

FREE
MAGAZINE
November 08
Issue No. 3

Game reactor

Now available

www.gamereactor.eu

LittleBig Delay

Despite the soundtrack issues -
we have the verdict.

■ EAST MEETS WEST All the biggest games straight from Tokyo Game Show



BENGT LEMNE
EDITOR-IN-CHIEF



MEMORIES OF AKIHABARA...

Stepping into Super Potato in Akihabara is a bit like stepping back in time. Back to a time when everything was simpler and I decided what games to beg for after having a look at the covers. Three floors of videogame history in a back alley that looks like it has been stolen from Blade Runner. Wall to wall with Virtual Console, PC Engine, Famicom Disk System, Game & Watch, special edition consoles you haven't seen before and games ranging from a couple of hundred yens to a couple of hundred thousand yens. Super Potato left a more lasting impression on me than all of Tokyo Game Show at that's saying a lot.

Back home again and we got to witness as Sony's most important holiday title Little Big Planet got caught up in religious controversy as a song in the soundtrack contained a couple of lines from the holy Qu'ran. Millions of copies got recalled from stores, hoarders made huge profits on ebay, and ultimately gamers had to wait a couple of weeks extra for one of the best if not the best game of the year.

Right as we were finishing up this issue Bioware and Lucasarts announced the game we all knew was coming – Star Wars: The Old Republic or as it has been called prior to the announcement “Knights of the Old Republic MMO”. While the early screenshots don't look very inspiring I have faith in Bioware and the Old Republic is definitively one of my favorite gaming universes of the last five years. Maybe I'll get truly hooked on a MMORPG for the very first time... if I have enough spare time that is.

What else can I say about this month... we've had a little less time to work on the magazine given Tokyo Game Show and the earlier “street date”, but I feel we've managed to pull together something memorable. We are still feeling our way forward with this project, let us know what you think works and what we should cut... and what areas to expand.

Bengt Lemne

WHAT'S UP

The November issue is unleashed!

The fall gets off to a great start.... we review Fable 2, Dead Space, Little Big Planet and Brothers in Arms, and go hands-on with Aion: Towers of Eternity.



04 STAR WARS: THE OLD REPUBLIC

Bioware's first MMORPG has been announced and its no surprise that it's set in the Star Wars universe.



06 TOKYO GAME SHOW

Fourteen packed pages from Makuhari Messe... all you need to know!



26 BUG BEAR

Want to know more about the team behind the Flatout games? Look no further...



30 TEAM 17

Thomas strolls down memory lane with one of the biggest companies from the Amiga era.



40 LITTLE BIG PLANET

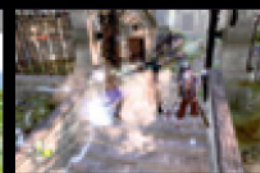
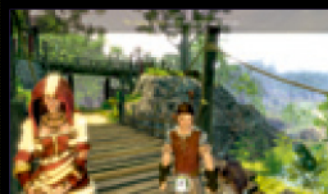
It got delayed, but that doesn't affect our score. Best reason to get a Playstation 3 yet?

PREVIEWS

- 22 Aion: Tower of Eternity
- 24 Race Pro
- 24 Hawx

REVIEWS

- 38 Fable 2
- 40 Little Big Planet
- 42 Dead Space
- 43 Crysis Warhead
- 44 Brothers in Arms: Hells Highway
- 44 Wario Land: The Shake Dimension



38 FABLE 2

EDITOR-IN-CHIEF: Bengt Lemne
(bengt.lemne@gamereactor.se)

ART DIRECTOR: Frederik Rossell
(frederik@gamereactor.dk)

LAYOUT: Petter Hegevall
(petter.hegevall@gamereactor.se)

CONTRIBUTING IN THIS ISSUE:

Henric Bach (henric.bach@gamereactor.dk)
Thomas Blichfeldt (thomas.blichfeldt@gamereactor.dk)
Nicolas Elmoe (nicolas.elmoe@gamereactor.dk)
Petter Hegevall (petter.hegevall@gamereactor.se)

Jaakko Maaniemi (jaakko@gamereactor.fi)
Petter Mårtensson (petter.martensson@gamereactor.se)
Jonas Mäki (jonas.maki@gamereactor.se)
Asmus Neergaard (asmus_neergaard@hotmail.com)
Jesper Nielsen (jesper.nielsen@gamereactor.net)
Jyri Paavilainen (jyri@gamereactor.fi)
Thomas Tanggaard (thomas.tanggaard@gamereactor.net)
Kim Visnes (kim@gamereactor.no)

INTERNET www.gamereactor.eu

ADVERTISING Morten Reichel (morten.reichel@gamereactor.net)
Bernt Erik Sandnes (bernt.sandnes@gamereactor.no)

All pictures and artworks from the games featured in the magazine are the property of the respective publisher (or developer), and may not be published without their consent.

Feel free to quote us, but any misuse or unlawful publishing of the copyrighted material of Gamereactor will be subject of legal action. If you have any questions or wish to have further clarification, please contact Bengt Lemne (bengt.lemne@gamereactor.se).

GAMEREACTOR IS PUBLISHED BY GAMEZ PUBLISHING

War is everywhere

750.000 players
have already chosen their side



PC GAMER 8.8

gamespy.PC



12+
www.pegi.info

Available now

GOA

www.war-europe.com

WARHAMMER ONLINE
AGE OF RECKONING™

MYTHIC
ENTERTAINMENT

© 2008 Games Workshop Limited. All Rights Reserved. Games Workshop, Warhammer, Warhammer Online, Age of Reckoning, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer world are either ®, ™ and/or © Games Workshop Ltd 2000-2008. Used under license by Electronic Arts Inc. All Rights Reserved. Mythic Entertainment and the Mythic entertainment logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. GOA and the GOA logo are trademarks of France Telecom. Publishing, hosting and community

TEMP

NEWS/RUMORS/TOPLISTS For daily game related news: www.gamereactor.eu



NEW ON GRTV

Resident Evil: Degeneration

We caught up with producer Hiroyuki Kobayashi to talk about the upcoming CG movie *Resident Evil: Degeneration* and the relationship between game companies and movie companies.



Halo 3: Recon

Bungie's Luke Smith and Brian Jarrard didn't want to reveal much about *Halo 3: Recon*, but we try to squeeze every little ounce of information out of them regarding the game and the future of the now independent game developer.

GRAPHICAL TOUR DE FORCE?

The graphics are perhaps not the most advanced we have seen, but one needs to remember that it is a MMORPG and that puts limitations on the visual candy the developer can include. Still we can help but feeling a bit disappointed in the graphics showcased in these screens.



OLD REPUBLICANS

This has absolutely nothing to do with John McCain...

Title STAR WARS: THE OLD REPUBLIC Platform PC Developer BIOWARE Publisher LUCAS ART Release UNKNOWN

Ever since Bioware started their MMO studio in Austin, Texas in March, 2006 it has been assumed that they have been working on a MMORPG based on the popular *Star Wars: Knights of the Old Republic* franchise. When it was announced one year ago that LucasArts were publishing a Bioware game, even after EA had bought the developer there could be no denying what they were working on. But it was not until just the other day that *Star Wars: The Old Republic* was officially.

True to the spirit of Bioware games, the focus will be on storytelling in *The Old Republic*, and the basic premise from the

Knights of the Old Republic games of choosing whether to walk the path of light as a Jedi or the other path as a Sith as you choose between the two factions the Galactic Republic and the Sith Empire. Set 300 years after the events in the first *Knights of the Old Republic* as hostilities between have begun a new after a tenuous period of peace. The Jedi Academy has been forced to relocate from Coruscant to Tython, and that is one of at least a dozen planets included in *The Old Republic* - another planet we will get to visit is the Sith stronghold Korriban. Ray Muzyka, co-founder and general manager of Bioware

had the following to say:

"In *Star Wars: The Old Republic*, we're fusing BioWare's heritage of critically-acclaimed storytelling with the amazing pedigree of Lucasfilm and LucasArts, and adding a brand-new fourth pillar to the equation - story. At the same time, we will still deliver all the fun features and activities that fans have come to expect in a triple-A massively multiplayer online game."

No release date for *Star Wars: The Old Republic* has been set, but we are hoping it's not in a future far, far away.

_Bengt Lemne



Tokyo Game Show

Apart from a vast number of interviews and previews from Tokyo Game Show we will also deliver a special show from the floor showing of all the booths, cosplayers and events that make up Tokyo Game Show.

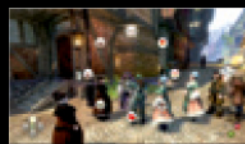


Blizzcon updates

We sent Lasse Jakobsen to Anaheim to talk to the developers behind the amazing upcoming trio of games from Blizzard - Diablo III, Starcraft II and World of Warcraft: Wrath of the Lich King.

Sonic Unleashed

Sega's Akinori Nishiyama tells us how he aims to overcome the criticism the last few Sonic games have received with Sonic Unleashed. Spiky blue hedgehog at day and dark, hairy werehog at night.



The latest reviews

Check out our video reviews of games like Fable II, Little Big Planet, Warhammer Online and Gears of War 2 as they hit the web. Plenty of gameplay footage and our honest opinions... what are you waiting for?



OLD FRIENDS

While we don't expect many of the characters from the two Knights of the Old Republic games to have survived (though some races live long in Star Wars) there is still room for some old acquaintances to pop up.



ENTER THE SHOW

The entrance to Makuhari Messe saw thousands of people entering and leaving each day with smiles on their faces. A total of 192,000 visitors were registered during the four days, and they named Monster Hunter 3: Tri for Wii game of the show. Now, you are probably wondering about the tall yellow gentleman to the left. He fights viruses and I think his name is Norton.

Photos: Tuuli Saarinen

GAMEREACTOR AT TOKYO GAME SHOW

Four days with the best Japanese gaming has to offer...

Looking at the photos we brought back from Tokyo it is a mixed bag of stuff we are used to seeing at game shows, and stuff we didn't even know existed. Nintendo has dominated Japan the last few years, and even though they almost never exhibit at Tokyo Game Show the absence left a big void at TGS. More room for others to fill and so they did.

Capcom could very well have had the most interesting booth at TGS. With the lines for playable versions of Monster

Hunter 3: Tri and Resident Evil 5 clogging up the walkways. Sega also showed off a number of interesting titles in their stand with Yakuza 3, Bayonetta, Phantasy Star Zero and Infinite Space. Square Enix could have had the best line-up of the show, but Star Ocean 4 and The Last Remnant were showcased at Microsoft, and they refrained from showing a playable Dragon Quest IX while the Final Fantasy XIII projects were only there as trailers. Still a couple of handheld Kingdom Hearts, a couple of

Chocobo games, and Dissidia Final Fantasy aren't too bad.

Sony and Microsoft both had big booths were they showed off first and third party software with Microsoft putting special emphasis on their Square Enix exclusives and From Softwares' Ninja Blade and Capcom's Street Fighter IV. Sony showed off Little Big Planet and White Knight Chronicles along with Home, Killzone 2 and plenty of PSP stuff including Loco Roco 2 and Patapon 2.

Bengt Lemne



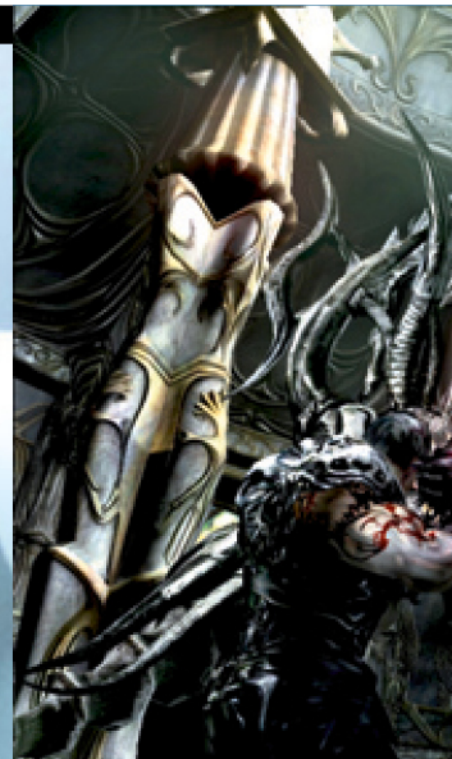


FAITH AND TENCHU
Above, modern ninja (runner) Faith from Mirror's Edge and below an image from the From Software booth with Tenchu 4 in focus.



ON TOP OF THE WORLD Sony gave Little Big Planet the biggest space in their TGS booth and sackboy grabbed it with both hands. Pictured above is a Chocobo, below is what could be described as Konami's take on Animal Crossing.





HALO 3: RECON

Platform: Xbox 360 Developer: Bungie Release: 2009

From a western perspective the announcement of Halo 3: Recon was the biggest thing that happened at Tokyo Game Show. Luke Smith and Brian Jarrard from Bungie referred to it as a small project – Bungie's final good bye to Halo 3. They were careful not to say it was Bungie's good bye to the Halo franchise, but with the main part of Bungie, including Jason Jones, working on an original IP it is safe to assume Halo 3: Recon will be the last thing Bungie do in the Halo franchise for a good number of years.

ALL ACTION IN TOKYO

Everybody loves action... and there was plenty of action in Makuhari Messe!

Four days of madness at Makuhari Messe. Hour long queues, bureaucracy bordering on the insane, games whose names we can't pronounce, cosplayers, and enthusiastic shouting men with megaphones.

But the differences between Japanese and western tastes in video games are often exaggerated. We all love action, although the Japanese prefer third person action and first person has become number one in our part of the world, there is nothing preventing a great action game from being successful all over the world. Even Halo has a fanbase in Japan, and while it is no where as big as in Europe or the States it exists and perhaps this was a reason for Microsoft to announce

Halo 3: Recon in Tokyo. A gesture attempting to underline the fact that it is a worldwide phenomenon. Bungie themselves blamed Duffy, the singer who performed at Microsoft's press conference at E3, where Halo 3: Recon was famously held back. Either that or the late addition of the Final Fantasy XIII announcement, but Halo 3: Recon at TGS makes sense as well. On the show floor the action genre was dominated by Yakuza 3 (Ryu Ga Gotoku 3) on Playstation 3 and Resident Evil 5 (Biohazard 5) to games that carry the burden of truly delivering Japan to the HD console era, as Nintendo DS, PSP and Wii still dominate the charts





QUANTUM THEORY

Platform: Playstation 3 Developer: Tecmo

There is life for Tecmo after Tomonobu Itagaki's defection and that life is spelled Quantum Theory. It would be easy to call it Devil May Cry or Ninja Gaiden meets Gears of War, but that is of course an oversimplified and flawed description. The war torn world, the big hulking main character could be mistaken for Gears of War, and some of the design reminds us of Devil May Cry, but with the one of the main creators behind the Project Zero/Fatal Frame series Keisuke Kikuchi as producer we are sure to be handed one or two surprises.



