

GameOn MAG

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May-2010



Split/Second : Velocity

Is the shiny fast paced action title as fast and furious as it looks?



Sam and Max

Episode 1 - The Devils Playhouse
Will it be as fiendish as it sounds?

STAR WARS

PREVIEW



BlazBlue : Calamity Trigger

Bringing the 2D Traditional Arcade Fighter to the home
Will it be as explosive as the Arcade Coin Guzzler?...



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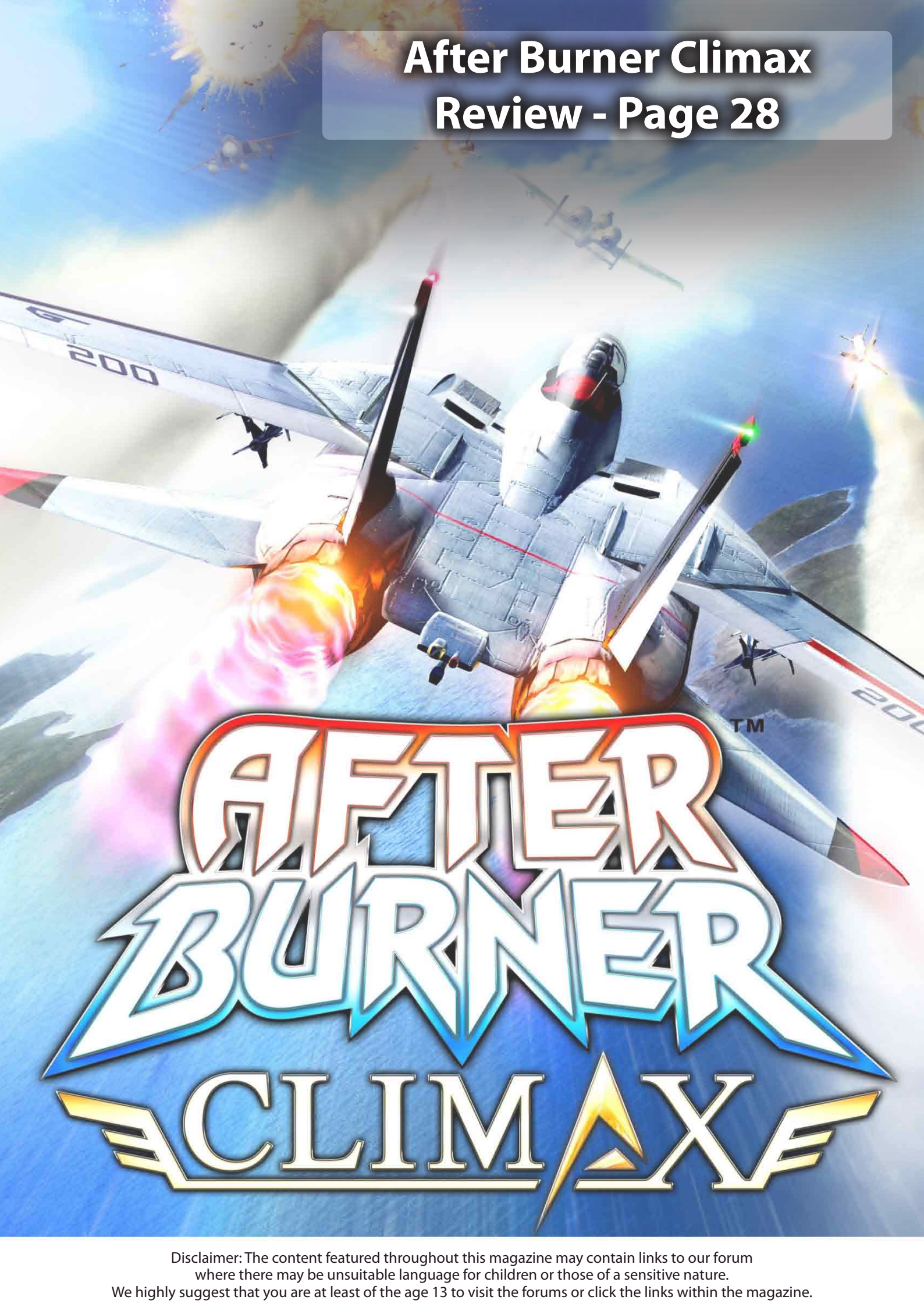
PSP

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AFTER BURNER CLIMAX

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Meet the Team

Project Director
Steve Greenfield
(Rasher)

Chief Editor
Steve Greenfield
(Rasher)

Editor
Heather Cook
(FoxyStoat)

Steven Dawson
(djdawsonuk)

Graphics
Steven Dawson
(djdawsonuk)

Chris Standring
(Ex0dus)

Journalists

Matt Studd
(Beanz)

Sarah Collings
(angelfromabove)

Neil Hetherington
(Wedgeh)

Simon Poulton-Bonds
(Si^)

Jessica Greenfield
(Jessica)

Hello and welcome to another action packed GameOn Mag!

This month we've got some explosive gaming coming at you from button mashers to racers and even hardcore strategy, with a little RPG goodness thrown in for good measure.

With Super Street Fighter IV and BlazBlue: Calamity Trigger on the scene, our reviewers have been mashing those buttons and wiggling the arcade sticks, delivering to you a couple of great beat-em-up roundups you just cannot miss!

Split/Second: Velocity, leads the action arcade racing scene this month, with some epic stuntman action from Disney. Will it all come together and make the perfect take? Who knows, read on and find out what our man had to say.

For the strategist's among you, we have quite a treat, which I'm sure the cover gave away...a huge Starcraft II preview. We take an in-depth look at what Starcraft II has to offer, and see if it captures the legendary feeling and gameplay of the original series.

Also as promised last month, we have the beautiful Final Fantasy 13 review, where our resident RPG lover takes a good look at all it has to offer and puts it through its paces.

All in all it's a busy month with some big titles, and great reading for you all, hope you enjoy reading it as much as we've all loved putting it together!

Happy Gaming.

The Editor.



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Split/Second: Velocity



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Split/Second: Velocity

NEED TO KNOW

- **Publisher** Disney
- **Players** Single/ Multiplayer
- **Released** May, 2010
- **Age Rating** 7+



Reality television is the future, so we're told; and if the ideas cooked up by the creative minds in the film and game industries are anything to go by, these shows look set to get increasingly violent.

Split Second: Velocity builds on the traditional arcade racing dynamic, setting it against the background of a high stakes game show and then liberally stuffing every last orifice with as much explosives as developers Black Rock Studios can lay their grubby little hands on.

Races take place in a variety of urban and industrial landscapes created for the show, with charges set up in key locations, ready to

blow at any second. In order to set off these charges, racers need to build up their Power Play meter by drifting around corners, drafting close behind other racers or launching themselves off jumps. Activating one of the lower level Power Plays will typically trigger a small explosion designed to take out one or two of your opponents, whilst the biggest explosions result in complete changes in the layout of the track.



It's not all as simple as it sounds however; as the title of the game suggests, split second timing can make all the difference between the driver in front of you being side-swiped by the explosion of a formerly stationary vehicle, and your opponent clearing the carnage with mere inches to spare, with you running headlong into the burning wreckage intended for your competitor. The AI is also just as capable of uses Power Plays and it's promised that repeatedly targeting one opponent is likely to result in the AI seeking to exact revenge upon you in suitably explosive fashion.

"As well as the standard racing gameplay, there are a number of other modes that have been promised"

Anyone hoping for destructible scenery on par with the FlatOut series may be a little disappointed; even with the chaos going on around you triggered by the Power Plays, there's little to plow your car (or your opponents) through besides the occasionally fence.

With so much action happening on and adjacent to the track, Black Rock have taken the opportunity to streamline the HUD to the bare minimum - race position, lap number and Power Play meter are displayed directly below the car

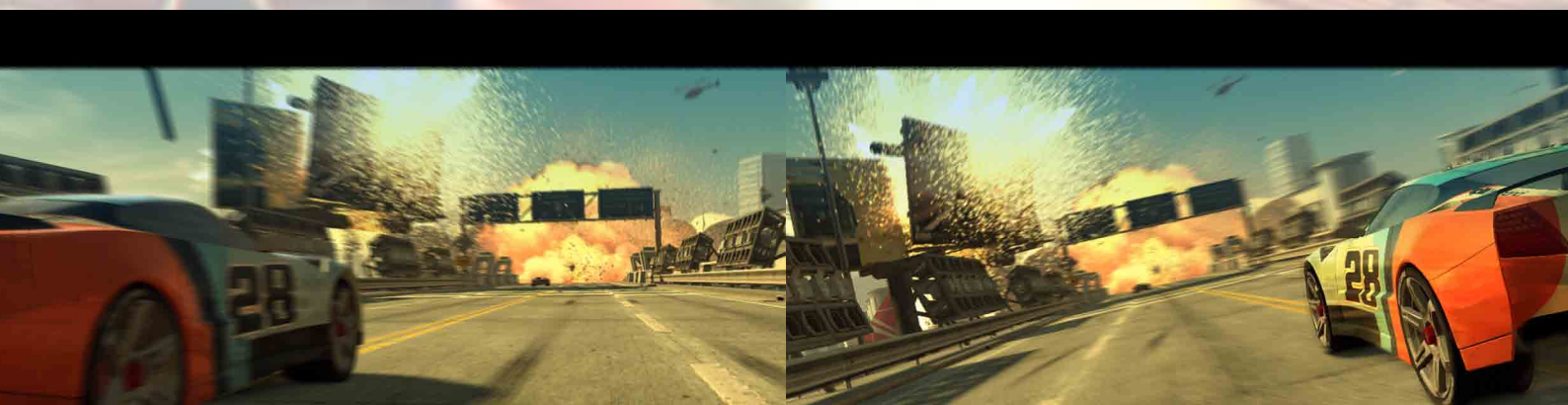


and that's it; no speed, lap time or mini map to be seen anywhere. Despite the potential for the screen to be littered with explosions at any given time, the action remains fast and frantic without so much as a hint of slow down.

