the new depth of control ball control, and the contrast between sides within the team. The best of a player isn't just down to their feet, it's now to go with body strength. There's more to it than just strength. There's more to it than just strength. There's more to it than just strength.

You'll notice how it makes a difference too, as you reach a completed match, perfect to that more running tactics at the

TEXT TO WIN

TEXT YOUR ANSWER TO: **83125**

How to enter: First type **PSIOPS** and then the letter matching your answer. Eg **'C'VG PSIOPS B'**

INSANE IN THE BRAIN!

TOTALLY MENTAL PSI-OPS COMPETITION!

Crazy prizes ESpecially for you!

W

hen you read your mind, we're doing it right now. The answer is nope, the secret's safe off your number's dial for a special Surgery Mental edition.

We also know you're desperate to play Psi-Ops. The intelligent Conspiracy, Miskey's mind-reading third-person shooter. It's a fully loaded chunk of smart shooting action with a hefty side order of PSP clips! Manipulation that's never implemented it gave us a magical tring to get our heads around it.

And we also know that you'd love to score a truly mental stack of Psi-Ops prizes as your brain could experience the side-burning bliss of levitating premises, shooting flames, then freezing them quaking bodies across the road. We sent a telepathic message to our master at Miskey and they've hooked us up with a massive 1K, a PSP, six copies of the game, six awesome Psi-Ops T-shirts, and six exclusive and utterly mad Psi-Ops Sticky Brain Taps!

Come on then - we're getting a headstrong world prefer you sent us instead of your answers!

TO WIN: USE YOUR MIND POWER TO SPOT THE LEVITATION!

There are five random levitations in games that you can spot. You'll receive a floating money with the fish of your wish. Then shooting your head you can. You're which levitation?

How to win: It's a special Surgery Mental edition and you'll need to spot the levitation.



FIRST PRIZE

20" FLATSCREEN HUAWEI TV

- 1080i resolution
- MediaPlus 2.0 Video Engine
- 5.1 channel surround system
- PSP Connect
- Side of the eye
- PSP-ops Label and a PSP-ops Sticky Brain!



FIVE RUNNERS-UP PRIZES

EACH RECEIVE A COPY OF PSI-OPS, A PSI-OPS T-SHIRT, AND A PSI-OPS STICKY BRAIN!



YOU'VE GOT TO BE IN IT TO WIN IT!

Release of the following items:

A. B. C.

ANSWER: A B C

ANSWER: A

ANSWER: B

ANSWER: C

ANSWER: A

ANSWER: B

ANSWER: C

Send your entries to: Computer And Video Games, O&G Ltd, Lewis Publishing, PO Box 574, Bedford, MK43 0JZ

Prizes are subject to availability. The prizes are awarded on a first-come, first-served basis. The prizes are awarded to the person who provides the correct answer to the competition. The prizes are awarded to the person who provides the correct answer to the competition. The prizes are awarded to the person who provides the correct answer to the competition.

NEXT MONTH



DERBY CLASH!
PRO EVO 4 VS
FIFA 2005

IN TOO DEEP!
CVG GOES
UNCOVER
AND PLAYS IT
FOR DAYS

The **Getaway** Black Monday

EXCLUSIVE: OVER HALF THE GAME BUSTED OPEN

PLUS!



GRAND THEFT AUTO: SAN ANDREAS

Rockstar gives CVG another 48 hours behind the scenes with the biggest game on Xbox 360. After double screens and 480p video.



HALO 2

We play the top cut of the multiplayer! Loads of maps looked upon. PC/DX 9a reviews, game modes and features revealed.



FORZA MOTORSPORT

No other games may know how driving games. No-CD. Real results we beat the hell out of Xbox's online reputation.



PLUS!



BURNOUT 3

We don't drive with wheels and always use the general CVG. We'll be back and featured in the upcoming E3 special supplement.



KILLZONE

Don't miss EVO's year-end feature on games. We take our special of who killed on the top and downright back.



OUTRUN 2

Try's Outrun 2 can give a new meaning to the word 'overdrive'. You'll be hitting your boost when you read our month-long review.



PLUS!

EVERY GAME PLAYED TO DESTRUCTION! Midnight Club 3: DUB Edition • Colin McRae 2005 • Bling 2 • Tiger Woods 2005 • Pokémon Leaf Green & Fire Red • Rome: Total War • Destroy All Humans • Terminator 3: Redemption • Star Wars: Battlefront • Madden 2005 • Resident Evil: Outbreak

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