RESIDENT EVIL 5

Platform: Playstation 3, Xbox 360 Developer: Capcom

Resident Evil 5, or Biohazard 5 as it is called in Japan, was playable on the show floor. Same demo that the press has been able to play at E3 and Games Convention, but this time the co-operative mode was enabled and we were given the first chance to play as Chris Redfield's sidekick Sheva Alomar. The line to play Resident Evil 5 was fairly long during the business days, but that was nothing compared to when the public was let in to Makuharu Messe.



TEKKEN 6

Platform: Playstation 3, Xbox 360 Developer: Namco Bandai

With one floor of the gigantic Club Sega arcade at Akihabara dedicated to Tekken 6 I don't see why the Japanese would get excited about Tekken 6. It's already old, but Microsoft made a big deal out of securing the game on Xbox 360 as it marks yet another "Playstation franchise" to make it over after Resident Evil 5 and Final Fantasy XIII.



YAKUZA 3

Platform: Playstation 3 Developer: Sega

Yakuza 2 was just released in Europe and the States on Playstation 2, and we have yet to hear whether the Playstation 3 samurai spin-off Kenza will make it across the pond. In Japan it is all about third main entry to the Japanese gangster saga that is set for release early next year over there.



NINETY NINE NIGHTS 2

Platform: Xbox 360 Developer: Q Entertainment / Feel Plus

With Ninety Nine Nights Tetsuya Mizuguchi was inspired by how the media reports on a war. He wanted to show the player different sides of a conflict without painting everything in black and white – an ambitious concept that got a bit lost in a fairly run of the mill game. The game was given mixed reviews and didn't sell very well, but apparently it was enough to motivate a sequel.



THE LAND OF RPGS

More current generation RPG's from Japan are on their way

The battle for second place behind the wildly successful Wii will to a large degree be fought on the battlegrounds of the RPG genre.

Microsoft have identified this as their main weakness on the Japanese market and their new found alliance with Square Enix will definitively shift the balance. On Sony's part the lack of proper RPG's must

be seen as the biggest reason for the inability to reproduce the success of Playstation 2 with its successor in Japan. Perhaps they were relying too heavily on Square Enix to come up with games, or perhaps it is more an issue of the long development cycles needed to complete epic RPG's on Playstation 3. In December White Knight Chronicles, the eagerly

anticipated new game from Level 5 will be released in Japan and it attracted a lot of attention at the show as did Star Ocean 4: The Last Hope. There was a distinct lack of Dragon Quest IX with only a brief trailer shown, but the Nintendo DS had a lot of other interesting RPG's in the shape of Infinite Space, Seventh Dragon, Shining Force Feather, Chrono Trigger,

THE LAST REMNANT

Platform: Xbox 360 (Later on PC/PS3) Developer: Square Enix

The Last Remnant will launch fairly soon and occupied a large portion of the Microsoft booth at the event. The battle system is turn based, but features a lot of button pressing sequences similar to quick time events that you need to nail in order to inflict full damage with your attacks. Sitting next to the beautiful Star Ocean 4: The Last Hope the game didn't look very appetising with its grey, and dark environments and rather generic looking characters, but judging a book by its cover is a very dangerous mistake to make when looking at RPG's. Hopefully this game will deliver a more mature story redeem Square Enix after the rather disappointing Infinite Undiscovery.





STAR OCEAN 4: THE LAST HOPE

Platform: Playstation 3 Developer: Tri-Ace

The beloved role playing started out on Super Nintendo and has seen one entry during each console generation since. The next entry, The Last Hope, will at least initially be exclusive to Xbox 360 and was given the most prominent spot in Microsoft's TGS booth. The game retains the real time combat system for previous titles, but adds another layer with the sight in/sight out mechanism, that allows you to counter enemies who targets you by leaving their line of sight.



FINAL FANTASY XIII

Platform: Playstation 3/Xbox 360 Developer: Square Enix

There was nothing playable from Final Fantasy XIII at this year's show, but the queues to enter the "Closed Mega Theatre" in order to see the latest trailer showed us there is no lack of anticipation. The new trailer showed of some of the opening sequences in the game and revealed beautiful environments purely made up of in-game footage according to the Square Enix representatives.



FINAL FANTASY VERSUS XIII

Platform: Playstation 3 Developer: Square Enix

As you probably already know Final Fantasy XIII is not one game, it's a concept dubbed Fabula Nova Crystallis were several titles are planned including the "worldwide Playstation 3 exclusive" Final Fantasy Versus XIII set in a kingdom that has isolated itself and advanced fast technologically. It almost looks like something from our world, but it is set in the same universe as the other Fabula Nova Crystallis projects.



DEMON'S SOULS

Platform: Playstation 3 Developer: From Software

While From Software's new action title Ninja Blade on Xbox 360 may have gotten most of the attention they also had one exclusive Playstation 3 title at Tokyo Game Show. Described as a spiritual successor to the first person dungeon crawler King's Field we were surprised to see it actually played from a third person perspective. The graphics are impressive, but the demo at TGS failed to inspire us as it suffered from frame rate issues, and imprecise controls.



WHITE KNIGHT CHRONICLES

Platform: Playstation 3 Developer: Level 5

There is no denying the emergence of Level 5 as one of the premier RPG developers in the world. From Dark Cloud and Dark Chronicles to their work on Dragon Quest VIII and the upcoming Dragon Quest IX and even parts of Rogue Galaxy show off their competence. White Knight Chronicles was first shown back in 2006 and is finally shaping up to be the epic RPG Sony needs in order to win over the Japanese game consumers who have yet to warm up to Playstation 3 properly. The big revelation at TGS was the multiplayer mode, where you can join up in fours to take on missions separate from the main storyline, a bit similar to Phantasy Star Online, in that you will keep a common inventory of objects, money and weapons both online and offline.



DEAD RISING: CHOP TILL YOU DROP

Platform: Nintendo Wii Developer: Capcom

The original Dead Rising was a surprise hit on Xbox 360 with its Dawn of the Dead like setting, and simple yet addictive gameplay. Many would consider Dead Rising a bit over the top, but that is nothing compared to Chop Till You Drop as we faced zombie poodles and zombie parrots in a mall where shopping was the last thing on our minds. The controls left something to be desired, as it was hard to react quickly enough to all the threats that surrounded us, but it could just be a case of it taking more than 10 minutes at the show floor to adjust to the controls.



WII COMING OF AGE

The third parties are starting to come up with the goods

The success of the Wii has taken most publishers and developers around the world by surprise. We have seen many halfassed attempts at cashing in the spread of the Wii in households across the world, but there has been very little in terms of true quality outside of Nintendo's own products.

At Games Convention titles like Mad World, House of the Dead: Overkill, Mushroom Men, Overlord provided some light at the end of the tunnel, but at TGS it became much clearer that there are games, and plenty of them to look forward

to on the Wii. The long lines to see games like Monster Hunter 3 were hard to match for any of the other playable Wii games on the show floor, but games like 428 from Chunsoft and Sega, Dead Rising: Chop Till You Drop and Castlevania Judgment had reasonable lines. It cannot be denied that Nintendo were missed at the event, as they held a press conference in Japan showing off their upcoming line-up one week prior to the show. Still the third party support for Wii is looking more and more interesting, especially from Japanese developers.

NO MORE HEROES: DESPERATE STRUGGLE

Platform: Nintendo Wii Developer: Grasshopper

Goichi Suda (Suda51) is one of the few Japanese game directors who truly comes across as eccentric these days. And while No More Heroes was a step towards sanity from the schizophrenic Killer 7 it still managed to turn more than one head. Travis Touchdown is more serious about his fighting this time around and is out for revenge, but very little else is known about the game that is more than a year away from release.

MONSTER HUNTER 3 TRI

Platform: Nintendo Wii Developer: Capcom

The most popular game of TGS as voted by the gamers in attendance and as evident by the massive lines outside Capcom's booth was Monster Hunter 3 Tri for Wii. The first two titles in the series were released on Playstation 2, but it wasn't until the spin offs on PSP that the series truly became a phenomenon. The TGS demo was split into three missions, with the last one hunting for a Lagiacrus was the most interesting one as it showed off the new underwater gameplay.





CASTLEVANIA: JUDGEMENT

Platform: Nintendo Wii Developer: Konami

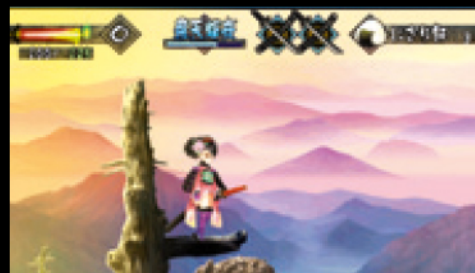
It has not been easy to translate the revered Castlevania series to 3D. Failure after failure and perhaps the best idea was to completely forget about everything Castlevania stands for and make a fighting game out of it. Said and done. Judgment looked surprisingly good on the show floor, although gesture based fighting games seem like a bad idea. It might not appeal to the hardcore fans of the genre, but hopefully it can a first step to broaden the franchise and finally make a successful leap into 3D.



KLONOA: DOOR TO PHANTOMILE

Platform: Nintendo Wii Developer: Namco Bandai

It's been a while since we last saw Klonoa in action. The declining popularity of platformers in general and mascots in particular may be the cause, but Klonoa never failed to entertain us with his platforming titles. A remake of the original game on Wii seems like a rather boring proposition after waiting seven years for a true sequel to Klonoa 2, but beggars can't be choosers.



MURAMASA: THE DEMON BLADE

Platform: Nintendo Wii Developer: Vanilla Ware

There just aren't enough new exciting sidescrolling 2D action titles these days and I suppose that is one of the reasons why I get so excited about Vanilla ware's Muramasa: The Demon Blade. The graphical style is similar to that of Odin Sphere - Vanilla ware's shamefully neglected action RPG for Playstation 2.



WE SKI & SNOWBOARD

Platform: Nintendo Wii Developer: Namco Bandai

The first Family Ski/We Ski title only allowed us to ski on the Wii Balance Board, while the second title obviously adds snowboarding it also adds to new mountains and deeper gameplay.



TALES OF SYMPHONIA: DAWN OF A NEW WORLD

Platform: Nintendo Wii Developer: Namco Bandai

Namco Bandai are reusing a lot of assets from the best-selling Tales game of all time, Tales of Symphonia, to create a sequel that follows the pattern of a Japanese dungeon romp. There is no overworld in Dawn of a New World and overall it feels like a rather cheap solution, but it is still one of the few exciting RPG's on the horizon for the Wii and it will no doubt deliver the same high calibre of gameplay we have gotten used to.



SONIC AND THE BLACK KNIGHT

Platform: Nintendo Wii Developer: Sonic Team

The second entry in the Wii exclusive storybook series with Sonic the Hedgehog is set in King Arthur's realm as the spiky blue hedgehog sets after the Black Knight. While it might seem weird for Sonic to make use of a sword (who needs a sword when you can bust robots up using your spikes?), the game looks promising at this early stage.



LET'S TAP

Platform: Nintendo Wii Developer: Prope

Yuji Naka has called the first title out of his new Prope Studios "the game even penguins can play", and there is some truth behind that silly statement as you control all parts of the game by tapping your fingers. I'm not sure a penguin would be able to tap his feet well enough to make much progress, but they would be able to make something happen. The visualizer and the tapping of water seems to be based on tapping specific rhythms, while tap running simply has you competing in a style similar to Track and Field.



DISSIDIA FINAL FANTASY

Platform: PSP Developer: Square Enix

Do we really need a Final Fantasy fighting game? That question has to be asked, but then again Dissidia Final Fantasy doesn't look like your standard fighting game either and the fact that we can use our favorite heroes and villains from the series to battle things out doesn't make matters worse. The gameplay system is rather complex and allows for plenty of strategy and planning. The cinematics are as spectacular as you would expect from a Final Fantasy game, but I cannot help but feel that the game would have been more appropriate on a home console.



KINGDOM HEARTS: 358/2 DAYS

Platform: Nintendo DS Developer: Square Enix/H.A.N.D

358/2 days is the peculiar title to the game that tells the story of what happened between Kingdom Hearts: Chains of Memory and Kingdom Hearts II. The game will focus on main character Roxas with him joining the Organisation in the beginning of the game and ultimately leaving it towards the end. At TGS Square Enix showcased both the single player and multiplayer modes of 358/2 days.

PORTABLE POWER

The biggest games you can fit in your pocket!

Portable gaming is all the rage in Japan. Not only has the Nintendo DS been outselling all the competition making it the most successful gaming platform ever in Japan, but the PSP has also been doing very well. Perhaps it has to do with the small apartments or the long commutes, but the Japanese people have certainly chosen portable gaming over home consoles the last few years.

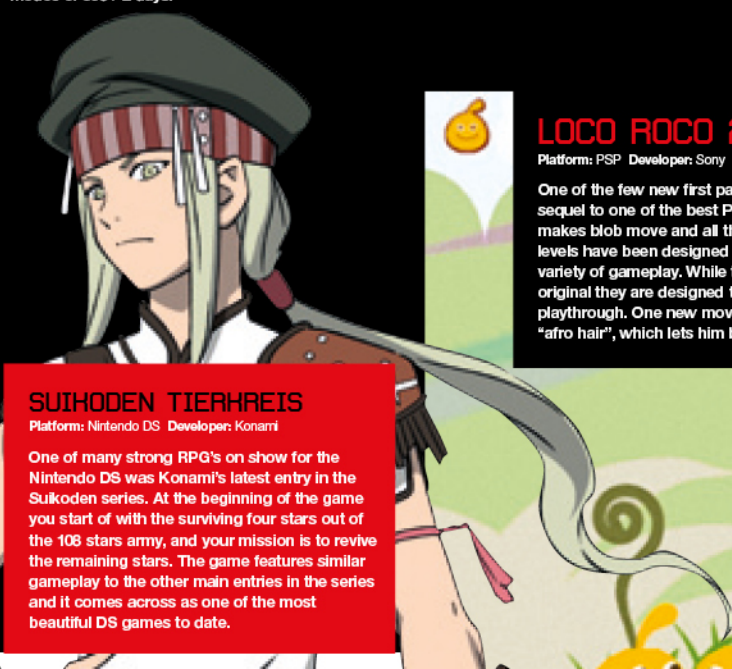
While the new Nintendo DS and PSP titles were scarce at E3 and Games

Convention, the show floor in Tokyo was filled with interesting new software for both formats. There are many games we couldn't fit in this feature, such as Chrono Trigger, Seventh Dragon, Shining Force Feather and Castlevania: Order of Ecclesia on Nintendo DS as well as Resistance: Retribution, Tales of the World: Radiant Mythology 2, and Bleach: Soul Carnival on PSP. Perhaps most interesting was Ninokuni: The Another World – an effort from Level 5 and Studio Ghibli on Nintendo DS.