As well as the standard racing gameplay, there are a number of other modes that have been promised - one such mode, 'Survival', requires players to overtake a number of lorries against the clock; to make life interesting, the lorries in question have decided to throw barrels at you to slow your progress. All of this action is available both online and offline, with two player split-screen confirmed for consoles or up to eight players online for all platforms.

All of this adds up to an exciting proposition for fans of both racing and over the top explosions. Split Second: Velocity is set to light up Xbox 360, PS3 and PC on 21st May.

Written by **Matt Studd**



PREVIEW

STARCRAFT II BETA

STARCRAFT II

NEED TO KNOW

- **Publisher** Blizzard
- **Players** Single/Multiplayer
- **Released** July, 2010
- **Age Rating** 16+



Ok, you've created what's regarded as one of the finest RTS titles the world of gaming has known. It has taken on a life of it's own, especially so in South Korea where Starcraft is jokingly coined as it's national sport; in which it is taken so seriously that you can watch SC replays on TV 24/7 and even professional gamers are sponsored by the Korean National Air Force. Hell, even recently there has been news that bribes have been taken by players to throw professional matches which are bet upon by the Korean populace, so Starcraft is serious business yo!

So as you can imagine it is quite a monumental task to create a sequel to this beast, however Blizzard aren't exactly a company to shy away from a challenge and have done exactly that. So Ladies and Gentlemen, allow me to take you through the multi-player beta.



Now a few assumptions will be made during the course of this preview:-

- You've heard of Starcraft.
- You know that it has three factions.
- You know how RTS games work.



PREVIEW

STARCRAFT II BETA

Well the Terran, Protoss and Zerg forces are back to wage war against each other, So what can we expect to find within the walls of Starcraft II? Well players can expect a single-player campaign split into the episodes, picking up the storyline where Starcraft: Brood War left us hanging.

A new line of heroes will be introduced to the franchise

"A NEW LINE OF HEROES WILL BE INTRODUCED TO THE FRANCHISE ALONG WITH SOME OF OUR OLD FAVOURITES RETURNING TO THE FRAY."

along with some of our old favourites returning to the fray. Things kick off with Wings of Liberty, the Terran focused campaign in where players assume the role of Jim Raynor. You can also expect a huge on-line presence with Blizzard's Battle.Net system, allowing us free online gaming, leader-boards and a competitive ladder system. Next in the line of the trilogy will see the campaign focus on Kerrigan, Queen of Blades and the Zerg forces with a working title of Heart of the Swarm. Finally to complete the set, Legacy of the Void, again a working title, will see us focusing upon the Protoss faction.

Multi-player wise, players can expect a multitude of game modes, however the beta is limited at the moment to 1v1, 2v2 or 2vAI. Thankfully Blizzard have thought about attracting new players to the game and have created a matchmaking system where you will be paired up with someone of a similar skill level based upon your own performances, however this did not stop me from facing up against some hardcore SC nut that promptly handed my ass to me on a silver platter with a branch of salted twine protruding from the cheeks.

Each race in the game is as different as they come, each requiring a different mindset to play as the forces of each race operate uniquely. So

let us take a look at the Terran forces first.

The Terran are the military outfit of the game, this side rely on their mobility and their ability to build structures anywhere, their heavy armoured units along with their siege tanks can be devastating especially when supported by aerial medivac

transport units. These can heal your troops while in battle along with quickly transporting re-enforcements when needed. However there

is a lot of micromanaging of your units required with the Terran faction which may seem daunting to the new player to get to grips with initially. Defensively, while bunkers provide admirable force repelling capabilities, they do require a lot of man-power and resources which could be diverted to more useful avenues of expansion.



SCREENSHOTS

STARCRAFT II BETA



SCREENSHOTS

STARCRAFT II BETA



PREVIEW

STARCRAFT II BETA

Protoss are the technologically advanced race of the game, relying on regenerative plasma shielding on their units and powerful psionic attacks. Additionally they have the ability to warp around the map in an instant via their warp gate technology, as long as it is within their psionic matrix. Base expansion is also faster than other races with probes having the ability to construct multiple structures at once. However these benefits come at a price, individual structures take a while to build and resource prices are rather high. Additionally they are limited to build within their psionic matrix, so extending this matrix this is key for base expansion.

Finally the Zerg. The Zerg are a race entirely unlike the Terrans or the Protoss. Think of them as the Borg collective of the franchise, except completely biological rather than an amalgamation of biological tissue and technology. Zerg forces have rapidly and selectively evolved into unique killing machines, knowing no fear and absolutely will not stop in satisfying their primal instinct to dominate any other species they may encounter. Everything in the Zerg armoury is biological, through generations of adaptation of the Zerg gene they have a unique ability to replicate units on a phenomenal scale.

Many of you have no doubt heard of the Zerg rush, basically the Zerg player quickly builds a



large force of basic units and utilising a well known Russian Military technique of victory through superior numbers, they overwhelm their opponents as soon as they can in the match. Units can regenerate health while benefiting from a 30% movement speed increase while in creep and can be transported to anywhere on the map via a Nydus Worm. Zerg benefits don't stop there, certain units have the ability to burrow and move underground which is awesome for surprise base attacks. However the Zerg are the weakest of all forces in terms of durability, also their drones are lost in building constructions.

The game itself is looking really nice, with a new 3D engine powering the game it definitely does the sequel justice while retaining the flow and feel from the original title. You still have to start out and gather minerals and Vespene gas in order to build up your resources, and have a stationary-ish base. None of this mobile command centre that C&C 4 showed us. Even in a beta stage, there is so much polish on this game it's unreal. The revamped Battle.Net interface, the in-game interface, the units, the maps, everything just screams out new and shiny, it is really a joy to play. So Starcraft fans of old should not feel disappointed in your new game, Blizzard are doing you a fine service.



Written by **Neil Hetherington**

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SUPER STREET FIGHTER IV

SUPER STREET FIGHTER IV

NEED TO KNOW

- **Publisher** Capcom
- **Players** Single/Multiplayer
- **Released** April, 2010
- **Age Rating** 12+



It hardly seems like it's been a shade over a year since we saw Street Fighter IV hit our shores, yet here we are and with an update to the King of fighting games. Now this sort of story seems oddly familiar, Left 4 Dead was released in Nov 2008 and as soon as the community caught wind that a fully blown sequel was due to be released 12 months later, well a group of gamers took that news badly, it's as if Valve had entered their houses on Christmas Day and urinated on their presents. Boycotts were announced and everything was turbulent.



Now when Capcom announced Super Street Fighter IV, we did not see the whole boycott thing as a sequel was due the following year, the community seemed to accept the announcement and looked forward to the seminal work from the maestro's of fighting.

The first question that entered our minds was, why is this not just a DLC update? Well Super Street Fighter IV producer Yoshinori Ono assured us that the changes being made were so substantial that it would not be feasible to release as downloadable



content, and required a standalone release while additionally confirming that this would be the one and only incremental release with the Street Fighter IV name. So what's on offer that warrants a standalone release, and in some places commanding a full release price tag?

To start off, the roster of fighters have been bolstered from 25 up to a whopping 35, with old favourites from other Street Fighter games making an appearance along with two brand new faces to get to grips with. So you may look forward to reuniting with the likes of Adon,



REVIEW

SUPER STREET FIGHTER IV



Dudley, Ibuki, Makoto, DeeJay and T-Hawk, while making introductions with newcomers Juri and the ever so weird, yet tremendously oily, Hakan.

Capcom have also listened to the community in regards to removing that god awful J-pop intro music, so no longer will your ears ring with that infectious "Indestructible, I won't let nobody take me down.