FINAL FANTASY AGITO XIII

Platform: PSP Developer: Square Enix

Final Fantasy Agito XIII is part of the Fabula Nova Crystallis compilation, and started out life as a mobile game. But as Square Enix realised that the mobile phone technology of this day and age would not be able to deal with what they had in mind for Agito it was decided to develop it for the PSP instead. As with the other Final Fantasy XIII products Agito was only shown in trailer form inside the huge "Closed Mega Theatre" at TGS.



SUIHODEN TIERKREIS

Platform: Nintendo DS Developer: Konami

One of many strong RPG's on show for the Nintendo DS was Konami's latest entry in the Suihoden series. At the beginning of the game you start off with the surviving four stars out of the 108 stars army, and your mission is to revive the remaining stars. The game features similar gameplay to the other main entries in the series and it comes across as one of the most beautiful DS games to date.



LOCO ROCO 2

Platform: PSP Developer: Sony

One of the few new first party PSP titles that we know of is the sequel to one of the best PSP games so far. Tilting the world makes blob move and all the basics are the same, but this time the levels have been designed to allow more exploration and a greater variety of gameplay. While there are fewer levels (25) than in the original they are designed to encourage more than one playthrough. One new move the Loco Roco has acquired is the "afro hair", which lets him bust through rocks.





PATAPON 2

Platform: PSP Developer: Sony

While the new multiplayer mode was not playable at Tokyo Game Show what we saw of the singleplayer mode made us more than happy. The new units provide further depth to the gameplay and it is a joy to behold the wonderful design of the world. If you have missed the original make sure you pick it up before the sequel gets here.



PHANTASY STAR ZERO

Platform: Nintendo DS Developer: Sonic Team

Building on the success of Phantasy Star Portable on PSP Sega are also bringing some Phantasy Star love to the Nintendo DS. Phantasy Star Zero resembles Phantasy Star Online a lot, but will feature a brand new story. There is of course multiplayer for up to four players and you will be able to "pictochat" to communicate with each other.



FINAL FANTASY FABLES: CHOCOBO TALES 2

Platform: Nintendo DS Developer: H.A.N.D

While the second game in the Chocobo Tales series has no official western title and is yet to be confirmed for release in Europe and the US we can't get enough of the overgrown chickens. The game will be played out in a magical picture book - let's hope it makes it across to Europe and the States.



KINGDOM HEARTS: BIRTH BY SLEEP

Platform: PSP Developer: Square Enix

Birth by Sleep is essentially a prequel to the original Kingdom Hearts. Set ten years prior to Sora getting the keyblade the story is split into three scenarios that focus on three knights Terra, Ventus and Aqua who wielded the keyblade before Sora. The gameplay is very similar to the Playstation 2 games, with somewhat improved controls if anything and as the game is set ten years before Kingdom Hearts the Disney characters you encounter will be younger than before.



UNDEAD KNIGHTS

Platform: PSP Developer: Tecmo

A game that lets you turn your enemies into your loyal pawns. Interesting. Most interesting. Combining 3D action with strategy similar to that in a game like Overlord, Undead Knights seems a novel prospect on a platform that is in desperate need of some worthwhile software. The design and graphics of the early version we saw was impressive, and the promise of a co-operative mode as well as competitive multiplayer sounds exciting.



DYNASTY WARRIORS STRIKE FORCE

Platform: PSP Developer: Omega Force

Mixing the popular Dynasty Warriors setting with gameplay similar to that of the Monster Hunter series, Dynasty Warriors Strike Force (Multi Raid in Japan) looks set to be a huge commercial success for Koel. While it may at first sound like a strange combination, co-operative play and collecting weapons and items lends itself well to the Dynasty Warriors concept.



MONSTER RACERS

Platform: Nintendo DS Developer: Koel

Combining the role playing and collecting elements of Pokémon with side scrolling platform racing Monster Racers is a game has a bit of an identity crisis. The name sounds generic, the monsters look generic, and the gameplay is nothing out of the ordinary. I have the feeling that this is one of those Monster games that could do well in Japan, but will find it hard to make an impact in Europe or the States.



DYNASTY WARRIORS 6: EMPIRE

Platform: PS3/X360 Developer: Omega Force

Dynasty Warriors is a huge deal in Japan. Set in China during the Three Kingdoms era, it is hard for someone who is not into the series to tell the many iterations from each other. Empires is the more strategic version of the series with the added depth this provides. While essentially similar to Dynasty Warriors 6, Empires is a more complete version and should make the more diehard fans happy.



NINJA BLADE

Platform: Xbox 360 Developer: From Software

Microsoft and From Software announced Ninja Blade at the end of September a few weeks before TGS, and there was a playable demo in the Microsoft booth at the show. The game showcased a lot of fluidity and sense of speed, while pitting the player into a lot of different situations. One concern I came away with after the demo was the heavy reliance on quick time button presses to execute moves throughout the demo, while it made for some spectacular scenes it takes a lot away from the immersion when flashing buttons appear in the middle of the screens. I tend to loose focus on what's going on as I zero in on the flashing buttons. But apart from that I came away impressed by what I saw and this is one for Ninja Gaiden fans to look forward to as it will probably be a while until we next see Ryu Hayabusa.



JAPANESE WARRIORS

The proud warrior tradition of Japan is as present as always at Makuhari Messe

Pride and honor. The Japanese culture may be very peaceful these days, but the heritage of a warrior culture is still there and they love their warriors whether it is ninjas, samurais or ancient Chinese generals.

This category of games is far more common than often berated space marines that have become staple ware in western shooters, but they are also very good characters to base games on. So we don't mind it... not at all.



WAY OF THE SAMURAI 3

Platform: Playstation 3 Developer: Acquire

Set in feudal Japan, the third entry in Spike's Way of the Samurai series is coming exclusively to Playstation 3. The game will be released in Japan in November and the version on the show floor looked fairly finished. A new feature is the ability to build your own katana on top of the 100+ weapons in the game as you will be able to collect parts throughout the adventure.



NARUTO: ULTIMATE NINJA STORM

Platform: PS3 Developer: Cyberconnect2

The latest entry in the Ultimate Ninja series, not to be confused with Ubisoft's Naruto titles, is a Playstation 3 exclusive that will see 25 characters from the popular anime and manga fight it out. A new feature is the "awakening mode" which can be activated when a certain amount of health remains, and allows the player to transform.



TENCHU 4

Platform: Wii Developer: Acquire

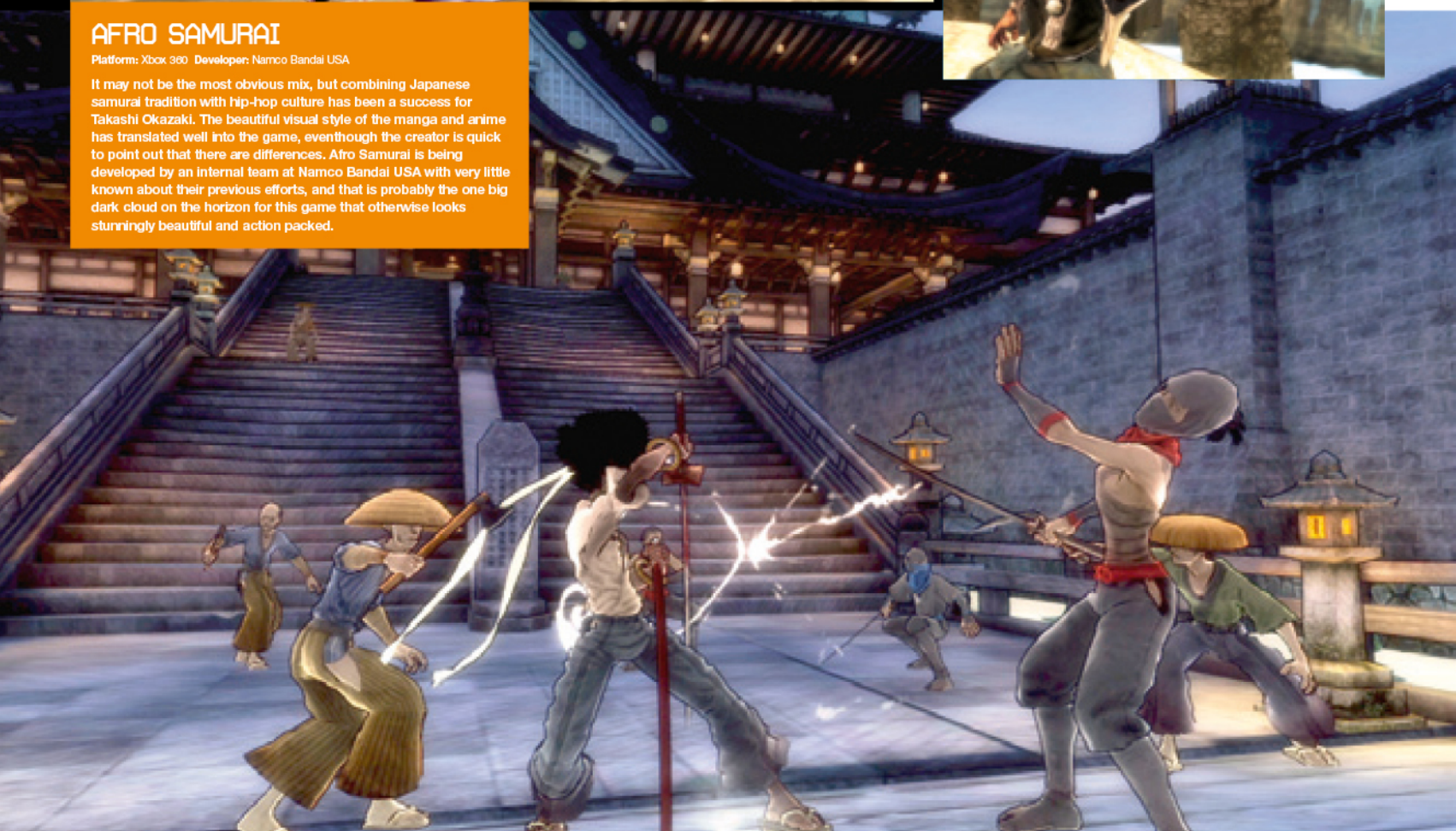
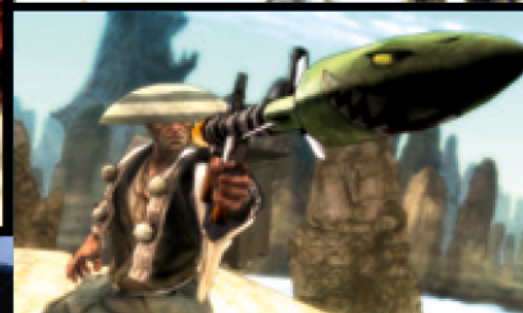
The Tenchu series have not been as successful as many other Ninja games, especially during the last few years with a couple of rather mediocre entries to the series. Perhaps things will change with the Wii exclusive Tenchu 4 where you will use the wii-mote to pull off stealthy ninja moves.



AFRO SAMURAI

Platform: Xbox 360 Developer: Namco Bandai USA

It may not be the most obvious mix, but combining Japanese samurai tradition with hip-hop culture has been a success for Takashi Okazaki. The beautiful visual style of the manga and anime has translated well into the game, even though the creator is quick to point out that there are differences. Afro Samurai is being developed by an internal team at Namco Bandai USA with very little known about their previous efforts, and that is probably the one big dark cloud on the horizon for this game that otherwise looks stunningly beautiful and action packed.





METEOS WARS

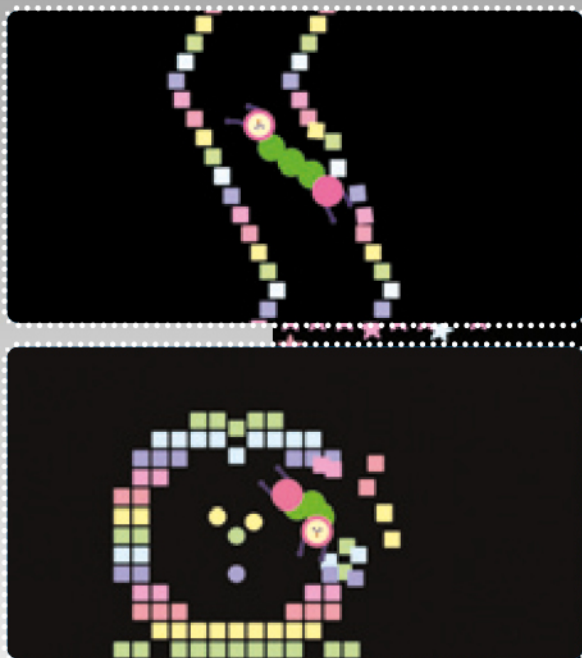
Platform: Xbox 360 (XBLA) Developer: Q Entertainment

Meteos for the Nintendo DS was a bit overshadowed by Q's other handheld puzzler Lumines for PSP when it launched, but it was by no means a poor game. It would seem that Q Entertainment want their puzzlers on as many platforms as possible and who are we to complain as long as they are of this calibre. This is Q Entertainment's fourth XBLA title, and they have a lot of success so far on the platform with games like Every Extend Extra Extreme and Rez HD.

NOBY NOBY BOY

Platform: Playstation 3 (PSN) Developer: Namco Bandai

The next game from Katamari Damacy creator Keita Takahashi is called Noby Noby Boy, and while the TGS demo showed a simple 2D game where you guided the "Noby Noby Boy" through a maze it is thought to be a mini-game as earlier gameplay demos have shown off a very different kind of game. Regardless of what Noby Noby Boy actually turns out to be, we know one thing... the theme is just as intoxicating as the Katamari Damacy theme.



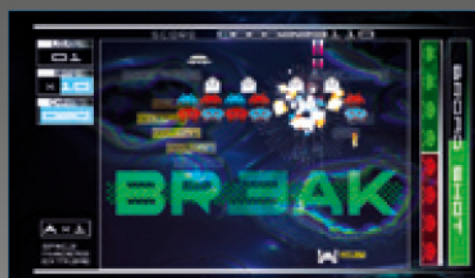
DOWNLOADABLE DELIGHTS

Old classics and puzzlers dominates

Digital distribution is the way of the future, and TGS had its share of downloadable announcements.

We are most excited about Noby Noby Boy the latest weird creation from Keita Takahashi (Katamari Damacy), but on the whole the main theme of the

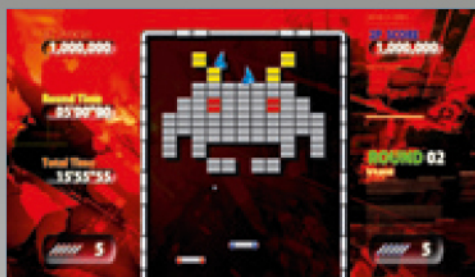
announcements reinvented classics. There were few Wiiware titles on display at TGS, but Wii fans will be glad to know that Nintendo have announced that they will start making Gamecube games such as Pikmin available for download in the near future.



SPACE INVADERS EXTREME

Platform: Xbox 360 (XBLA) Developer: Taito

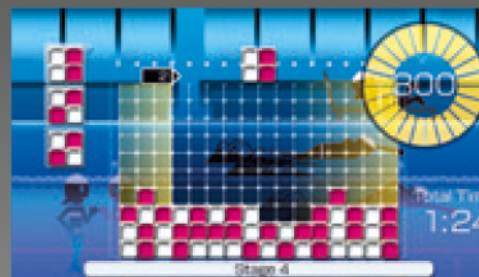
Arkanoid is not the only Taito classic to get a Xbox Live Arcade makeover as Space Invaders invade yet another platform. New graphics and visualizers designed by none other than Jeff Minter (Space Giraffe, Tempest) as well as multiplayer for up to four players is promised.



ARKANOID LIVE

Platform: Xbox 360 (XBLA) Developer: Taito

The classic Break-Out clone Arkanoid from Taito will be making a comeback on Xbox Live Arcade this winter with more than 120 levels as well as both co-operative and competitive modes.



LUMINES SUPERNOVA

Platform: Playstation 3 (PSN) Developer: Q Entertainment

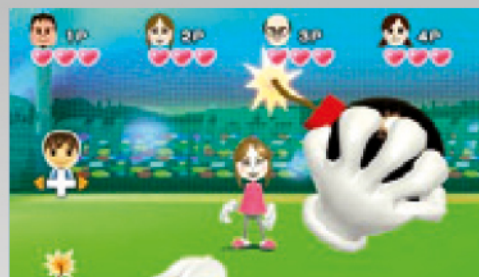
More Lumines! The wonderful music puzzler from Tetsuya Mizuguchi's Q Entertainment is coming to Playstation 3 after debuting on PSP, and later also being released on Playstation 2, mobiles, PC and Xbox Live Arcade. It looks pretty much like the original experience spruced up with a new "Dig Down" mode and some other cosmetic improvements.



R-TYPE DIMENSIONS

Platform: Xbox 360 (XBLA) Developer: Tozai

The classic sidescrolling shooter is coming to Xbox Live Arcade. Combining the first two titles the game will also include a co-operative mode for two players either offline or through Xbox Live Arcade.



LET'S CATCH

Platform: Wii (Wiiware) Developer: Prope

Ever wanted to play catch in the living room? Soon it won't just be fantasy with the second title from Yuji Naka's new Prope outfit. The concept is as simple as it sounds as it would seem that Naka is trying to create a brand of "Let's" titles for the Wii.



SIN & PUNISHMENT 2

Platform: Wii Developer: Treasure

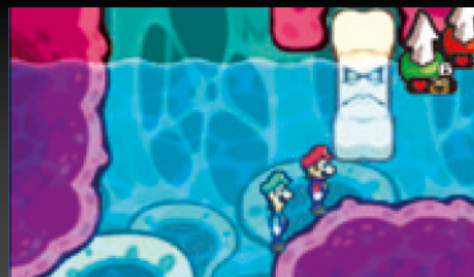
Sin & Punishment was a rail shooter (sort of like a modern version of Space Harrier) and one of the last big games in Japan on Nintendo 64. It was originally never released outside of Japan, but was released on Virtual Console last year. Perhaps sales numbers of the Virtual Console release is what prompted Nintendo and Treasure to bring about the sequel that is set for release next year.



ANOTHER CODE R: GATEWAY TO MEMORY

Platform: Wii Developer: CING

Another Code (Trace Memory in the US) was a well received adventure title that launched early in the DS lifespan, and while there is very little known about the sequel the heroine Ashley Mizuki Robbins will make a return.



MARIO & LUIGI 3

Platform: Nintendo DS Developer: Alghadream

Mario and Luigi may be best known for their platformers, but when the brothers pair up for some RPG/platforming hybrid action it is almost as much fun. Very little is known about the third Mario & Luigi game so far, but Bowser will apparently be playable.



FINAL FANTASY CRYSTAL CHRONICLES: ECHOES OF TIME

Platform: Nintendo DS / Wii Developer: Square Enix

Square Enix continue to push the Crystal Chronicles spin off to Nintendo formats and this time players on both Nintendo DS and Wii will be able to play together. A sequel of sorts to the last DS entry in the series Rings of Fate, the game focuses on the multiplayer component with up to four player co-operating using different classes.

PUNCH OUT!!

Platform: Wii Developer: Next Level Games

We all knew it was only a matter of time until Nintendo announced a new boxing title in the Punch Out series for Wii. After the success with Wii Sports it had to be expected. Developing duties have fallen to Canadian Next Level Games (Super Mario Strikers, Spider-Man: Friend or Foe) and Glass Joe, Von Kaiser and King Hippo have all been confirmed to make a return. No word on Mike Tyson though, but we assume he is out.



NINTENDO DID THEIR OWN THING

One week prior to TGS Nintendo revealed their plans to the world

Larger screens and two camera are the two most obvious improvements as Nintendo get ready to launch the third version of their extremely popular handheld.

Typically Nintendo makes third versions of their handhelds before moving on so perhaps this is a sign that we will see the sequel to DS in a couple of years. Although slightly heavier than the DS Lite,

the most noticeable omission is the GBA cartridge slot, removing the backwards compatibility as well as the ability use accessories such as the grip for Guitar Hero on Tour. But in our opinion the most important difference is the addition of the SD card slot providing us with more memory as Nintendo plan to launch a service similar to Wiiware on the DS with downloadable games.

*TRUST NO ONE.
OUTRUN EVERYONE.*

NEED FOR SPEED UNDERCOVER

I BUTIK 20 NOVEMBER

12+

PC
DVD
BOX



PlayStation.2

PLAYSTATION.3

PSP



XBOX 360 LIVE

Wii

NINTENDO DS

© 2008 Electronic Arts Inc. EA, the EA logo and Need for Speed are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. All other trademarks are the property of their respective owners. "PlayStation", "PLAYSTATION", "PS2" and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, and "XBOX 360 LIVE" are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. EA GAMES is a trademark of Electronic Arts Inc. in the U.S. and/or other countries.

WWW.NEEFORSPEED.COM

PREVIEWS



FIRST IMPRESSIONS LAST

Our previews are not meant to be read as reviews, but give an indication of how excited we are about an upcoming release...

GAMEREACTOR SNEAKS A PEAK AT THE FUTURE

For more check out www.gamereactor.eu



SPREAD YOUR WINGS

AION: THE TOWER OF ETERNITY

Our resident MMO expert Petter Mårtensson has taken a closer look at NCsoft's next effort...

We try or are shown demos of the games before they are finished and write about them in this section of the magazine, keep this in mind when reading the following previews.

GAMEREACTOR'S THERMOMETER

🔥 Liquid nitrogen

🔥 Lukewarm

🔥🔥 A nice summer day

🔥🔥🔥 Scalding

🔥🔥🔥🔥 Inside the crater of an erupting volcano

WWW.GAMEREACTOR.EU More, more, more, read all about it on our website. Daily news, impressions, screens, and GRTV shows. www.gamereactor.eu



THE SKY IS THE LIMIT

Fly, my precious, fly! We take to the skies in Ncsoft's upcoming MMO



AION: THE TOWER OF ETERNITY

Platform PC Developer NCSoft
Publisher NCSoft Genre MMORPG

Aion: The Tower of Eternity is an ambitious project, trying to bring together two quite different MMO-traditions into one game. For a long time, Western and Eastern MMOs looked quite different, not only by pure aesthetics, but also when it came to game design – Korean gamers are used to a lot more grinding, the concept of killing the same monster over and over again for gold or experience points, than Western gamers have ever been.

But times are changing, and since World of Warcraft has conquered Asia as well, most of the world now expects to get enough original content to keep them occupied and entertained. Enter Aion, and a new world aimed to settle that difference once and for all.

The first thing that is noticeable with Aion is the graphical design. It is stunningly beautiful, drawing inspiration mainly from Eastern MMOs such as Ncsoft's own Lineage 2 or the myriad of smaller MMOs available in Asia. Back home, this style has mostly been made popular through Guild Wars – even though Aion does take the whole thing to a new level. Even though the graphics are magnificent, it is still kind of a gamble in a market used to the cartoony style of Blizzard or the dark and gritty graphics of Age of Conan.

During my own brief test session with the game, it did feel quite like any other MMO, I hunted down monsters on a icy beach. But that

Release 2009



Upwards and onwards

Flying without a mount feels really cool. If you PvP enough you can gain ranks and rewards that will allow you to customize your wings, which is awesome news for all us vain MMO-players.

session did not really show off the main points of the game – the lore, the flying and the player versus player combat.

Aion's lore is tied quite heavily into the other two parts. All players will take the role of a daeva, a form of demi-god, who have the ability to fly. Large, beautiful wings spawn on your back at will and you can take to the skies. In most other MMOs, flying is a way to get around or to explore – like the flying mounts in Vanguard or World of Warcraft. Aion, on the other hand, features a flying combat system, which suddenly means that you have to plan your fights in all dimensions at once.

Which brings us to the PvP combat, which is sure to become quite epic when you're not only fighting on the ground. The game's two factions, the

Asmodians and Elyos, will fight over keeps in the Abyss that separates their worlds. But Ncsoft has taken it a bit further and added in a third, unplayable faction – the Balaur – that at any point can enter the fray. They have dubbed this PvPvE, and is one of the features that really can make or break the end-game PvP content.

Trying to balance the PvPvE-system can't be an easy task and it will be interesting to see how well players adapt to not only having to plan their advance with other players in mind, but also with computer controlled monsters. It all comes down to risk versus reward and Aion better have a solid system in place when the game is launched next year.

Petter Mårtensson

THERMOMETER
HOT OR COLD?



Aion has a lot to prove, but looks beautiful





Work of art

Alion: The Tower of Eternity is incredibly beautiful and images can hardly relay how it looks in motion. Prepare to be dazzled.



SWEDISH RACING BRILLIANCE

The giants behind GTR and Race are back with their first console effort in January



RACE PRO

Platform XBOX 360 Developer SIMBIN
Publisher RTARI Genre RACING

It's a tough a harsh reality for a small Swedish studio dedicated to racing games that PC racing simulations just aren't doing the numbers they deserve. The pride of Swedish racing games these days as neither Grin nor Digital Illusions seems to be working on anything that involves wheels Simbin have been putting out racing simulators at a steady pace these last five years, but everything has been for the PC. Now they aim to conquer the world of console racing.

GTR 2 (released in 2006) on the PC is still the best choice for anyway who wants to get as close to real thing as possible when driving along virtual tracks. With all the assistance turned off the game remains the most genuine racing experience ever developed. Simbin are the best in the world at their specific niche of gaming.

I recently met Simbin's Magnus Ling and Henrik Roos (former pro GT-driver and founder of Simbin) and was also given the opportunity to get my hands on the game and take the wheel.

Race Pro is the first console game from Simbin, and is planned for release exclusively on Xbox 360 in January. When asked why the game won't be released on Playstation 3 the



FACTS

GTR BECAME RACE

Simbin originally planned to release GTR on Xbox 360, and it was even meant to be shown at E3 2006 by THQ, but issues with licensing sent Simbin back to the drawing board and the result is Race Pro that contains much more than what was planned for Race Pro.

answer from Magnus was: "We never had the time, we need more people... and we lack the experience since we have never made a console game up until now".

I drove about twenty laps around Brands Hatch in an Aston Martin D89 and it felt wonderful. The same fantastic (and uncompromising) car physics as in GTR 2 (with all assistance turned off, but you can always turn some or all of them on for an easier experience) and it doesn't really take much more than that to make me melt like butter.

Race Pro doesn't look very visually appealing when compared to Race Driver: Grid or Gran Turismo 5: Prologue, but the driving is close to perfection. Just like in GTR 2 you get an exact and very obvious response as to where the centre of gravity lies, and the tire physics give you feedback on how much traction you

have in each corner, and the sense of speed is incredibly balanced. The car models have also been recreated in painstaking details, and it is only the circuits that look flat and grey like a lot of old simulators.

Race Pro has not been getting a lot of attention so far, but hopefully console gamers will also learn to appreciate the more demanding and realistic driving that Simbin offers. I was extremely impressed by what I played and learned about Race Pro, and there is no doubt in my mind that a new racing champion on the console scene is about to take the throne.

Petter Hegevall

THERMOMETER

HOT OR COLD?



Forget about the physics in Gran Turismo 5: Prologue and Forza 2. Race Pro is the real deal.

Release JANUARY



Lots of cars

There will be plenty of cars for the enthusiasts to drive in Race Pro, including the rare Swedish sports car Koenigsegg. There are 13 real world racing tracks in Race Pro and they are as challenging as they come.



LOVELY LIZARD Simbin's own physics engine "Lizard" is the most realistic and true to real world racing that is to be found and makes for a really challenging game.

NO GRAPHICAL KICK Race Pro finds it hard to measure up graphically when compared to Race Driver: Grid and Gran Turismo 5: Prologue, but the driving and the car physics more than makes up for the lack of visual appeal.

CLANCY GOES CRUISE

Tom Clancy's world meets Top Gun as Ubisoft Bucharest takes to the skies again

Release Q1 2009



Platform PC/PS3/XBOX 360 Developer UBISOFT
Publisher UBISOFT Genre ACTION

This genre have mostly been about painstakingly realistic simulators or the more arcade like controls of the Ace Combat series. H.A.W.X. definitively leans more towards the latter, as it aims to reinvent the flight simulation genre.

There are two main ways of playing H.A.W.X. – in assistance on mode you see the action from behind the plane and there are systems that help you with targeting and keeping the plane level and flying safely. You will also be able to avoid missiles or get into a position where you can attack the enemy

fighters from the rear by flying through a tunnel of targets. During the mission I played at Tokyo Game Show this was not enough as the enemy emitted some sort of interference field forcing me into the assistance off mode. The camera now changes to zoomed out third "person" camera and you can pull off extreme stunts to out manoeuvre your enemies.

The developers from Ubisoft Bucharest, responsible for the Blazing Angels series, showed off some of the more advanced stunts all taken and named after real world flying heroes.