Indestructible, nothings gonna stop me now. Indestructible, gonna make it gonna keep on coming. Indestructible, The last man standing."

So what else can you expect inside the game apart from new people to play with and no ear raping cheesy music. Well the classic bonus stages are back in arcade mode, you can now happily smash barrels and break cars in a reprieve

between stages, however the majority of users will see arcade mode as a mere distraction to where the action really lies in these games.

Multiplayer is where the game has had the biggest overhaul. Player match been removed, balance issues have been addressed, the lobby system has had an overhaul and is more stable, Team

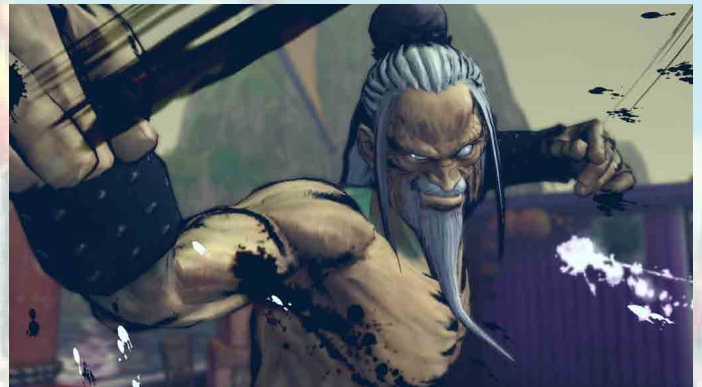
Battle and Endless Battle are introduced where up to eight players are able to battle it out. Finally, a Replay Mode has been brought

into the game in where you're able to watch live matches on your console as well as uploaded replays. This can be a great tool for watching fights, learning techniques which you were unaware that your character was capable of before going off to practice them in the training mode.

"A HUGE AMOUNT OF ENJOYMENT WHILE BEATING SEVEN SHADES OF LIQUID EXCREMENT OUT OF OUR OPPONENTS."

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SUPER STREET FIGHTER IV



Endless mode allows upto eight players into the same lobby, two fighters start battling it out while the rest of the lobby watch the game live and just like arcade hall rules, the winner stays on to fight the next challenger. However this is easier said than done online as it seems that when someone loses they just leave the lobby and this mode quickly empties out, which is a real shame as it's a good mode for practising against a number of opponents, so unless you have seven

friends to play with then you may find it difficult to find a consistently full lobby.

Team Battle is again for upto eight players but you'll randomly get placed in either team red or blue, so when the lobby is full you'll be fighting 4v4, but you can face off 2v2 or 3v3. However you're in the hands of the internet rage quitters which tend to run off after a defeat rather than staying on to try again. Also we've experienced battles in where the lobby is full but the player who goes first is that good that he decimates the opposing team leaving three people watching four matches without them even able to fight so it can be frustrating.

It does seem that even despite Capcom's myriad of changes, online play simply still does not cut the mustard, rage quitters, ultra skilled 12 year old kids swearing at you and the bane of any online gamer lag all spoils the experience of the game. Things happen online that simply would not be possible offline, combo's being interrupted by a flow charted shoryuken, mixed up priorities on hits caused by the lag in-game, frame rates drop when the lag is really bad in a poor attempt to



REVIEW

SUPER STREET FIGHTER IV



compensate for someone on a crappy connection, it all boils into a seething pot of frustration.

It's not all bad news though, when you do get the good bouts then the game is just magical, just like its predecessors, getting that combo out which juggles or links into a super/ultra is just so satisfying, not to mention glorious to watch. There is just that something special which Capcom have captured even since the days of Street Fighter II



that no other fighting game can emulate, nothing else has been able to capture the excitement in people like this colossal franchise has done. Even with the issues the game has, something keeps drawing us back time after time too go toe to toe with each other, giving us a huge amount of enjoyment while beating seven shades of liquid excrement out of our opponents.

Whether you're a Street Fighter veteran or a complete newcomer, then Super Street Fighter IV is an essential purchase for any fighting fan as to be totally honest, Capcom are the Emperor of the fighting genre and should be something experienced by everyone.

Written by **Neil Hetherington**

playability	★★★★★★★★★☆☆
longevity	★★★★★★★★★☆☆
graphics	★★★★★★★★★☆☆
sound	★★★★★★★★★☆☆
overall	

8/10

BATTLEFIELD: BAD COMPANY 2

BATTLEFIELD: BAD COMPANY 2

NEED TO KNOW

- **Publisher** Electronic Arts
- **Players** Single/Multiplayer
- **Released** March, 2010
- **Age Rating** 16+



When I saw the new trailer for Bad Company 2, I really did fall in love with it. DICE seemed to have really found a point with fast and fluid gameplay in the multiplayer aspect of the game with a good mix of vehicles and unique style of maps, that provide a challenge and makes you want to do one more round.

However we have seen this before with a lot of big hitting FPS games which have been released across the platform range. The multiplayer has been brilliant but the single player has been lacking. So how does Bad Company 2's Single player hold up?

Good, well I suppose using one word for this may sound a little vague but it is a enjoyable 10 hours of single player fun. There are a few issues with the way point system which I will explain later, but on the whole the single player is enjoyable to play. There are a lot of set pieces which really raise the drama. For example, early at the beginning of one of the first levels, I remember crouching in a building which is slowly being taken apart by a enemy tank while having to sit and wait for a minute while air support is called to come and help. It was probably one of the longest minutes I've sat

in a game trying to make sure I am not getting shot by advancing enemies and making sure I am not in the sights of the tank that is pinning us down, and this is exactly what you will be doing a lot of in this game. A lot of the set-pieces require you and your squad to slowly take down enemies being dug in or you having to hold and wait for backup to arrive.

Some people may feel that this moving from one set-piece to another may get boring but the there always seems to be a underdog status linked to your team; you are always outnumbered and



REVIEW

BATTLEFIELD: BAD COMPANY 2



out-gunned, which gives you a feeling of making the impossible possible. There has been issues which means your team will be stuck to a certain area until you yourself have triggered the checkpoint which can be annoying if you are trying to play as a sniper.

The Single player also has some great on rails moments as well as you are tearing around in a truck having to keep enemies off you as you are trying to get to the next check point. Also as a sniper picking off targets using the lighting and thunder to take out enemies.

With the single player, like I've said, taking you probably only 10 hours at the most, you will be soon having a look at the multiplayer. Just to close on the single player, the campaign was enjoyable and

i must say that it was probably one of best FPS single player campaigns i have played recently.



The multiplayer of the game seems to have taken the strength of the original game and taken it a little further and refined it. Like in all of the Battlefield games, a player can choose from a set of weapons kits before each spawn, Instead of the Five which were available in Bad Company they have now reduced it to four - being Assault, Engineer, Recon and Medic, with the original Specialist and Demolition kits now being put together in the Engineer Class.

A new feature to the Bad Company series is the fact that there are now experience points which a player can gain allowing them to unlock different weapons and gadgets, some of course may be only available to certain classes and some that are available to any. There is also unlockable items which can be used to modify and customised firearms such as different sights

BATTLEFIELD: BAD COMPANY 2

and grenade launchers. You can also customise their soldiers to have different types of armour and combat gear to allow for different setups. There are your normal modes of multiplayer events such as Squad Deathmatch which is a straight fight to 50 kills. You also have Battlefield's traditional

around attacking or defending control points. The multiplayer is great and is as good as it has ever been, even surpassing Call of Duty: Modern Warfare 2 in the multiplayer department. My only issues with the multiplayer is the fact that regular players will not be able to setup servers

"THE MULTIPLAYER OF THE GAME SEEMS TO HAVE TAKEN THE STRENGTH OF THE ORIGINAL GAME AND TAKEN IT A LITTLE FURTHER AND REFINED IT."

Domination-type which is called Conquest; as long as you hold more than 50% of the flags the enemies tickets will slowly fall and any deaths will remove one ticket from the team. Also more Vehicles are unlocked as control points are held. Even though there isn't really a lot of different modes to play with, there is enough of a selection to keep you busy while a lot of them do centre

themselves and will have to pay a company to set them up a server rather host them on their own.

Then we have two variations of the Rush game-mode, first being accessible by the game's full server capacity of 32 players. In Rush is an attack/defend scenario with the objective to take down two sat-com uplinks, once these two uplinks



REVIEW

BATTLEFIELD: BAD COMPANY 2



have been destroyed, the defenders must fall back to their second defence line, once this has dropped the defence have to fall back to their third and final line in order to repel the attackers or die trying. Finally Squad Rush is essentially a cut down version of this where it pits one

squad of four against another squad to perform the same objective which is quite intense.

Bad Company 2 has grown from Bad Company which itself was a great game in the first place; the sequel updates a lot of different areas of the game play. While the key feature is the buildings that can be blown up or destroyed, which does add to the fun whether in single player or in multiplayer. The single player is in fact solid and is well worth the time going through with a great storyline and some great set-pieces to really have fun with. The multiplayer is good, however I hope that a few more modes will be added later on down the line just to keep the multiplayer varied.