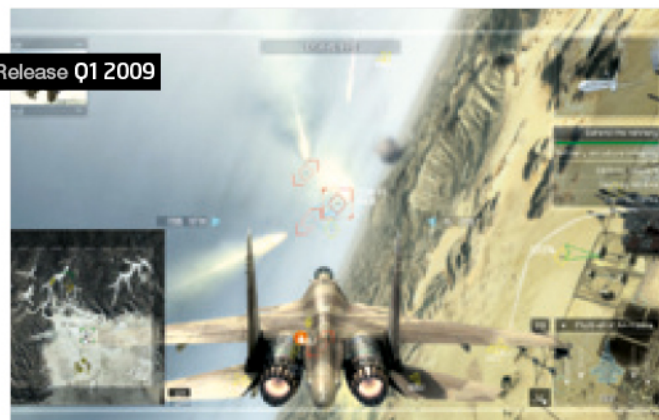
Bengt Lemne

THERMOMETER

HOT OR COLD?



A promising new take on a genre that has not seen a lot of change lately



IN NEED OF A HELPING HAND? While the game is much easier in assistance on mode for the novice you are also more restricted. Some times you will be forced to use assistance off mode, but most of the time you are free to choose.

COMMAND & CONQUER RED ALERT 3

Välj sida den 30 oktober

Ge dig ut på slagfältet med någon av tre olika fraktioner i nya Red Alert 3. Vinn en ärofylld seger för det Sovjetiska Imperiet, försvara moderlandet med de Allierade Styrkorna eller kombinera teknologi och hemlighetsmakeri för Solens Rike. Spela online sida vid sida med en vän eller välj mellan en grupp av AI-befälhavare. Vem tar kontrollen över land, till sjöss och i luften? Kampen om världsherravälde börjar idag!



www.pegi.info



I BUTIK 30 OKTOBER
redalert3.com





Pedal to the Metal

Bugbear Entertainment of Flatout fame is one of the cornerstones of Finnish video game development

The soon 10 year history of Helsinki-based studio Bugbear Entertainment represents well the birth of Finnish veteran studios. The founders and first employees met each other in the pc enthusiasts' demo scene. CEO Janne Alanenpää's first commercial game, Carts Entertainment's pc driving game Thrust, Twist'n Turn (Take2, 1999) taught him a lot, but true success came with the advent of Bugbear in March 2000.

Making racing games wasn't an obvious choice to the newly-founded studio. Then about ten-man Bugbear planned among other things a hockey game, but eventually they decided to begin work on a historical rally game for pc called Rally Trophy.

Released in 2001, the novice studio's first game was recognized across the world. Rally Trophy sold a commendable 650

000 copies, and gaming site Gamespot awarded it as the best pc racing game of the year in 2002.

After a smooth start the road started to get rough. Rally Trophy publisher JoWood found itself in financial trouble, and couldn't fund the planned Xbox version and sequel to Rally Trophy. JoWood kept ownership of the IP, so Bugbear had to find a new project as well as a new publisher. Activision offered the skilled Finnish studio a deal for a monster truck game for the US market, so Bugbear put together Tough Trucks in 2003 in only four months. At the same time they were also planning their next big project.

Bugbear now had a strong reputation as a talented racing game studio. When they decided that the next project would also be a driving game, the studio's path was clear: they'd



- Founded in Helsinki in 2000.
- Around 40 employees.
- Published games:
 - Rally Trophy (2001, pc)
 - Tough Trucks (2003, pc)
 - FlatOut (2004, PS2/Xbox/pc)
 - Glimmerati (2005, N-Gage)
 - FlatOut 2 (2006, PS2/Xbox/pc)
 - FlatOut: Ultimate Carnage (2007, Xbox 360)
 - Sega Rally Revo (2007, PSP)
 - FlatOut: Ultimate Carnage (2008, pc)

become one of the top racing game studios in the world. Rally Trophy had shown that the market for simulation-oriented racing games was in decline, but Tough Trucks had proven that there was room for a more aggressive and action-oriented driving game. A fast-paced destruction derby was also fun to make, and Bugbear's ever developing technology gave them even better tools to create an impressive piece of vehicular chaos.

Bugbear sought inspiration from the most Finnish of all racing forms: folk race. Folk race pits a bunch of less-than-spectacular cars against each other on dirt tracks. As the format of the game was taking shape, Bugbear also experimented with ragdoll physics. After a nasty crash, the driver flew through the windscreen in such a hilarious fashion that Bugbear just had to incorporate the physics in the game. The inclusion of ragdoll physics also gave birth to Flatout's painful minigames that focus on flinging the driver through the air.

British Empire Interactive published Flatout in the fall of 2004 for pc, Xbox and Playstation 2. The three versions have sold over a million copies combined. Flatout is the first ever Finnish Playstation 2 game, which says a lot

about Bugbear's technical expertise and audacity. Playstation 2 was thought of as a difficult platform to program for, but Bugbear handled the situation like a pro.

Flatout also taught Bugbear a lot about the international market. Flatout's Northern European dirt tracks and woods were unfamiliar and weird environments for American gamers, and surprisingly this sentiment was also echoed in Europe. Gaming is even more americanized than other Western entertainment, and anything that differs from the norm stands out, and not always in a good way. 2006 sequel Flatout 2 took place in a more American, urbanized environment and emphasized the Hollywood-esque action even further. Like a true sequel, Flatout 2 was about 50 percent bigger than Flatout. Commercially the second Flatout managed to match the performance of its predecessor, selling over a million copies.

Between making Flatout games Bugbear also experimented with portable game development with Glimmerati, a game for Nokia's N-Gage gaming phone. Playboy-esque Glimmerati was among the best games on the short-lived N-Gage, both technically and



The PSP version of Sega Rally is the only Bugbear game that the studio hasn't planned itself. Making a new version of an old franchise didn't seem boring, however, since the people at Bugbear loved the original arcade version of Sega Rally.



gameplaywise. Last year Bugbear continued their exceptional release pace with Flatout's Xbox 360 version, Flatout: Ultimate Carnage. Keeping in tune with the name, Ultimate Carnage was a turbo-charged, fine-tuned version of Flatout. The media praised the newest addition to the Flatout family even more than the previous, and Bugbear proved yet again they were capable of raising the bar with each release. Ultimate Carnage was also ported to pc this past fall.

Last year saw also the release of Bugbear's first PSP game, the handheld version of Sega's classic rally game series, Sega Rally Revo. The fact that Sega would leave a long-running and well-known license in Bugbear's hands speaks volumes of the Finnish studio's reputation in the business. Bugbear didn't disappoint, and Sega Rally Revo got an enthusiastic reception and ended up selling 200 000 copies, which is commendable for a PSP game.

Bugbear is keeping quiet about its future plans. What we do know is that at some point Bugbear games will feature not only cars but also characters, and that their next project will be a big step away from the familiar Flatout formula. Whether or not these tidbits involve the same game should be revealed in the coming months, as their next project is ushered out into the open.

_Jaakko Maaniemi (Translation: Jyri Paavilainen)



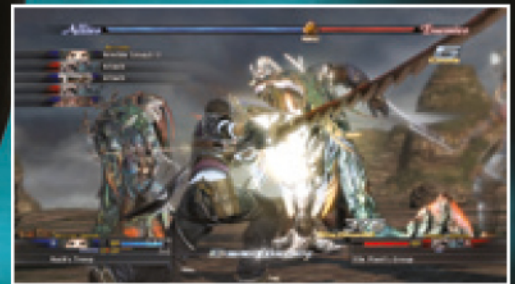
Here's where it all started. Rally Trophy is a classic rally game remembered especially for its focus on historical rally cars and excellent controls in different driving conditions.



THE LAST REMNANT™

THE BRAND-NEW EPIC FROM THE CREATORS OF
THE FINAL FANTASY® SERIES HAS ARRIVED

The Remnants – scattered relics of a bygone age. For a thousand years, greed has drawn man to their power – and where there is greed, there is war. Now a young hero's quest to find his kidnapped sister will lead him into the midst of this struggle. Guide him through a strikingly beautiful world, engaging in massive battles in an attempt to uncover the truth.



WWW.LASTREMNANT-GAME.COM

SQUARE ENIX®

© 2008 SQUARE ENIX CO., LTD. All Rights Reserved.

Unreal® Engine, Copyright 1998-2008 Epic Games, Inc. All rights reserved.

THE LAST REMNANT, THE LAST REMNANT logo, FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

16+
TM
www.pegi.info

AVAILABLE AT
GAMESTOP

Jump in

XBOX 360 LIVE

TEAM17

IT'S NOT ALL ABOUT WORMS AS WE TAKE A DIVE INTO THE HISTORY OF ONE OF THE OLDEST INDEPENDENT DEVELOPERS IN THE GAMES INDUSTRY.



The choppy floppy drive was making a lot of noise and the LED's were constantly flashing, as the machine chewed its way through the data on the floppy disk. With its beige colour and breadbox like shape, the Amiga 500 looked anything but a potent gaming machine. In an age where the Playstation and Xbox had yet to be invented and where the 8bit Nintendo because of its high price tag was out of reach for most people, there was only one machine that could satisfy the true gamers.

But why did we see so few good games? That was the question Martyn Brown asked himself and since he couldn't come up with a reasonable answer, he decided that him and his friends could do a better job.

The group of selftaught gaming enthusiasts, who mainly had polished their

skills on the Amiga demo scene, formed Team 7, which was later to change it's name to Team 17. The name was chosen as an inside joke, based on that Martyn and the rest of the team used 17bits in all their games as op-posed to Amiga which only used 16bit.

With it's 32 colours and 1 megabyte of ram, if you had the expansion, the Amiga we knew back then wouldn't be able to keep up with a modern day cell phone. Still it was leaps ahead of the mighty Commodore 64, which came before it.

The first game the team managed to finish was called Alien Breed and was thought of as a shooting game, inspired by the Alien movies. Like the movies, the game focused a lot on the constant paranoia, and you only survived for a few seconds if you didn't keep your hand on the trigger at all times.

Alien Breed was also an early demonstration of what these aspiring talents from Team 17 were all about, what they wished to accomplish and what you could expect out of a game to the Amiga console. Production values were higher than ever before and everything from graphics to sound and gameplay was taken to a whole new level where few could keep up.

The next step was equally unexpected, as the initial success, and within less than a year after the original, Team 17 released a polished and optimised version of Alien Breed, named Special Edition.

The updates made to the game didn't justify the high floppy disk prices, but that didn't stop the developer from releasing the game as they had always wanted it to look like.

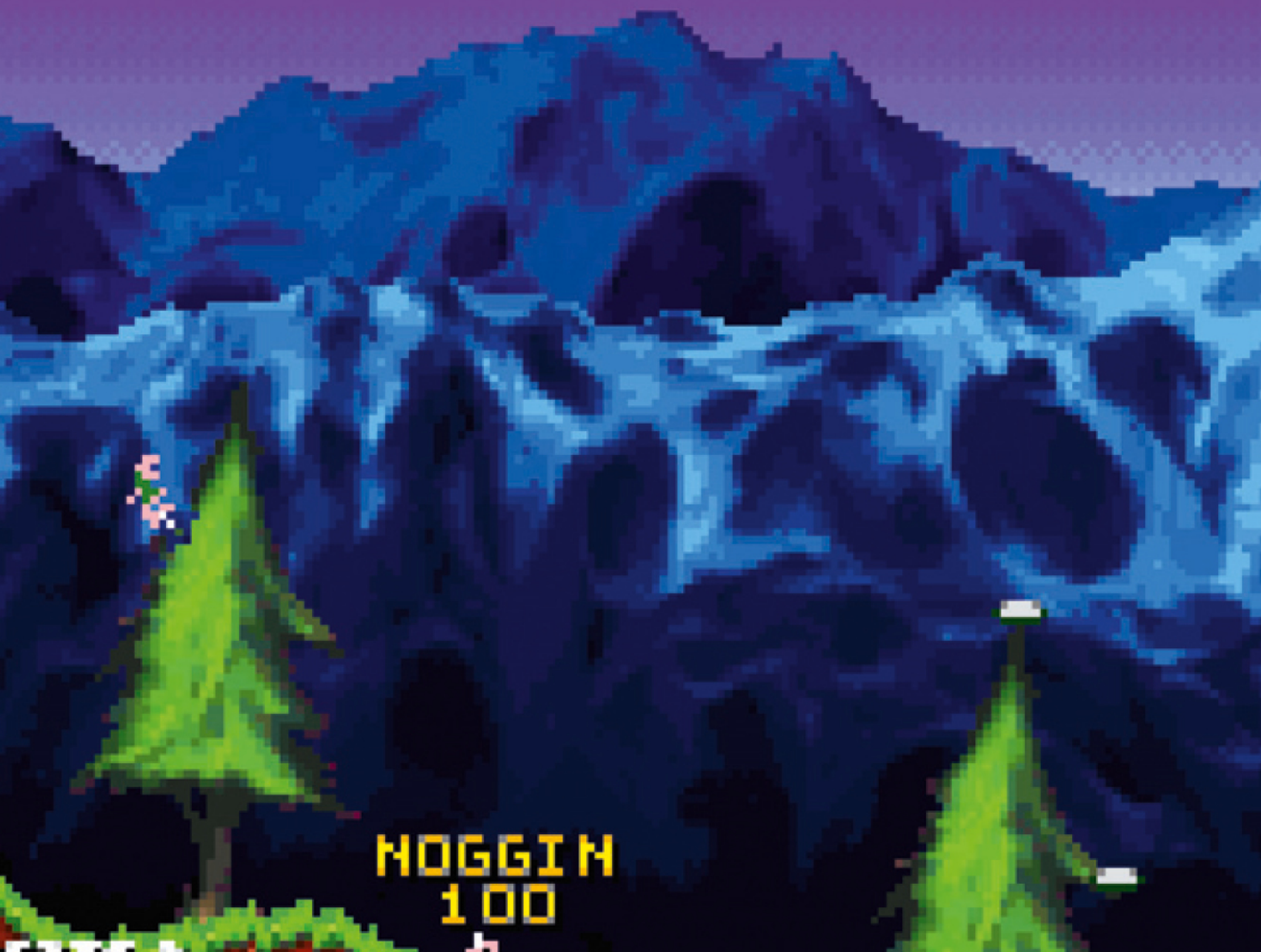
Their determination paid off and the Special Edition was a success, ranking



FACTS

PREVIEW

One of the things that made any Team 17 title unique was the fact that they always included a couple of pictures and descriptions of their upcoming games with each new title. These pictures were shown when you started up the game you just bought, giving you plenty of time to save up for the next one – a very sly move.





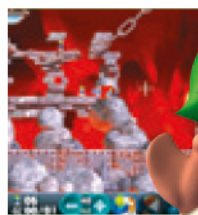
WORLD RALLY FEVER

One of the first new games from Team 17 on the PC was World Rally Fever. It was a driving simulator with cartoon elements and Japanese influence. The game wasn't very good and more grown up genres such as FPS and RTS were becoming increasingly popular on the PC, which certainly didn't help the childlike appearance.