Written by **Simon Poulton-Bonds**

playability ★★★★★★
longevity ★★★★★★
graphics ★★★★★★
sound ★★★★★★
overall ★★★★★★

9/10



SAM AND MAX: THE DEVILS PLAYHOUSE - EP 1

SAM AND MAX: THE DEVILS PLAYHOUSE - EPISODE 1: THE PENAL ZONE

NEED TO KNOW

- **Publisher** Telltale Games
- **Players** Single Player
- **Released** April, 2010
- **Age Rating** N/A



If you haven't played any of the Sam and Max Series then you have missed a treat. With the rebirth of the franchise after the axed LucasArts game TellTale have been from going strength to strength with this series, but now we are on our third Season and are the jokes getting too stale? Is the gameplay becoming bland? So lets dive into The Penal (snigger) Zone and find out what lies in store.

As with all these games (if you haven't read any of my previous work) I will try and keep these as spoiler free as possible, as like you I hate reading the storyline before playing it. These reviews will just be my thoughts and feelings about the episode and how I feel the season is progressing as a whole.



The game itself has an unusual twist that is different to many point-and-click games as the tutorial is actually the end part of the game. The control system feels like it has been updated, but the fact you still can't click-to-move is annoying. The rest of the controls feel the same apart from the new Max part of

the game which I will get to in a bit. While the storyline will seem disjointed at first don't worry, as in all good games, the blanks will be filled in. After you have completed the tutorial you will be whisked back to the beginning of the game and start from there. One of the newest features in this game is the fact that Max now has physic



abilities to use throughout the game and these range from seeing into the future, to being able to teleport to certain phone locations which you can collect numbers for throughout the game.



SAM AND MAX: THE DEVILS PLAYHOUSE - EP 1



Even though during the tutorial you get up to four of the powers to use throughout this section, you will notice throughout the game you will only have two of the powers to use. Hopefully more will be added as the episodes progress but I did feel cheated at not being able to get the powers which were featured in the tutorial.

To control Max you basically get a first person view of what Max can see and again the controls could be improved upon as I felt I had to resort to using my keyboard for most of the Max sections as my mouse would whip the screen around making it difficult to focus.



The storyline itself is well written and there is a lot of information in this first part which again I am sure will be built upon as the series progresses. If you have been playing any of the seasons you will not feel out of place as there isn't a lot of cross over jokes from the older series. The characters are all introduced once again in a very "Borderlands" sort of way with a snapshot being taken and random facts of the character being displayed.

SCREENSHOTS

SAM AND MAX: THE DEVILS PLAYHOUSE - EP 1



SAM AND MAX: THE DEVILS PLAYHOUSE - EP 1



some of the previous seasons, as well as some of the latest games by TellTale even on a 1080 screen everything looks smooth crisp. I just hope that there isn't going to be too many recurring NPCs as in the previous titles, like the Tales of Monkey Island. It is actually amazing to see how well this game has come on since the first season which I played a long while ago.

These can be accessed at anytime using Sam's notebook which also contains case notes telling you whereabouts in the story you are if you can't remember where you were up to.

The puzzles are basic in this episode. I feel that they are made even easier due to the fact that you can use Max's ability to see into future to give you hints if you are stuck. On the whole, the game took me roughly four hours to complete but I was exploring every avenue and leaving no stone unturned. Most of the puzzles are solved by just using a variety of items or once again using one of Max's special abilities to give you the solution. I hope that there will be more puzzles involving more complex solutions to appeal to the more hardcore fans. The great thing about these games though is there is no "Game Over" no matter what you try for a solution so don't be afraid to think outside the box and surprisingly that normally works.

The voice acting is important and now being on the third season it feels that most of the regular characters are settled into their roles well. Everything feels fluid, the acting is spot on and the noticeable Sam and Max humour is back, as are the witty one-liners from Max. While these won't leave you rolling on the floor with laughter they did make me giggle to myself as I was playing the game. The graphics themselves feel more polished then



Overall this episode gives Season Three the boost that this current franchise needs and I must say I will recommend this to anyone who is just getting into adventures games. While there is much more to be explored, I couldn't have asked for a better start to the season, I just wish I didn't have to wait a whole month for my next fix.

playability	★★★★★★★★★
longevity	★★★★★★★★★
graphics	★★★★★★★★★
sound	★★★★★★★★★
overall	★★★★★★★★★

9/10

THE SCOURGE PROJECT

NEED TO KNOW

- **Publisher** BitBox Games
- **Players** Single/Multiplayer
- **Released** April, 2010
- **Age Rating** N/A



The Scourge Project is a four player co-operative third person shooter from Tragnarion Studios. A relative newcomer to the industry, founded in late 2003 and based in sunny Mallorca with only nine members, they have rapidly grown in size by obtaining developers, programmers and artists from Sega, Ubisoft and Eidos so they are not short on talent by any means. The game is utilising Epic's Unreal Engine 3 in an attempt to deliver a true co-op driven story to the players, which means even in single-player, all four of the games protagonists will be present with AI driving the empty seats.

A bundle of Episodes One and Two is what is currently available to players on Steam at a rather attractive price of £12.99/\$19.99/€14.99, so straight from the get go it's appealing to players on a budget. I mean a four player co-op storyline with around 5-10 hours of gameplay (depending on the skill, or lack thereof, of your co-op partners), with multi-player too for a bargain price, what's not to like so far?

The story goes something like this. You're part of Echo Squad, a band of mercenaries hired by the Tarn Initiative to disrupt the operations of the power thirsty Nogari Corporation. In these first two episodes you have two main objectives, rescue Tarn's double agent Dr. Reisbeck and to recover a meteorite fragment that the Nogari Corporation used to develop Ambrosia, a strange new power source which has taken complete control of the worlds' economy.

En route to your infiltration point, you're sabotaged by Alpha Squad, who were supposed to be your escort to the mission, forcing you to crash land on Nogari Island, now only with the aid of your team will you be able to accomplish your mission.

Each of the four protagonists, Stonewall, Amp, Shade and Mass, are playable characters, each with their own unique cinematics explaining parts of their back story with flashes of a possible fate for the squad. Each character also has their own



REVIEW

THE SCOURGE PROJECT



special ability which uses Ambrosia, in addition to this skill every character may project a shield which depletes your Ambrosia Custard meter. Apart from the cut-scenes and special ability, there are no other positives or negatives in picking one of the protagonists, you aren't limited to what weapons you can use or anything class based so it's really down to your own personal preference on whom you wish to play, but there will be fights over who has to be forced to play as Mass, I mean who would willingly pick a ginger Scotsman?

Now I know what you're probably thinking about now. Third Person Shooter? Cover system? It's just a poor Gears of War copy! Well you would be wrong and it's an unnecessary comparison, too many people inevitably compare X game to Y game because Z similarity and then X game gets a slating because of it rather than

being viewed upon it's own merits or problems. So let's delve deeper into the game itself.

The controls are your standard FPS affair, 'W.S.A.D' for movement mouse to aim and shoot, job done so the vast majority of FPS gamers will be able to pick this up very quickly, however we experienced very high sensitivity while aiming, even with the in-game slider down to minimum and our own mice settings on low the game still felt very twitchy in terms of visual movement and can take a couple of attempts to adjust to it.

Once used to the 'twitchyness' of the sensitivity the movements feel smooth and natural, taking cover is as easy as one button and from that cover you can either blind fire your weapon or risk getting hit by peeking out to aim. The weaponry is pretty much your standard affair ranging



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THE SCOURGE PROJECT

from a sidearm to a form of rocket launcher, so while the selection is only nine weapons it is enough to do the job amicably. Additionally the weapons dropped by the Nogari forces have the chance to have modifications attached which are highlighted in orange as you run over them so you may find a shotgun with a laser sight or an assault rifle with red dot scope and under-barrel grenade launcher. These extra drops appear to be randomly generated so you're never sure of what you'll get your hands on.

Visually the game is above average, but the engine has not been pushed to its limits at all, while things do look nice, at times you will feel like it could have done with that extra level of eye candy put into the game. However for a relatively new developer and the price point of the game I can understand why the game looks as it does. We all know that it's the gameplay that counts rather than how shiny it looks. The voice acting is above par, well it couldn't be any worse than Just Cause 2, and the sounds overall in the

game are pretty solid so no complaints there. The game is a hoot when you are playing with three friends, with the hard difficulty providing a nice challenge making sure you don't rush through the content in five minutes flat, so I would recommend playing on the highest difficulty the game offers to get the best experience.