LEMMINGS

In 2006 Team 17 took care of the updated version of Lemmings for the Sony PSP. Lemmings was originally a series started by DMA Design, the same team which would later be known as Rockstar North and be responsible for the development of Grand Theft Auto. DMA was also one of Team 17's competitors on the Amiga and to take charge of the conversion of one of their games 15 years later, must undoubtedly have been a weird experience. Never the less, the updated version was packed with content and with more than 150 levels borrowed and/or inspired by the original game, there was plenty to do.



number one for 33 weeks in Great Britain – a phenomenal achievement no other game could match at the time.

The success continued for the developer and soon they went from being part time developers to full time 16bit mega stars. Alien Breed Special Edition was soon to be succeeded by an amazing follower, while the team simultaneously tried their luck with different genres. Project X was an arcade shooter, Superfrog a platform game, Body Blows a fighting game, and Overdrive a driving simulator. All of them were of the highest quality and milestones in their respective genres on the Amiga.

The company's biggest success however happened by a coincident. Andy Davidson had entered a competition with his game Total Wormage, but didn't win.

Neither did any of the publishers he tried to sell the game to show any interest and as a last attempt he brought it to a fair where he showed it to a Team 17

representative. Project X was found too difficult by most of the British press, and Team 17 therefore released a Special Edition later on where it was now possible to change the difficulty.

representative. It was met with enthusiasm and a contract was signed then and there on the fair ground.

Total Wormage was renamed Worms and a classic was born. The sales figures on the shrinking Amiga market meant that Worms was quickly converted to a myriad of formats, and the Playstation version was one of the first games at the European launch of the console.

The slow death of the Amiga meant that the company's breeding ground was crumbling, and the only real success they had had on the PC and consoles was with Worms. The luck they had had with previous launches lacked on the new formats and neither the space shooter Phoenix, the arcade racer Stunt GP, nor Worms Blast ended up selling very well.

Today most people are familiar with Worms, but only a few know about Team 17 and the portfolio of games they have at their disposal. Martyn Brown has confirmed that a new version of Alien Breed is on its way to Xbox Live Arcade and that they plan to breathe new life into other of their licenses.

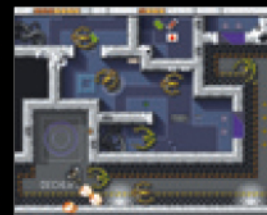
_Thomas Blichfeldt

ALIENS



ALIEN BREED
AMIGA 598/1991

With inspiration from Ridley Scott's Alien, Alien Breed was far more than yet another shooter set in space. You had to save your ammunition, find keys, and constantly tame your paranoia. The birth of a classic.



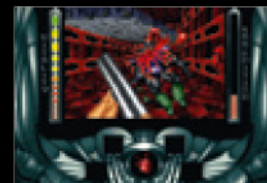
ALIEN BREED II
AMIGA 598/1993

Whereas the first Alien Breed had seemed almost clinically minimalistic in its approach to the shooting genre, Alien Breed 2 seemed more like a game that was made by a developer who had now now found their place within the format. The graphics were a lot better and there was a better balance – yet another hit for the team.



ALIEN BREED: TOWER ASSAULT
AMIGA 1269/1993

The transition to more powerful hardware meant that Team 17 now had new limitations and started to experiment. The result was a far bigger and less linear game which, according to the developer, could be completed in more than 250 ways.



ALIEN BREED 3D
AMIGA 1268/1995

With the enormous popularity of Doom on the PC, the Amiga needed its own FPS. The many restrictions in the hardware made it tough on the developer, but they still managed to produce a fairly good 3D version, even though it wasn't as scary as the previous games in the series.



ALIEN BREED 3D II
AMIGA 1268/1995

Being the last Amiga game developed by Team 17, Alien Breed 3D II was set to be something very special. Graphically it was ahead of anything else on the format, but that sadly required people to have special hardware upgrades, which few had at the time.

PLAY IN 17BIT

Directly from the floppy drive, we present to you eight of the best games for the Amiga from Team 17.



WORMS

Platform: Amiga, PSOne, PC, Megadrive, SNES, Jaguar Publisher: Team 17 Premiere: 1995

A presentation at a games fair was all it took to see the potential in Andy Davidson's Total Wormage. The idea was purchased, the man hired and the rest is history. Since the release of the original Worms, there have been released no less than 13 different games in the series as well as several games in other genres with the worms in the leading roles. Davidson chose to leave Team 17 after Worms 2, and many claim that his departure is apparent in the newer games.



ALIEN BREED

Platform: Amiga Publisher: Team 17 Premiere: 1992

Alien Breed was Team 17's first big success and was for many years the series that people identified with the company. However, in spite of the success the team wasn't satisfied with the first version. A new and improved version was released, and other than the technical differences and improvements it also contained a better balance. The finishing touch was that Special Edition was launched at budget price in spite of the fact that the original had topped the charts less than a year



SUPER STARDUST

Platform: Amiga Publisher: Team 17 Premiere: 1994

Inspired by Asteroids but completely different – Team 17 published Finnish Bloodhouse's game. Rendered graphics and pumped up music meant that the appearance was far from Atari's old classic and the 3D effects between the worlds knocked out true gaming enthusiasts all over.



SUPER FROG

Platform: Amiga Publisher: Team 17 Premiere: 1993

The 16bit era belonged to the platform games and without a counterpart to Mario or Sonic you couldn't consider yourself a serious gaming platform. Super frog played the part perfectly and gave the Amiga its very own hero and platform adventure. It was funny, good looking and who can forget Project F?



PROJEKT-X

Platform: Amiga Publisher: Team 17 Premiere: 1992

Alien Breed meant that people began to take notice of Team 17, but it was with Project X they established themselves as one of the best teams on the Amiga. The graphics were sharp but soft, the difficulty high and combined with elements borrowed from the rest of the genre, it made it an action classic.



QWAH

Platform: Amiga Publisher: Team 17 Premiere: 1993

An irresistible small platform game which left behind the epic productions which typically signified the developer. The levels consisted of one screen at a time, and you had to collect fruit, diamonds and keys similarly to the Bubble Bobble games. Colourful and catchy.



ULTIMATE BODY BLOWS

Platform: Amiga CD 32 Publisher: Team 17 Premiere: 1994

Body Blows gave the Amiga its own version of Street Fighter 2, and was followed by the not so fortunate Body Blows Galactic. Ultimate Body Blows was a mixture of the two games, offered 22 different characters and the same quick playing style.



ALL TERRAIN RACING

Platform: Amiga Udgiver: Team 17 Premiere: 1995

All Terrain Racing was by no means the team's best profiled game, but still managed to convince players with its simple playing style and enjoyable graphics. You saw things from above, and drove around in differently themed worlds in cars with different strengths and weaknesses.



© 2008, Epic Games, Inc. All Rights Reserved. Epic, Epic Games, the Epic Games logo, Gears of War, Gears of War 2, Marcus Fenix and Crimson Orion Logo are trademarks or registered trademarks of Epic Games, Inc. in the United States of America and elsewhere. © 2008 Microsoft Corporation. All Rights Reserved. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of Microsoft group of companies.



Microsoft
game studio

Jump in.

GEARS OF WAR 2

HOPE RUNS DEEP 07.11.08

www.gearsofwar.com

18+
www.pegi.info

XBOX 360 LIVE



BIOSHOCK

Available October 24
for the PLAYSTATION®3 Computer Entertainment System
www.bioshockgame.com



PLAYSTATION 3



XBOX 360 LIVE



Games for Windows



© 2002-2008 Take-Two Interactive Software and its subsidiaries. Developed by 2K Boston, 2K Australia, 2K Marin and Digital Extremes. BioShock, 2K Games, 2K Boston, 2K Australia, 2K Marin, the 2K logo, the 2K Boston logo, 2K Australia logo, the 2K Marin logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software. Digital Extremes and its logo are trademarks of Digital Extremes. "Playstation," "PLAYSTATION," and "PS" Family logo are trademarks of Sony Computer Entertainment Inc. Microsoft, Windows, the Windows Vista Start button, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. All other marks

REVIEWS

HONEST REVIEWS OF THE BIGGEST GAMES



TRUST OUR SCORES

Every month we let the most knowledgeable and experienced reviewers take their time with a bunch of games in order for you to avoid the worst ones.



FOCUS!

LITTLE BIG PLANET

Sure it got delayed, but there is no denying Little Big Planet is the best reason yet to get yourself a Playstation 3.



FABLE 2

Action and role-playing in Albion

Platform **XBOX 360** Developer **LIONHEAD STUDIOS** Publisher **MICROSOFT** Release **OUT NOW** Players **1-2** Testet version **PAL** PEGI **16+**

Genre **ROLE-PLAYING**

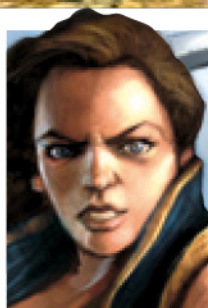


BODY LANGUAGE

Fable II's hero doesn't like to talk, so any communication is handled through different gestures. You can check other characters' preferences from a menu, and if you mess up, you can always bribe your way out of trouble.



THE MORE, THE MERRIER You can embark on an adventure in Albion also with a friend. Online and local cooperative play opens new possibilities not only to combat, but to social relations as well.



FACTS

NAUGHTY OR NICE?

Albion's local Santa Claus has an easy job, because every character's actions shape their facial features. Heroes' faces are clean and pretty, while baddies have a grittier look. Your actions also affect your offspring, and even your dog's appearance mimics your personality, so your past and present actions never go unnoticed.

1 TIP

ALSO PLAY
Fable **XBOX/PC**

The predecessor is a solid role-playing game, even if the sequel makes it seem shallow and dated.

Fable II starts off in Albion, a Britain-esque content about 500 years after the first Fable. You take the part of a young orphan boy or girl in the town of Bowerstone. After a tragic series of events, you flee the city with a mystical woman by your side. Some years later it is time for you to head out into the world to seek the truth about what happened in your childhood – and vengeance.

Fable II's story isn't that exciting in and of itself, but the storytelling works throughout the game. Playing through the main plot takes just a little over ten hours, but Albion has a lot to see and do besides the story.

From early on, the game establishes the fact that your choices really matter. Decisions made in the short childhood phase are reflected as you return to your old neighborhood a few years later. As the game progresses, you often find yourself in familiar locations affected by your choices. At times your options are a bit polar, but nevertheless, seeing your actions affect the world is rewarding.

The choices you make affect also your character's development and other characters' opinions of them. In addition to the traditional good/bad division, character development is measured by other means as well. For example, your character may become benevolent but

tainted, and the path to righteous heroism isn't always the most tempting one amid the temptations offered in Albion.

Distractions are aplenty in Albion. It's almost obligatory to work at some point in the game, because you don't get money from doing quests. You can pick your favorite job from a range of choices including blacksmith, bartender or even a bounty hunter. Traditional jobs incorporate minigames. Reaction-based jobs might feel tedious every now and then, but I found myself pounding out swords with a money-hungry glee in my eyes, even if that only means pressing a single button over and over again. As your expertise grows, so does your pay, and Albion has a multitude of ways to spend it.

Investing is a prolific business, and getting into the real estate business is a good way to

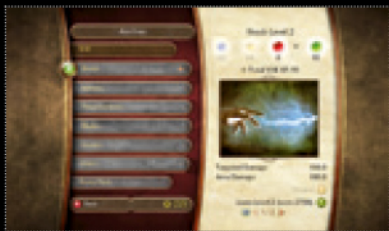
manage your wealth. Business realty and houses provide you with a steady income, but buying your own home becomes mandatory as you start thinking of marriage. Your newly-wed spouse might take off if they find out you're homeless. If you need some personal time, you can go out digging for treasure with your trusty dog.

Your pet is a visible part of the game. It follows you around from the start, and it's a big help throughout your adventures. It can smell treasure and enemies as well as help you in battles. You can also teach your dog tricks, and according to ancient wisdom, the ladies love quadrupeds. Your best friend follows you faithfully, and you find yourself getting attached to it the more you play. Your canine friend is one of the best aspects of Fable II.

Albion is executed beautifully. The surround-

ALBION

Quick guide to Fable II's world



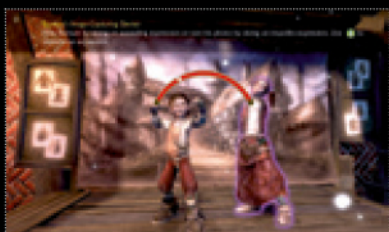
DEVELOPMENT IN PROGRESS

Experience points are attributed in a separate ability menu. Will points open up new spells, while Skill points can bag you some speed and accuracy. In the beginning, Strength points are best used for energy, because at first your life bar is miserably short.



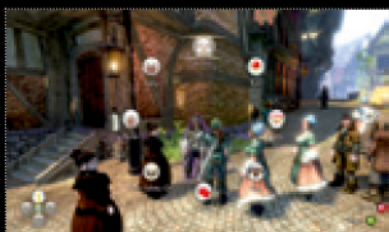
CAREER OPTIONS

In Albion unemployment is rarely an option. Whether you fancy yourself more as a weaponsmith or a bartender, only experience will raise your wage. Working develops the area's economy, which will benefit entrepreneurs. Best keep yourself busy, then.



MODELLING

True heroes can get a statue made of themselves. A good statue requires performing skills, and you get to decide in which position you wish to be remembered in. Heroes can flex their muscles, but true comedians will be remembered for their farting.



HOW YOU DOIN'?

You have a wide range of gestures at your disposal, and as your reputation grows, more gestures open up. People's preferences are easy to figure out from a menu, so making a good impression is easy. Now, if only we could come up with a system like this in real life...



EXPERIENCED

Abandoning the traditional level system of other RPGs is a good choice. As you gain more experience, your appearance changes. A strong hero becomes buff, while skill points make you tall and lean. Will points earn you stylish blue marks on your skin. Bling Bling!

ORBS APLENTY Defeated enemies leave behind orbs that represent experience. You can collect all the orbs by simply pressing a button.



HOLD IT DOWN

You can emphasize certain gestures by holding down a button. Exaggerated gestures will draw more powerful reactions.

POUR ME A PINT If you're feeling social, the towns and villages of Albion have bars for you. While enjoying your favorite beverage, you can also gamble and approach the opposite – or even the same – sex.

dings are varied, and even though some areas are off-limits, nearly every location has interesting details that bring the world to life. Voice acting is excellent, and the script is full of fun and humor. Albion ranges from lush nature to dark fortresses, and Fable II's color palette isn't made up of just different shades of grey. You can ease your adventure with a path of lights that shows you the shortest route to your destination, at least most of the time. You can also teleport to familiar areas, which saves you many a frustrating stroll.