Multi-player wise, you'll get a choice of four game modes. Deathmatch, Team Deathmatch, Capture the Flag and Frontiers. The first three I'm sure you'll know the basics of them, where Frontiers mode is essentially a capture and hold game mode akin to the Control Point maps of Team Fortress 2. The game supports 16 players in total however there are no apparent dedicated servers, instead the game has adopted a player hosted lobby system which is a worrying trend these days as you can never be sure of a lag free or stable game, I've always been a fan of dedicated servers as I know the game won't be disrupted if someone rage quits a match, yet if that rage quitter is the host, it's game over man... game over!



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THE SCOURGE PROJECT

All of the modes pit the Tarn Initiative against the Nogari Corporation, and each side has four player models to choose from which is not a great deal of choice. It's not so bad playing as the Nogari as everyone is in a uniform but when your choice as the Tarn are basically the games four protagonists, it's just weird seeing multiple players using the Amp model on your team. However this is a moot point as multi-player is bloody good fun.



Now the game does have a few glaring issues which we encountered during our time playing The Scourge Project. The AI is pretty rudimentary and on multiple occasions the enemy AI have completely ignored us as it ran a path to it's next cover location, even if that meant running past all four of us. The teammate AI will just blindly try to revive you even if that means getting shot in the face endangering the mission as if just one person dies then you'll have to restart the chapter. We've seen clipping issues where player models are appearing to hold a weapon that's different to the one equipped, player models disappearing into a mechanical crane arm as we're stood upon a container awaiting to be moved so we can progress in the level.

We've even had occasions where we are all trapped in a room as the game has not loaded the next scripted event which opens the door in front of us, forcing the host to restart from the last checkpoint, or even worse, restart the chapter.

It does feel like the game could have used a little extra play testing however as I stated before, I can overlook the issues as this is their first game on the PC and I'm sure we can give indie developers more slack than their mainstream counterparts as we all have to start somewhere. Even with the current issues the game is still a damn fine purchase at the cheap price point of £12.99/\$19.99/€14.99 and definitely one for the Steam collection, especially when you bug your friends to do the same for co-op shenanigans.

Written by **Neil Hetherington**

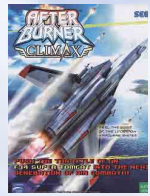
playability ★★★★★★
longevity ★★★★★★
graphics ★★★★★★
sound ★★★★★★
overall ★★★★★★

8.5/10

AFTER BURNER: CLIMAX

NEED TO KNOW

- ▶ **Publisher** Sega
- ▶ **Players** Single Player
- ▶ **Released** April, 2010
- ▶ **Age Rating** 10+



The game itself plays brilliant so good in fact that last night i decided to have a quick play on this game. After a few games i realised that 4 hours had gone by and the 'ball and chain' wasn't very happy indeed. It's not that I cant keep track of time (well that might be this issue) but the fact that this game is just fantastic to play and I am having problems putting the game down.

The graphics have had a massive overhaul, obviously from the previous versions and even with a fairly busy screen i cannot see any slow down whats so ever. Everything looks fantastic and keeps the feel of speed and you are racing through canyons or even over cities. The enemies will come thick and fast as well as from pretty much every direction. The controls are pretty simple move the joystick to move around. The game really doesn't give you have much movement just turning left right up and down, which is really just dodge missiles or to get out the way of sharp pointy rock faces. If you quickly flick the joystick left or right you will then do a roll which will get you out of the more difficult spots that the game will put you in later in your progression. However this isn't a problem, the on rails type shooting allows you to learn the levels and keeps the game play fast and effective, while the rest of the controls are pretty simple you get a button to shoot missiles, a button to shoot a machine gun, finally a Climax button which will allow the game to slow down for a second and your aiming cursor to go bigger allowing you to

For those of you that haven't played the original After Burner then you missed out on a treat. It was released in the late 80s and like all good games it originated in the coin swallowing arcades before being ported to the home console market. Being released on pretty much every console going After Burner was a great game and the sequels that followed were also awesome. However its been a while and the game that once was great is now just a faded memory in classic gamers minds. So Sega being Sega they have decided to release a new version of this game which was originally released in the Arcade in 2006 and re-ignites the passions of home console owners once again, this time for the PlayStation network and Xbox Live.



The best thing about this game is the "one more go" factor. Its something that I'm pretty sure all gamers have had this experience before, but if you haven't its the feeling of when you have completed a level or even a map, there is something about the game that just makes you want to keep playing.

REVIEW

AFTER BURNER: CLIMAX

lock on to more enemies during this period.

The storyline is revolved around an enemy force which is planning on invading your country so we do what we do best and go and attack them before they get chance. Over the course of the arcade storyline you get to choose on some occasions on

"THE BEST THING ABOUT THIS GAME IS THE "ONE MORE GO" FACTOR."



where you want to go next which doesn't effect the story line that much and the out come seems to be based on how well you have done over the course of the game to which ending you will get.

As well as completing the game you also get a certain number of challenges that once completed allow different modes and unlocks to use within the game. These will either make the game more difficult or just more fun to play. Example of these are ones that made your cursor the same size as it is when your in climax mode as well as also making your jet super fast or super slow. While most of these are just added perks that make the game more fun to re run through. There are a few which will get the hardcore fans going that ramps up the difficulty and makes the game even more challenging.

The Controls can be customised for you to utilise

you favourite setup, which is a good idea as most people will want the controls a certain way which is needed in this game as there is no time not to know what your control system is as most enemies can really put the hurt on you if you mess

up. On the main Arcade mode which is the basic storyline mode for the game allows you to pick between three types of jets. As far as I know as of writing this there isn't any

difference between all of the jets apart from the fact that they look different and they have their own different paint styles which you can use just to make your plane look even more cooler. The next thing I must say is that the music is kick ass and even better when you select the music from After Burner 2 if you fancy some retro action.

The Graphics are fantastic and the soundtrack is pumping, however the controls are little clunky but still work well once you have got to grips with them. I can honestly say this is the most fun I have had in years and for the price (Xbox 360 - 800 Microsoft Points or Playstation Network - £7.99/€9.99) it would be rude not to pick it up. The game will keep you going long after the latest stellar breathtaking game is over and done with and to be honest you cant beat a remade classic. Though I have to admit, every time I play this game, I get the odd craving to watch the volleyball scene from Top Gun!

Written by **Simon Poulton-Bonds**

playability	★★★★★★★★★
longevity	★★★★★★★★★
graphics	★★★★★★★★★
sound	★★★★★★★★★
overall	

9/10

SCREENSHOTS

AFTER BURNER: CLIMAX



SCREENSHOTS

AFTER BURNER: CLIMAX



BLAZBLUE: CALAMITY TRIGGER

BLAZBLUE: CALAMITY TRIGGER

NEED TO KNOW

- ▶ **Publisher** pQube & Zen United
- ▶ **Players** Single/Multiplayer
- ▶ **Released** April, 2010
- ▶ **Age Rating** 12+



If you like your fighters completely nuts with some pretty nonsensical storylines, faced paced action, gorgeous graphics and smooth gameplay then this may well be the game you've been waiting for.

BlazBlue is the newest offering from Arc System Works, a name some of you may recognise from their other, highly popular 2D fighting series Guilty Gear.

BlazBlue: Calamity Trigger is set in the city of Kagutsuchi, a city watched over by The Librarium, a body which governs the use of the magic technology hybrid Armagus. The city is on high alert as wanted criminal, Ragna the Bloodedge, enters. He is intent on destroying The Librarium for his own reasons. This is where the overall story comes to a halt and the individual characters' stories take over. I couldn't even begin to go into more depth about the story then I already have done, it's a very confusing and perplexing one which only gets explained further in a pretty random cartoon that unlocks itself in parts as you complete each character's story.

Once you have selected your character from the 11 strong line up its time to get into the action. This is delivered to you in a variety of different modes: there's the story mode which as already described takes you through each characters storyline and also online play which 6 of you can duke it out 2 at a time until only the winner is emerged. This is great for some immediate action when you don't fancy wandering through the story. There's also a practice mode which is very useful for getting a grip on a characters abilities and style.

To progress in the game, though, you need to get your teeth into the story mode. The campaign can be whipped through relatively easily, there's generally only five fights with a bit of story per character, although in an interesting twist, each character has a couple of different paths to go down dependant on what options you choose during the duration of the story. Some characters, for example, have two endings. In one instance one of the characters dies and the story ends with only a 49% completion, meaning there's another 51% for you to complete by taking a different route.



BLAZBLUE: CALAMITY TRIGGER

Lets move away from the background of this game and onto what you really here to read about, the action! If I had to summarise it in one word, I think 'Wow' would be it. Everything is so smooth and free flowing, amazingly designed characters

"IF FIGHTING GAMES ARE YOUR CUP OF TEA THEN BLAZBLUE: CALAMITY TRIGGER IS DEFINITELY ONE YOU SHOULD TRY"

dash around the gorgeous 3D backgrounds slicing and clawing their way to victory leaving a trail of lights and special effects behind them. This truly is a gorgeous game, everything is so well designed, the backdrops are unbelievably detailed and the character designs are beautiful.

Controls are simple to master: D-Pad or Stick to move about and buttons to punch, kick, hit with your weapons and pull off special moves. Combat is focused mostly on linking attacks together, using a healthy mix of jumps, dashes and, of course, the all-important combos will have your opponent recoiling and unable to fight back. Let up your assault even slightly, however, and they will be more than happy to return the favour against you.

Along with your usual array of combo attacks which are created by linking together certain attacks or just good old button bashing, you have other abilities such as Barrier Burst.

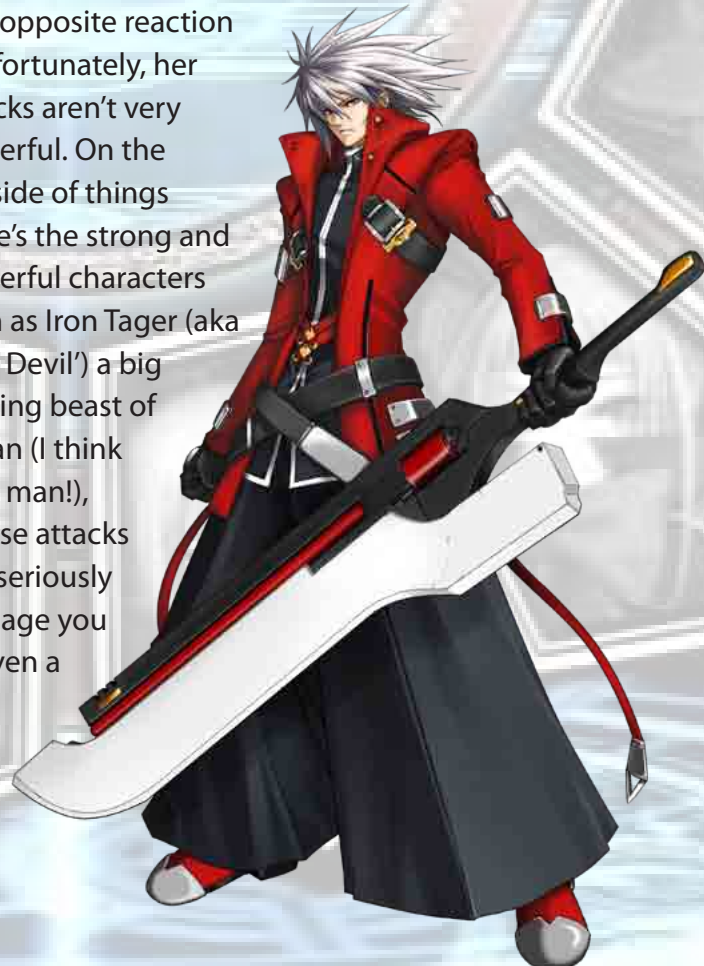


This enables you, if deployed at the right time, to escape a particularly nasty special attack your opponent is sending your direction. "Great!" You would think, but it comes at a price. Afterwards, you have considerably lowered defence, so a

badly timed block can very easily turn the tide of battle against you. Other features include normal blocking and a useful counter system that throws your opponent away from you, giving you a chance to regroup and launch your next attack. This adds a kind of

strategic element to the gameplay, one wrong move and its all over but then again get it right and its a one way ticket to Victoryville for you!

Each character has their own unique fighting style, some are quick and nimble like part cat part human woman Taokaka - she bounds around the screen quick as anything whilst furiously slashing away but for every action there a equal and opposite reaction - unfortunately, her attacks aren't very powerful. On the flip side of things there's the strong and powerful characters such as Iron Tager (aka 'Red Devil') a big hulking beast of a man (I think it's a man!), whose attacks can seriously damage you if given a



BLAZBLUE: CALAMITY TRIGGER



chance - although, of course, he is incredibly slow to move. Also on the character roster, there's some pretty unusual fighters: Rachel, for example; a vampire princess who is armed with a umbrella which can talk and a stuffed Devil toy, which can walk, talk and punch you in the face. It takes a little getting used to but it's very fun to pull off combos and attacks with a umbrella and a stuffed toy! Another one of the more unconventional fighters is Arakune. His constant search for power has consumed him and reduced him to what I can only describe as a 'floaty ghost like' presence. He is different in the sense that he can warp in and around the battles and seems to almost control time with some of his attacks. He can be very difficult to master but rewarding when you get it right.

No matter what character you choose, one thing is always constant, you are always having fun. The individual characters, solid gameplay and ease of it all makes it very easy to end up playing for quite long stints even when your only intending on a few fights. The game leaves you wanting more and more. When you've beaten the game's



BLAZBLUE: CALAMITY TRIGGER

stories and unlocked the aforementioned random story telling cartoons - including cutesy animated cartoons with Miss Boobie Lady (yes, you did read that right) who teaches you about the game's story, there's a whole world of fun to be had on the online mode. As you progress, you gain stats online which are freely displayed to whoever comes to take you on, whilst it's nice to know what other's win/lose rates are it can be slightly intimidating when you are first starting out to see someone with a large win statistic. Some people may find the openness to be a good thing but it may put off those who are used to ability matching systems in games such as Street Fighter IV where you fight against somebody in your own ability bracket. If you have had a particularly good fight you can save a video of the fight to keep and watch whenever you please in the gallery system in the main game, along with a compendium of the games cutscenes and character endings.



If fighting games are your cup of tea then BlazBlue: Calamity Trigger is definitely one you should try, especially if you enjoyed the Guilty Gear series. The story may be a little more complex and harder to understand than other games of the same genre out there but even if you pay no attention to that whatsoever, you are still left with an absolute gem of a game. It's so quick and easy to play but offers a surprising amount of depth for those who like to pick a character and master it. Combine this with the amazing visuals and good soundtrack that runs alongside and you've got a game that will keep you entertained for a long time. My only concern is that it may go under the radar due to the recent release of Super Street Fighter IV, which would be a shame since any fan of the Beat-'em-Up genre will find just as much here to compete with Capcom's heavy-hitter.

Written by **Sarah Collings**



playability	★★★★★★★★★★
longevity	★★★★★★★★★
graphics	★★★★★★★★★
sound	★★★★★★★★★
overall	★★★★★★★★★

9.5/10

FINAL FANTASY XIII

NEED TO KNOW

- ▶ **Publisher** Square Enix
- ▶ **Players** Single Player
- ▶ **Released** March, 2010
- ▶ **Age Rating** 16+



This game has been a long time coming. I am a huge fan of the Final Fantasy series and ever since I saw the first shots of this new game I have been desperate for it to be released. I didn't know what to expect as its predecessor Final Fantasy XII was a huge flop in my opinion. I've been hoping and praying that this game would be nothing like XII. It appears my prayers have been answered! Read on to find out why that is.