Another part of a hero's life is fighting against Albion's bad guys and other creatures. Fable II's combat system uses only a few face buttons. Melee, range and spell attacks have their own buttons, and the more experience you get, the more attacks you open up. For example, some melee attacks require you to hold down the melee button and select a target with the analogue stick. Combat is flashy and fun at best, but occasional target selection issues are frustrating. Enemy AI could use a tweak as well. Now the bad guys might stand still while their friend gets shot right next to them.

Experience points are dished out based on the combat types you use, and experience can be used to develop the attacks further. The system is not completely balanced, and developing Strength attributes used in melee attacks helps you the most. Working your way through the range attacks gives you, among other things, the option to shoot enemies in the groin from afar. The spell list also has many practical



1 FACTS

EQUALITY IN ALBION

The first choice you make in Fable II is the sex of your character. There are no real differences between male and female characters (aside from not being able to get pregnant as a man). When you're looking for a spouse or fling, you have to take into account the other person's sexual preferences.

SALESMEN In addition to the stores in villages, Albion also has travelling salesmen. The quality of their goods is a bit suspect. alternatives, if you don't mind the blue marks left in your skin from using magic.

It's easy to forgive Fable II's small flaws thanks to its varying content. You can dive into Albion for hours at a time, even if you don't follow the story at all. From a story point of view the game might disappoint, but even if you aren't interested in buying realty or starting a family in a video game, you might want to give Fable II a chance. Freedom of choice is surprisingly fun.

Jukka Moilanen (Translation: Jyri Paavilainen)

SCORE 8/10

Graphics 9/10 Sound 9/10 Gameplay 9/10 Lasting appeal 9/10

LIVE SOMEONE ELSE'S LIFE

- Loads of things to do, Albion is beautiful, character development
- Short main story, combat occasionally clunky



LITTLE BIG PLANET

Tired of playing the same old levels? Now you can make your own!

Platform **PS3** Developer **MEDIA MOLECULE** Publisher **SONY** Release **7 NOVEMBER** Players **1-4** Testet version **PAL** PEGI **7+**

Genre **PLATFORMING**



HANGAROUND

If you can't grab a hanging object, you can always jump and hold on to a friend. Grabbing isn't restricted to only jumps, so you can drag a friend around the level if you want to. Get over here!



FACTS

CHANGE CLOTHES AND GO

Changing the appearance of your sackboy is so much fun that you'll find yourself hunting high and low for new costumes. You can change your sackboy's material, mouth, eyes, hair, facial hair, upper and lower body clothing, shoes... The combinations seem endless. You can even give them something to carry. Game-reactor's sneaky ninja never leaves the house without his trusty skillet!

TIPS

ALSO PLAY

Ratchet & Clank Future: Quest for Booty **PS3**
If you have a craving for platforming, PSN has just the thing for you.

Defining Little Big Planet as a platforming game is like calling Playstation 3 a console that runs games. Both characterizations are correct, but they also ignore a huge amount of other functionality. Accurately defining Little Big Planet is practically impossible, since Little Big Planet can be whatever the player wants it to be.

Little Big Planet is, however, based on a platforming core, and it's easy to mistake it for a Mario-like game at first. If you are expecting a pixel-perfect jump bonanza, prepare to be disappointed. In a platforming game, gameplay mechanics and controls are key. Little Big Planet has decent mechanics, but its controls could use a bit more work.

A couple of hitches in three-dimensional jumping don't ruin the fun, though. Little Big Planet's story mode takes the player through eight different scenarios. Your very own sackboy will be taken from a garden to a desert to a metropolis to the Far East.

Developer Media Molecule has managed to create a set of levels that contain tons of fascinating new ideas. Little Big Planet's graphic design wins you over with its humor, and you can't help grinning like an idiot during the story mode. The plot isn't all that special, but in this case that's easily forgiven.



INDIAN One of Little Big Planet's eight themes draws its inspiration from Indian culture. A turban-headed sackboy fits nicely into a mix of tiger head stickers and blue-skinned dancers.

Little Big Planet isn't really about the plot, or even the platforming. After playing a bit of the story mode that takes you all over Earth, you open up your own moon next to Earth.

This is where you can make your own levels. The single player serves three purposes. The first one is to get you used to the game's controls. The second one is to give you ideas for your own levels. The third, and most prolonging one, is to supply you with tools and supplies for tinkering with the level editor.

Every story level has dozens of different items, stickers, sackboy outfits, themes, materials and other stuff. Some of these are clearly visible, but in order to collect all of the items, you must go through every single nook and cranny of the levels. Some objects can

only be reached by finding the right sticker and using it to activate an empty cardboard slot hidden somewhere in the levels. Sometimes you won't find the right sticker until later, so you have to return to the levels again.

Usually this kind of playtime stretching feels phoney, but in Little Big Planet I found myself hunting for loot with joy. Some items are hidden so cunningly, that as you find the last item in the level (granting you a couple of extra items, yay!), you find yourself grinning and waving your hand through the air. The game also rewards you for clearing the level, both for the first time and also without dying.

As you first enter your own moon, you have to go through a series of tutorials that show you the ins and outs of the level editor. Passing

COSTUMIZATION You can change your sackboy's appearance with costumes found in the levels. There are plenty of options, and you can save your favorite costumes.



CHILLING Towards the end of the story mode Little Big Planet becomes a lot cooler. There's also a sledding bonus level, so make sure you dress in warm clothing!

friend to help you play through it.

Joining and quitting the game couldn't be more simple. As you power on a PS3 controller, a sackboy will pop up on the screen. Players can choose their own profiles to use. If they don't have one, there's also a guest profile. All items found during the game will be added to everyone's profile, so the only argument will be about points.

Most levels also have areas that can only be reached by two or more players. The simplest of these only require two buttons to be pressed simultaneously, but some areas ask for careful cooperation. Little Big Planet urges you to play with your friends, but also gives you the possibility to compete against them.

Little Big Planet is one of the best games in the current console generation. Despite its small flaws, it's a whole lot of fun, and it wins you over with its versatility. Media Molecule has promised to support the game even after launch, so there will no doubt be downloadable content in the form of new costumes, items and levels made by professionals. Until the small huge celestial body can be enjoyed while playing amateur levels.

—Jyri Paavilainen

SCORE 10/10

Graphics 10/10 Sound 9/10 Gameplay 8/10 Lasting appeal 10/10

LITTLE BIG GAME

- Level editor, graphic design, freedom of choice
- Occasional control issues

ELECTRIC In the Metropolis setting sackboys must avoid electric objects. It's like a jungle out there...

a tutorial also lands you necessary tools and materials. Even after passing every lesson, you'll spend a fair amount of time before can master the tools. Making simple levels is, well, simple, but understanding the intricacies of the level editor will take a lot of thought. Practice in programming level design doesn't hurt, either.

Little Big Planet's platforming sections make up a very small portion of the game. Media Molecule has managed to create a level editor that gives the player complete freedom over what they're doing. Of course, some things don't change – gravity pulls things down, there's always a sackboy in some form, the game will be 2-dimensional – but in the end the only limiting factor is your imagination.

Even though Little Big Planet is fun on your own, it gets a lot more exciting with a friend. You can drag your friend's sackboy around, punch them in the face, or even help them with things, if that's what floats your boat. If there's a tricky section in the game, you can ask a



FACTS

SHARING IS CARING

You can share your own levels over the Playstation Network, and you can also play and edit other people's creations. During the review period only a handful of people were playing the game, but there were already a number of incredible levels. In addition to some more traditional platforming levels someone had made Little Big Planet versions of Space Invaders, Break-out and even Tetris! It'll be interesting to see what the community comes up with.

LEVEL HEAD

The level editor in all its glory



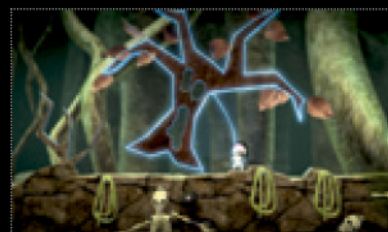
CREATE AND COMBINE

Little Big Planet's level editor turns the player into a game designer. You can choose one of the eight themes or make your own. Here the island theme has been spruced up with a lovely ramen noodle stand.



ATTENTION TO DETAIL

A rolling stone gathers no moss, and a mossy stone won't roll. You can either make the level easier by guiding the player with stickers or try to confuse them. You can even take a picture of your level and apply it on an object to create an optical illusion.



SHAPE YOUR LEVEL

If you don't find the right kind of object from the extensive catalogue, you can make your own to suit your fancy. Any shape and size is possible, and it's extremely easy to copy and paste your created objects.



ENEMIES GALORE

What's a platforming level without enemies? In Little Big Planet, you can make any object into an enemy. You can even give it a brain and determine how it functions. Let your imagination run loose!



ART OR CRIME?

As you're playing through levels, you can also decorate them with stickers. Buildings, scenery – even other sack people can be made prettier with stickers. More stickers can be found from the story mode levels.



Genre ACTION



LOOSING LIMBS

Tactical dismemberment means that you will be cutting off limbs, heads, tentacles as fast as you can in order to receive bonuses such as ammunition and health packs. It takes a lot practise to get hone those surgical skills to perfection.

DEAD SPACE

Engineer Isaac Clarke finds himself fighting to survive aboard the giant USG Ishimura. Henrik holds his hand...

Platform PS3/X360/PC Developer EA REDWOOD SHORES Publisher EA Release OUT NOW Players 1 Tested Version PS3, PAL PEGI 18+

Isaac Clarke has taken the long trip out to the giant space ship USG Ishimura, a "planet cracker" class ship that has not been heard from in days. Isaac is an engineer. His mission is to inspect the communications system and get them up and running again. That is his professional reason for going on the mission. There is also a private one. His sweetheart Laura is a scientist, and she has sent him message he has watched over and over again. Isaac goes head first into



FACTA

PATCHWORK

Dead Space is a patchwork of references from several games and movies. We can to a lesser or greater degree see influences, objects or scenes from Resident Evil, Gears of War, Metroid Prime, Final Fantasy X, Half-Life 2, Aliens and The Thing. But that doesn't mean the game lacks its own distinct identity, and the scenario they have for the future of humanity has been beautifully realised. Something old, something new, something borrowed, something brown, decaying and brought back to life.



HOLOGRAPHIC INVENTORY A very smart move from EA is the make the inventory and communications a hologram that you project in front of Isaac in real-time while the game is still playing. Much more immersive than menu screens.

the mission, and after an all but successful landing on the Ishimura, it becomes apparent that something is awfully wrong aboard the Ishimura. Things have been going on there that the scientist have kept from the rest of the world.

A leg, a claw, a severed head and the bleeding torso of a monster floats quietly through the air amongst boxes, tables and chairs. The room lacks artificial gravity that keeps things in place on the rest of the ship. I have severed limbs and heads off monsters. It's the best way of disposing of them. I have almost become an expert in the field and I have learned that their bodies contain plenty of blood. I have cut off arms, pulled off legs, blown heads up, flambéed tentacles and shattered torsos into tiny little pieces. Dead Space is very violent and extremely bloody. I'm fighting for my survival. I'm on a mission and Isaac is the quiet, silent type who takes his mission very seriously. He is just as talkative as Gordon Freeman, and lets his actions speak.

It is no coincident that I'm bringing up Valve's famed scientist. Like Gordon Isaac is in possession of a gravity gun. Isaac can remove



PANORAMIC VIEWS There are some breathtaking views in Dead Space as you glance out at the space surrounding the giant ship, but Isaac seldom has time to see the beauty around him as he is fully occupied trying to survive.

obstacles, "suck up" explosive containers and shoot them at the Resident Evil-esque freaks that plague the ghostly USG Ishimura. It is also no coincidence that I'm mentioning Resident Evil, because apart from the monster design Isaac can also buy and upgrade his weapons for money he finds along the corridors of the space ship in a similar fashion to that in Capcom's survival horror classic. As many third person action games Dead Space has glanced at Resident Evil 4 when it comes to camera positioning.

But it is not a problem that Dead Space has borrowed ideas and concepts from other titles, as it brings its own ingredients to the table. The future EA has imagined is beautifully visualised. When you check your inventory it is done in real-time as a hologram in front of Isaac. There is no pause in the gameplay, and the atmosphere is not interrupted. You can also read messages, and communicate with your superiors. Another great piece of game design



BLOOD IN ZERO GRAVITY When blood sprays around a zero gravity area, it makes for a macabre and amusing scene. The amount of blood paired with seeing it drip upwards for a monster as you shot it standing on a wall... well, it's just priceless.



ALIENS AND MONSTERS This fellow is an example of what awaits you in other space. Reliable fellow, a bit meaty, but always looking for a hug. Isaac has equipped his "sawblade launcher" that is perfect for cutting up and slicing rotting meat, and there is always a perfect weapon for each enemy type.

is that the information typically placed in a heads up display (HUD) can be seen on Isaac's suit.

Another obvious area of innovation is the tactical dismemberment. Attacking an enemy weakpoint for massive damage may not be new to video games, but the fashion in which EA Redwood Shores have realised it feels fresh and exciting as those Isaac's weaponry. Far removed from the standard pistol, shotgun and sniper gun the weapons in Dead Space have their origin as mining tools. There is the plasma cutter, the pulse rifle, mine, sawblade and flame throwers. There is a weapon for every occasion and every enemy.

Apart from the gravity gun, that you won't be using even half as much as in Half-Life 2, also a stasis function on his weapons that allows you to slow down the movement of the enemies. In other words you can suspend the aggressor in the air and as it slowly moves towards you you can cut off its limbs one by one. The stasis function is also used solve the not so challenging puzzles you encounter as you traverse the ship.

Just as you have been fooled into believing that EA has created a standard space shooter with a few new ideas they literary turn everything around on its head. Rooms were the artificial gravity has been put out of commission sees you walking on walls,



1 FANTASY

EA'S NEW PORTFOLIO

Ever since John Riccitiello returned to EA, and even before that the giant game publisher has been concerned that they are too reliant on licenses and sequels. That is why we see a wave of new original ideas popping up from EA. Dead Space is one example, Army of Two released earlier this year another one and Mirror's Edge from DICE a third. All three developed at EA's own internal studios, and then we haven't even mentioned EA Partners and EA Blueprint – two programmes that will provide EA with some of the best ideas and games from independent developers such as Harmonix, Crytek, Valve, Starbreeze and Amplitude (former Retro Studios talent) in the coming years.

ceilings and floors, you will talk walks through meteor showers, you will shoot down giant space rocks, and there are giant boss fights that break up the pace from time to time. This is definitively necessary as Dead Space is a very linear experience, that also feels a bit repetitive. Each of the twelve chapters takes place in closed off sections of the ship. A tram transports Isaac between the areas, and its not just the tram stations that resemble each other. The basic level design stays the same throughout the game. Every time you reach a new area you get the feeling of déjà vu. A sense that you are going around in a circle. The same creature, the same colors, and the same linear progression of the missions. It is not a fatal flaw, or something that robs you of enjoying the game, but it prevents Dead Space from becoming a true classic. That said Dead Space is another great example of EA trying to move away from relying on licenses and sequels, and that there are plenty of creativity and great ideas.