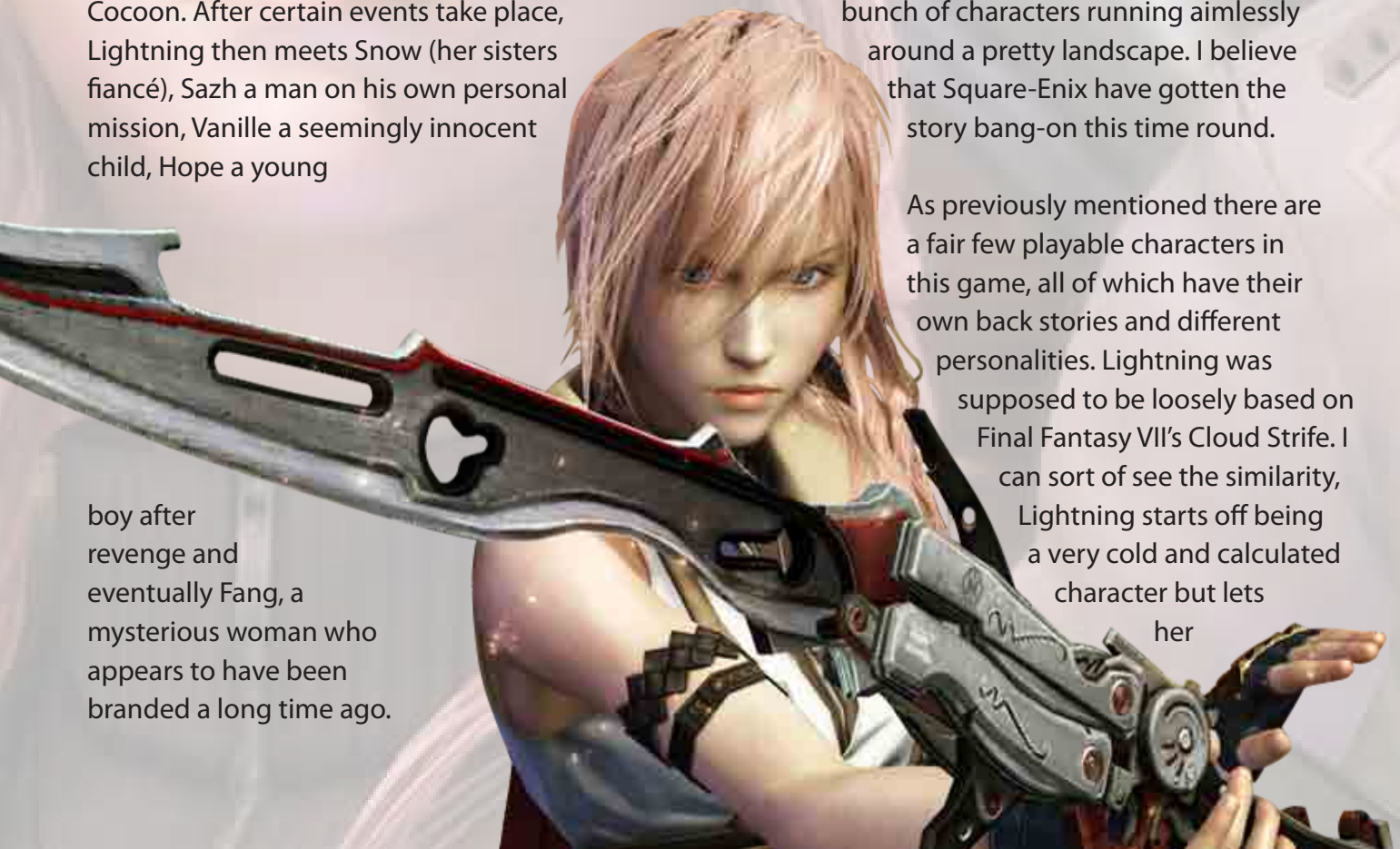
Final Fantasy XIII tells the tale of Lightning, her sister Serah was branded and made a soldier by the evil forces of the Fal'cie. This branding subsequently makes you an enemy of the world, Cocoon. After certain events take place, Lightning then meets Snow (her sisters fiancé), Sazh a man on his own personal mission, Vanille a seemingly innocent child, Hope a young

These stranger's fates become intertwined by a tragedy, they all get branded as L'cie, enemies of cocoon just like Serah. As a L'cie you have a mission which is only revealed to you in part by dream. If you don't succeed in this mission, or focus as it's referred too in game, it's an eternity of living as an undead monster for you. You have to do this whilst dealing with personal torment and anguish and dealing with the hate of the entire world. L'cie are dangerous beasts to the citizens of Cocoon and the army will never let you forget that.

The story is one that I find very hard to describe in simple terms as it's just so in-depth and confusing at times but it's a very interesting one with lots of plot twists and surprises waiting for you. It's also a very emotional story and one that makes you feel very in touch with your characters. The most important factor of a RPG game in my eyes is the storyline behind it all, without that you have a bunch of characters running aimlessly around a pretty landscape. I believe that Square-Enix have gotten the story bang-on this time round.

As previously mentioned there are a fair few playable characters in this game, all of which have their own back stories and different personalities. Lightning was supposed to be loosely based on Final Fantasy VII's Cloud Strife. I can sort of see the similarity, Lightning starts off being a very cold and calculated character but lets her

boy after revenge and eventually Fang, a mysterious woman who appears to have been branded a long time ago.



REVIEW

FINAL FANTASY XIII

guard down over the duration of the game. Sazh is probably one of my favourite characters, he's just: normal. He's an ordinary guy who's been dropped in a very extraordinary situation. His witty one liners keep you entertained throughout and he has a chocobo chick living in his afro! Only in Final Fantasy could that happen! Next up there's Snow, he is Serah's fiancé and sworn protector. Lightning and Snow don't really get on to begin with and he's cocky and has a reckless attitude. Vanille is a ridiculously chirpy young girl, she's always happy and smiling and this in turn motivates the group a little. On her own however, Vanille is a completely different person and seems very troubled by something. Hope is a young boy from a different town altogether, he was visiting when the fateful string of events that has changed his life forever happened. He can be pretty whiney and annoying but it's nothing you can't get over. And last up there's Fang, you meet her a little later on but she's a mysterious woman that appears to have been branded too, only something's different about her...

**FROM THE VERY FIRST SCENE IN THE GAME
YOU JUST THINK "WOW!" IT'S BREATHTAKINGLY
BEAUTIFUL, EASILY THE BEST LOOKING GAME I
HAVE SEEN FOR QUITE SOME TIME**

The second most important aspect of a RPG is the battle system as you tend to use it an awful lot! Final Fantasy XIII is no exception to that rule, what is exceptional however is the way in which you go about knocking your enemies out. Square-Enix have decided to go back to their past games and bring back the ATB system (Active Time Battle to those not in the know).

The basic premise of the ATB system is you have to wait until the ATB bar loads and you then pick your actions and execute them resulting in the bar starting over. The twist in this game is you are able to chain together several attacks in one

go. As you progress further in the game the more ATB slots, or available attack slots you gain enabling you to use more powerful chains. The drawback of this being the more slots you have the longer the bar takes to load, but this is counteracted by allowing you to cut your chain short at the press of a button and executing only what has loaded.

This system allows battles to run a lot more smoothly as it gives you time to plan your next actions properly. For those times when you're sick and tired of beating up the same enemies time after time there's the auto battle button which lines up attacks ready to go saving you the hassle of picking attacks out yourself. Be warned though this does not always give you the optimum combination of attacks for the enemy you're against.

Bolted onto the top of this fantastic system is the Paradigm shift mechanism. In short, each character has a class which is decided by you in the character development screen, something I'll go into a bit

later. Paradigm shift enables you to change tactics and team focus at the press of a button. Are you being hammered into the ground by an opponent? No problem, press your shoulder button, select a different strategy, or paradigm and off you go.

The possible combinations are endless. A few of my personal favourites are "War and Peace", this gives you one character attacking, the other healing, "Diversity" which gives you 1 attacking, 1 healing and 1 drawing enemy attention away from the medic.



REVIEW

FINAL FANTASY XIII

It is also possible to make your own paradigms from the start menu but if you don't want to mess with things the preset ones are just as good.



Summon beasts also make a return, this time as Eidolons and they are certainly interesting. Different to previous instalments but I won't divulge too much for risk of ruining the surprise! They are incredibly helpful though and are invaluable for helping you out of some pretty tight spots.

The battle system is an absolute joy to use, the action flows so smoothly and the paradigm shift system gives you complete control over what your characters do and what skills they are able to utilise in battle, my favourite in a Final Fantasy game so far.

As previously mentioned the character development system has also had a major revamp. Gone is the collecting XP to level up to level 99 learning abilities on the way. It has instead been replaced by the Crystarium. Instead of collecting XP at the end of battles characters now collect CP, Crystarium Points. These points are spent on a grid which resembles Final Fantasy X's Sphere Grid. Each character has their own Crystarium in which to spend the points,

it's down to you though as the player to decide which jobs you want each character to develop.

The different classes are: Commando – attacking, Sentinel – heavy defence, Ravagers – mage, Synergists – give the party status enhancing buffs, Saboteurs – remove buffs from enemies and Medics – heal the party. It is entirely possible to spread the points over many different jobs or its just as possible to stick to one job each although its always handy to have some basic Medic spells on all characters. Using the points you also purchase character attributes such as extra strength and HP. This is essential as you don't upgrade automatically like you would with

the traditional XP per battle system. This makes the game incredibly fun to play as all the major decisions are left down to you, these are your characters, they are yours to mould into whatever you want them to be: I do love a little freedom in my RPG's.

From the very first scene in the game you just think "WOW!" it's breathtakingly beautiful, easily the best looking game I have seen for quite some time, every single inch of the many locales in game are drenched in gorgeous visuals and styled with even the smallest details. It looks like a similar style to FFX which is no way a bad thing. A mixture of heavy industrial machinery and rich cultural influences in towns



REVIEW

FINAL FANTASY XIII

and city's works so well, my ideal fantasy place. Characters are also designed well, Lightning rocks a girlie soldier look whilst Snow has a laid back coat and hat combo on. Each character's outfit designs perfectly compliment the characters personalities.

Running around this vast world couldn't be easier too just use your directional sticks to run and control the camera and your off, a mini-map makes things easier for you but your shouldn't really need to even look at it. This brings me on to my one niggle with this game so far. I love to run around and look in every nook and cranny of a map, hoping to come across some epic loot in a hidden corner or maybe even hidden summons like in FFX but in XIII all exploration is pretty much gone. Everything is so linear, you start at one end of the map and practically just walk forwards and you've reached your destination. That twinned with the lack of shops, it's all done via save point and it does feel like everything is already mapped out for you which of course, it is but I don't like to feel that way.