—Henrik Bach

SCORE 8/10

Graphics 8/10 Sound 7/10 Gameplay 8/10 Lasting appeal 7/10

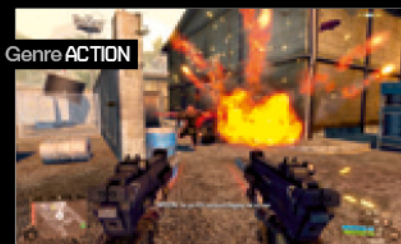
IT'S GOOD TO BE SCARED

- Great atmosphere, interesting vision of the future.
- Long loading times, linear level design.

CRYSIS WARHEAD

From suspense to over the top action

Platform PC Developer CRYTEK Publisher EA
Release OUT NOW Players 1-8 Tested Version GOLD
PEGI 18+



Genre ACTION

The story in Crysis Warhead is told from Psycho's perspective, who without spoiling too much was the only other surviving supersoldier in the first game. With Psycho as the main character Crytek have been given the opportunity to have a very different take on the story, and if the first relied on element of surprise and suspense, this is a full blown action movie that could have starred Sylvester Stallone. Psycho is not as polished as Nomad and prefers to solve his problems with lead and grenades.

The high pace is there from the first scene and only escalates as the games progresses. There are moments of silence, where you can employ stealth tactics, but explosions and destruction is definitively what this game is all about. It seems as if Crytek have neglected the balance found in the original and just filled the game with weapon stashes with rocket launchers, mines, grenades and rifles. This shift of balance also results in more scenes where you are chased, where you are chasing someone or where a giant enemy fills the screen. It feels more scripted and less of a sandbox experience, perhaps not the best solution in terms of lasting appeal. The first play through will provide you with several classic encounters – water cooler moments – that you will want to share with your friends. You can expect about six hours of entertainment from the single player cam-paign in Warhead – a number that has to be weighed against the cost of buying the game.

Thanks to the focus on braindead action this time around the developer has managed to create an entertaining game without any significant drops in quality that is often the result of trying too much. Put the pop corn in the microwave, put on your Stallone face, and enjoy Crysis Warhead for what it is. Pure action.

—Thomas Blichfeldt

SCORE 8/10

Graphics 8/10 Sound 8/10 Gameplay 8/10 Lasting appeal 7/10

MASSIVE ACTION

- Beautiful graphical, lots of action, massive battles.
- Repetitive, somewhat hurried execution.



WARIO LAND: THE SHAKE DIMENSION

Wario's treasure hunt is a shaky experience

Platform **Wii** Developer **GOOD-FEEL** Publisher **NINTENDO** Release **OUT NOW** Players **1**
 Testet Version **PAL** PEGI **7+**

It's easy to be seduced by Wario Land: The Shake Dimension. A two dimensional game with handpainted graphics with that particular Nintendo-charm, worth its own weight in ancient gold coins. But after a few levels it becomes clear that Wario's latest treasure hunt is a rather shallow and, well, shaky creation.

The story contains such elements as a parallell dimension, an evil pirate king, a magical bottomless money pouch and Wario, who as usual is only in it for the money. In every level you have to reach the captured creature Melful, after which a clock starts ticking and you have to run back through the whole level with your collected treasures before the time runs out.

Graphically, The Shake Dimension is irresistible. With its handpainted characters and background, silky smooth animations and varied surroundings, it is incredibly charming and lovely to look at.

Wario has a whole bunch of moves he can perform; he crushes blocks of stone, throws around bad guys, pounces the ground and, just like the title implies, shakes enemies and objects. The shaking is, of course, done with the Wiimote (which is held horizontally in the game) and looks really funny, but quickly becomes boring. 20-year-old Nintendo games are still more exact than this.

The Shake Dimension is sadly rather short and I have trouble finding the motivation to replay all the levels, something that you need to do in order to advance. The resurrection of old platform games probably works better on Nintendo DS or for a cheaper price as WiiWare.

SCORE 6/10

Graphics 8/10 Sound 6/10 Gameplay 6/10 Lasting appeal 8/10

SHALLOW CHARM

■ Charming graphics, easy to play, great retro feel
 ■ Uninspired levels, boring collecting, levels have to be replayed



Genre **PLATFORM**



BROTHERS IN ARMS: HELLS HIGHWAY

The brothers are back

Platform **PC/PS3/X360** Developer **GEARBOX**
 Publisher **UBISOFT** Release **OUT NOW** Players **1-28**
 Testet Version **XBOX 360** (PAL) PEGI **16+**

Genre **ACTION**



In 1944, a group of soldiers, led by you in the role of sergeant Matt Baker, are sent into Holland to finish the second world war. A move that ended up being a historically backlash for the allied troops.

After a year of constant delays Hell's Highway is finally here. Sadly, it's worse than expected and constant bugs and troublesome controls overshadows the qualities that, despite everything, the game actually has.

_Jonas Mäki

SCORE 6/10

Graphics 6/10 Sound 6/10 Gameplay 7/10 Lasting appeal 7/10

SEMI-PALE WARFARE

■ Loads of missions, well-written dialogue, historically correct
 ■ Annoying controls, too many bugs, boring environments

LEGENDARY

It's a monster mash when Pandora's box is opened...

Platform **PC/PS3/XBOX 360** Developer **SPARK** Publisher **ATARI** Release **OUT NOW** Players **1-16** Testet Version **XBOX 360** (PAL) PEGI **16+**



New York. The city than never sleeps looks more like a bombed out entertainment districts from Gdansk. It's all grey, sad, horrible and you are constantly forced down into mindnumbingly boring sewers when all you want to do is get out. It's a bit like Resistance: Fall of Man. But browner. And even more boring.

In Legendary I accidentally pop open Pandora's box and all hell breaks loose. New York is filled with mythological beasts. What follows is a rather uninspired much, even though Legendary does have some better moments.

After a few horrible hours in New York, our protagonist jumps on a plane and flies straight to England where he hopes to find someone who can help him close the box again. But Europe is crawling with monsters as well, so as

the player you have to join a secret society which aims to restore order to the world.

A large part of the resistance you encounter in the game are evil soldiers, members of some sect, that has completely lost all forms of intelligence or will to live. Every time you have to fight these idiots my will and motivation to keep playing drops a bit. Luckily, there are a few lamps on in the dark tunnel.

The enemy flora mostly consists of monsters, who all feel smarter and are better designed than the retarded soldiers. The skies are controlled by large gryphons with the bodies of lions and heads of eagles, while the ground is dominated by werewolves and sharp claws, heavy jaw muscles and the ability to run on walls seem to be the major skills inherited by most of Legendary's enemies.

When it all comes down to it, Legendary is a rather bland action game. In the beginning I thought my final grade would be even lower, but some parts of the game do entertain. In all honesty I actually expected worse from the developers who gave us Turning Point: Fall of Liberty.

_Jesper Karlsson

SCORE 5/10

Graphics 5/10 Sound 4/10 Gameplay 5/10 Lasting appeal 5/10

UNEVEN MONSTER ACTION

■ Cool at certain points, different enemies
 ■ Generally horrible, uneven quality, worthless sound



FACTS

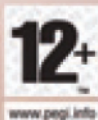
MONSTER MENU

The monsters in Legendary are not limited to werewolves or flying beasts. Deckard also gets to fight soldiers from the sect The Black Order, Narielvels that can become immortal, Minotaurs, spiders and a giant dragon.

AT LAST, THE LINE BETWEEN ANIMATION AND GAMING
TRULY DISAPPEARED!*



* THIS IS AN ACTUAL SCREENSHOT FROM THE GAME



www.naruto-videogames.com



PLAYSTATION 3



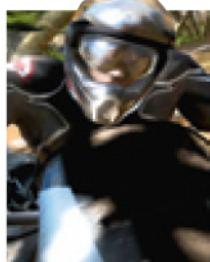
MOTORSTORM: PACIFIC RIFT

Not even a thick foliage can cover up a mediocre racing game

Platform **PS3** Developer **EVOLUTION STUDIOS** Publisher **SONY** Release **NOV 11TH** Players **1-12** Testet version **PAL** PEGI **16+**



Genre **RACING**



FACTS

MONSTER MANIA

Pacific Rift's vehicular offerings include an all-new vehicle type, monster trucks. If you see a smaller vehicle in front of you, you can simply roll over them with this giant truck. Monster trucks can also plow through the foliage on the track, which makes them the vehicle of choice for maniac drivers.

TIPS

PLAY INSTEAD

Pure **PC/PS3/XBOX 360**

Black Rock's wonderful quad racer gives you a relatively short but sweet racing experience.

Playing it safe can sometimes end up being risky, especially if you're trying to replicate a successful concept too soon after the original. Motorstorm: Pacific Rift is a victim of this. Evolution Studios didn't have enough time to renew the basic concept, and the evolution of the sequel is very superficial. In other words, the venue has changed from the desert to the jungle, but real changes are few and far between.

The original Motorstorm was an impressive sample of the power of Sony's new console. The fast-paced action racer gave players' eyes and ears such a beautiful experience that it is even today unsurpassed, and maybe even unmatched, in a racing game. The technical aspect of Pacific Rift raises the already high bar even further. Especially the graphical aspect loosens jaws enough to make you drop your chewing gum time and time again. If your friends aren't convinced of the power of Sony's black monolith, this is the title to do so.

The technical side of things gets iftier on the sound department, however. The vehicles sound like they're powered by electric motors, but at least the music works beautifully. The soundtrack relies mostly on punk rock, which fits the intense action to a t.

Unfortunately the technical side is the only



EASY ON THE EYES Motorstorm: Pacific Rift has stunning graphics, and if anyone still doubted the power of Playstation 3, this game will leave no doubt to whether Sony's console has enough power to produce beautiful-looking games.

solid part of the sequel. The gameplay hasn't evolved much, and especially the controls still have some issues. I didn't feel at home in the original Motorstorm, and I was sorry to see the feel of driving brought to the sequel nearly unchanged. Motorcycles and quads feel way too rickety, while the bigger four-wheeled vehicles understeer drastically. A comfortable middle ground is missing completely, and I couldn't get to grips with the controls even after a decent amount of practice. Compared to the Burnout series, for example, Motorstorm's feel

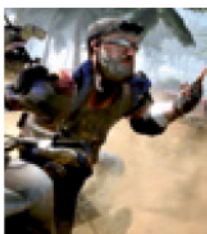
is from a different universe, and although the environments of the two series are completely different, Evolution Studios could've learned a lot from Criterion's car-wrecking series.

The structure of Pacific Rift follows that of its predecessor, but I doubt that anyone expected much of a change. You progress through the career mode by finishing in the top three, which unlocks new races. Rinse and repeat. The tracks are divided into four elements: earth, air, fire and water. For example, fire tracks see you racing near an active volcano,



while air races have long leaps on mountain tops to keep you entertained. The tracks have a lot more variation than in the original Motorstorm, which is expected on a tropical island. The environments affect the way you can use nitrous gas to boost, too. Boosting heats up the engine, and so will driving around in lava. An overheated engine block is an exploded engine block, but driving through water cools you down and gives you more chances of boosting.

While the environments are generally easier on the eyes than Motorstorm's desert levels, the predecessor's different route options were more clearly visible. While the thick foliage pleases you esthetically, it also covers any signs and route markers, and frustration starts to lift its ugly head. Without even a map to guide you through, you find yourself hugging a



FACTS

LEAVE YOUR MARK

The tropical tracks wear while you race, and even the vegetation suffers from excessive use. Unfortunately you can't break every plant, and so you'll find yourself crashing, burning and heading to the end of the line way too often.

WELCOME CHANGE The environments of Motorstorm: Pacific Rift are a welcome change after the desert tracks of the original. However, fast-paced racing turns into grief-inducing losing thanks to the horrible path marking.

tree more often than a Greenpeace activist. When you add speeds that require lightning reflexes to the equation, you end up with a not very user-friendly experience. If you wish to step on the podium and open up new races, you have to know the ins and outs of every track. Finding your way out of labyrinths is best left to lab rats, and even they don't have to do it on a flaming motorcycle!

If you do make a mistake and crash, you end up with a time penalty, which means that you're mostly looking at other competitors' rear bumpers. You simply can't afford to make many mistakes in a single race, or you'll hear the AI drivers chuckling at your incompetence half a lap ahead of you. Pacific Rift's learning curve

starts off steep, and even the early races cause frustration. The difficulty is likely to keep out the more casual players, but who knows, the most passionate of racers might see it as a welcome challenge.

Pacific Rift's biggest weakness is simply the lack of fun. Battling for places on the podium becomes a chore very quickly, and that's not a sign of a good game. The game also lacks soul, just like its predecessor. There's not much to love under the pretty facade.

Motorstorm: Pacific Rift is uncomfortably like a dying relationship: everything looks pretty on the outside, a working framework is there, and you'd love to love it so much, but the other party makes it so very hard.

—Juho Kuorikoski

SCORE 6/10

Graphics 8/10 Sound 7/10 Gameplay 6/10 Lasting appeal 5/10

MOTORSTORM 1.5

- ★ Gorgeous graphics, good music, environments
- Controls, engine sounds, difficulty, pathfinding



THE MORE, THE MERRIER When you're racing with your friends, the computer can't mess with you as much. In addition to split-screen local multiplayer, you can challenge racers around the world in up to 12-player online races.

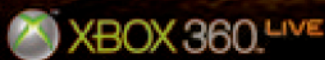
A promotional image for the video game Far Cry 2. It depicts a character in a military-style uniform with a rifle on their back, walking away from the viewer down a dirt path in a savanna environment. The path is littered with several spent shotgun shells. In the background, a military vehicle is partially visible through tall grass. The scene is bathed in the warm, golden light of a sunset or sunrise. The title 'FAR CRY 2' is prominently displayed in the lower half of the image, with the number '2' in a large, stylized red font.

FAR CRY 2

“THE GAME OF THE YEAR”
- PC ZONE

23.10.08

WWW.FARCRYGAME.COM



UBISOFT®

© 2008 UBISOFT ENTERTAINMENT. ALL RIGHTS RESERVED. FAR CRY, UBISOFT AND THE UBISOFT LOGO ARE TRADEMARKS OF UBISOFT ENTERTAINMENT IN THE US AND/OR OTHER COUNTRIES. MICROSOFT, XBOX, XBOX 360, XBOX LIVE, AND THE XBOX LOGOS ARE TRADEMARKS OF THE MICROSOFT GROUP.