Making the linearity more interesting however is the amazing soundtrack, my face literally lit up when the famous "chocobo song" (fans of the series will know the one) came on but remixed! The music really helps to set the mood in the game from big dramatic pieces to soothing relaxing



mixes. Leona Lewis's foray into the world of video game theme songs is also starting to grow on me a little!! Audio wise the voice acting is completely top notch, Vanilles voice irritates me but I'll get over that!

I could go on for hours and hours about this game, as you can tell from this already lengthy review. But Final Fantasy is my passion and I feel like weve finally been given a true Final Fantasy game after such a long wait. It's such a fun game to play and if you like epic stories of tragedy, betrayal, love and war then this is definitely the game for you! I strongly urge anybody who even looks at the box and thinks "hmmm I'm not sure", just go for it and buy it. It truly is something else, I've yet to play an RPG on the current consoles which is anything like this. A must for everyone's gaming collections.

Written by **Sarah Collings**

playability	★★★★★★★★★★
longevity	★★★★★★★★★
graphics	★★★★★★★★★★
sound	★★★★★★★★★★
overall	

9.5/10



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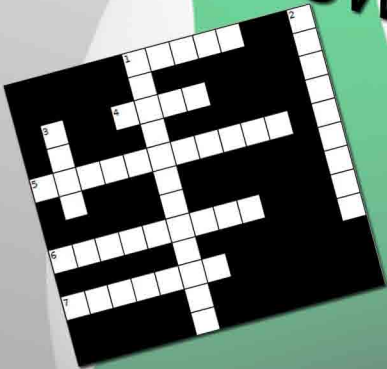


COFFEE BREAK

**COFFEE BREAK, FOR WHEN
EVEN HEROES NEED A REST!**

**GameOn
News**

CROSSWORD



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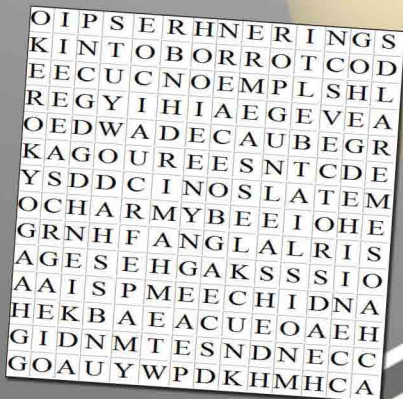


WORDSEARCH

CROSSWORD

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WORDSEARCH

Up



COFFEE BREAK

WORDSEARCH

This month's wordsearch is based on Super Street Fighter IV



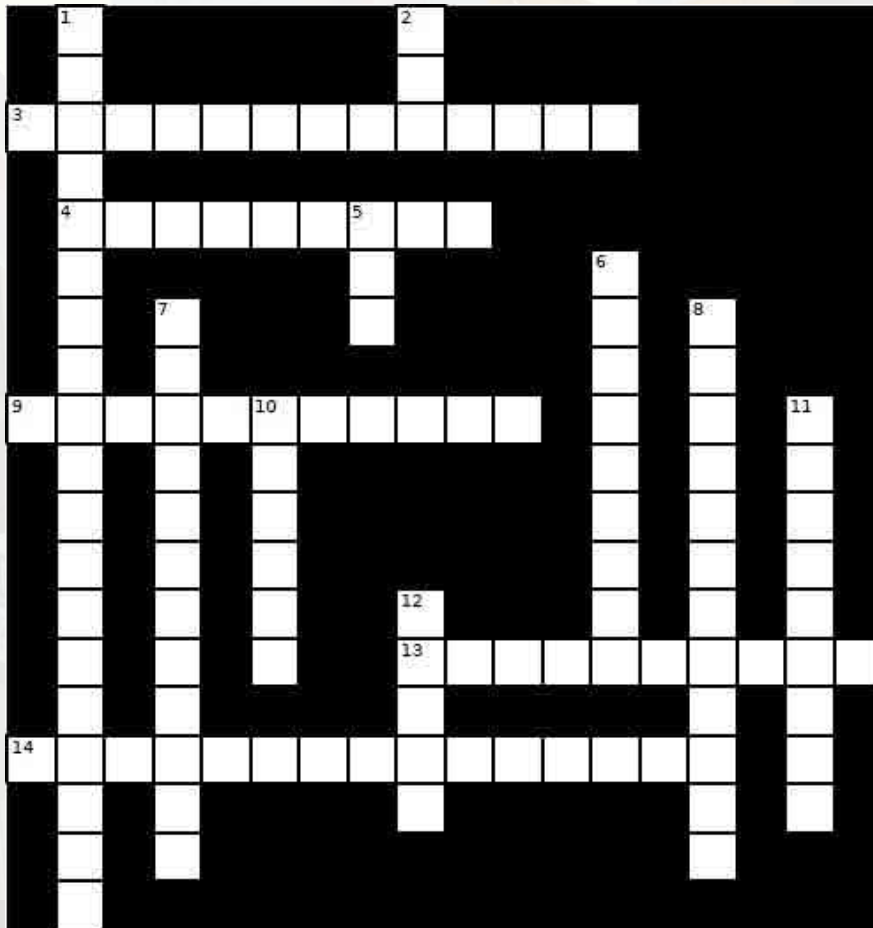
Abel
Balrog
Cammy
Cody
Dhalsim
El Fuerte
Gouken
Hakan
Ken
Rose
Sagat
Street Fighter
Vega

Adon
Blanka
Capcom
Dan
Dudley
Fei Long
Guile
Ibuki
M Bison
Rufus
Sakura
T Hawk
Zangief

Akuma
C Viper
Chun Li
Dee Jay
E Honda
Gen
Guy
Juri
Makoto
Ryu
Seth
Tatsumaki Senpukyaku

COFFEE BREAK

CROSSWORD



Across

- 3 What company has created the new Sam and Max episodes? (2 words)
- 4 Whose tomb do Sam and Max visit in the current episode? (2 words)
- 9 In what city is Sam and Max based? (3 words)
- 13 What is the name of the first Sam and Max game? (3 words)
- 14 What type of police are Sam and Max? (2 words)

Down

- 1 What's the next episode in latest season of Sam and Max called? (4 words)
- 2 What species is Sam?
- 5 Which of the two characters became President in one of the episodes?
- 6 By what name does Max prefer to be referred to?
- 7 What powers does Max have? (2 words)
- 8 What was the name of the person who originally created the Sam and Max game? (2 words)
- 10 What species is Max?
- 11 What company created the original Sam and Max game?
- 12 How many seasons has there been of the Sam and Max games?

This month's crossword is all about Sam & Max.

**Find out if you are a die hard fan or just a player.
Good luck!**

COFFEE BREAK

MONTHLY NEWS REWIND

Missed out on the latest news and gossip from the gaming world this April? Never fear, here at the GameOn mag we've brought together some of the top news contents to have hit our website this Easter. Simply click on the article to read more.

Don't forget you can visit our website at GameOn.co.uk to keep up with all the news as it happens in the gaming world!



Some of the most original and unique Sega titles are making their way to the PC. Killer titles such as: Golden Axe and Ecco the Dolphin are amongst the few to be released next month. Sega Europe and Sega America have today announced that games from classic Sega consoles, will be making their way to the digital distribution system, Steam for PC.



It's safe to say that there has been more than just a couple zombies games in the past, especially on the PC. So when a new title emerges there has to be something that protrudes out to make the game have the slightest bit of public interest.



This weekend see's the 30th anniversary of The Empire Strikes Back, and with it LucasArts are bringing a touch of StarWars magic to Xbox Live's Avatar system.



Lead and Gold - New Map and Game Mode!
Fatshark and Paradox Interactive, creators of Lead and Gold : Gangs of the Wild West, have just released a new update featuring a new map and a complete new game mode!



A few brand new screenshots have been released by EA Dead Space 2 - the survival horror that always keeps you on the edge of your seat.



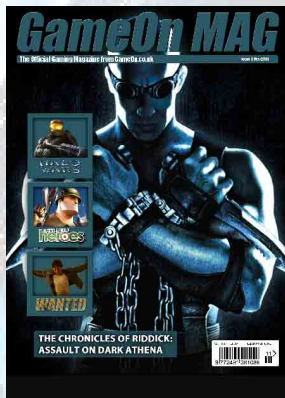
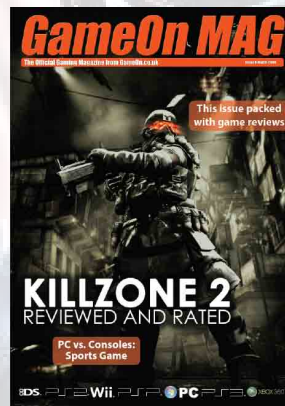
Warner Bros. Interactive Entertainment has announced Super Scribblenauts - the sequel to the groundbreaking hit video game, Scribblenauts DS. In the first game, players used their imagination to write any word to bring that object to life using it to solve puzzles.

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