

GameOn MAG

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November 2010

F.A.R. PREVIEWED



Dead Rising 2

Can Chuck Green truly solve the zombie outbreak with duct tape? Find out inside!



ALIEN BREED 2

Can this sequel match up to its predecessor? Find out inside!



UFC UNDISPUTED 2010

What new aspects can be brought to the octagon in this newest installment? Find out inside!



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Hello and welcome to another action packed GameOn Mag!

Last month saw the team at Gamescom, which certainly tired us out, but not enough to stop us from bringing you the latest news, reviews and previews from the land of all things gaming. In this issue we have a slightly new look on the review and preview pages which we have slowly been working in to each issue of the magazine, plus we have now added a staff blog section.

The Editor.

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Football Manager 2011



Bionic Commando:
Rearmed 2



Fear 3



FOOTBALL MANAGER 2011

AVAILABLE FOR:



Well it's that time again, the time women all over the country fear, the release of the latest Football Manager game. The game that causes more sleepless nights, frustrations, and divorces than almost any other game, apart from the dreaded World of Warcraft.

In case you have been living under a rock for the whole of eternity, I'll give you a bit of an overview of what the game concept is. As the name suggests, here we are looking at a Football Management game, ever wanted to take over your favourite club and lead them to the top of the world? Take over the national side and see how well you could do? Well that's what the Football Manager series allows you to do, and it's been doing it better than the rest for well over 20 years now.

So, let's take a look at what's new this year.

This year we have lots to look forward too, there are many updates to the interface, and many updates



to the transfer system and a general overhaul of the game making it feel quicker in general use. The transfer system has been given a full face lift, no longer is the agent just the faceless message that asks you to take a look at this client, oh no.

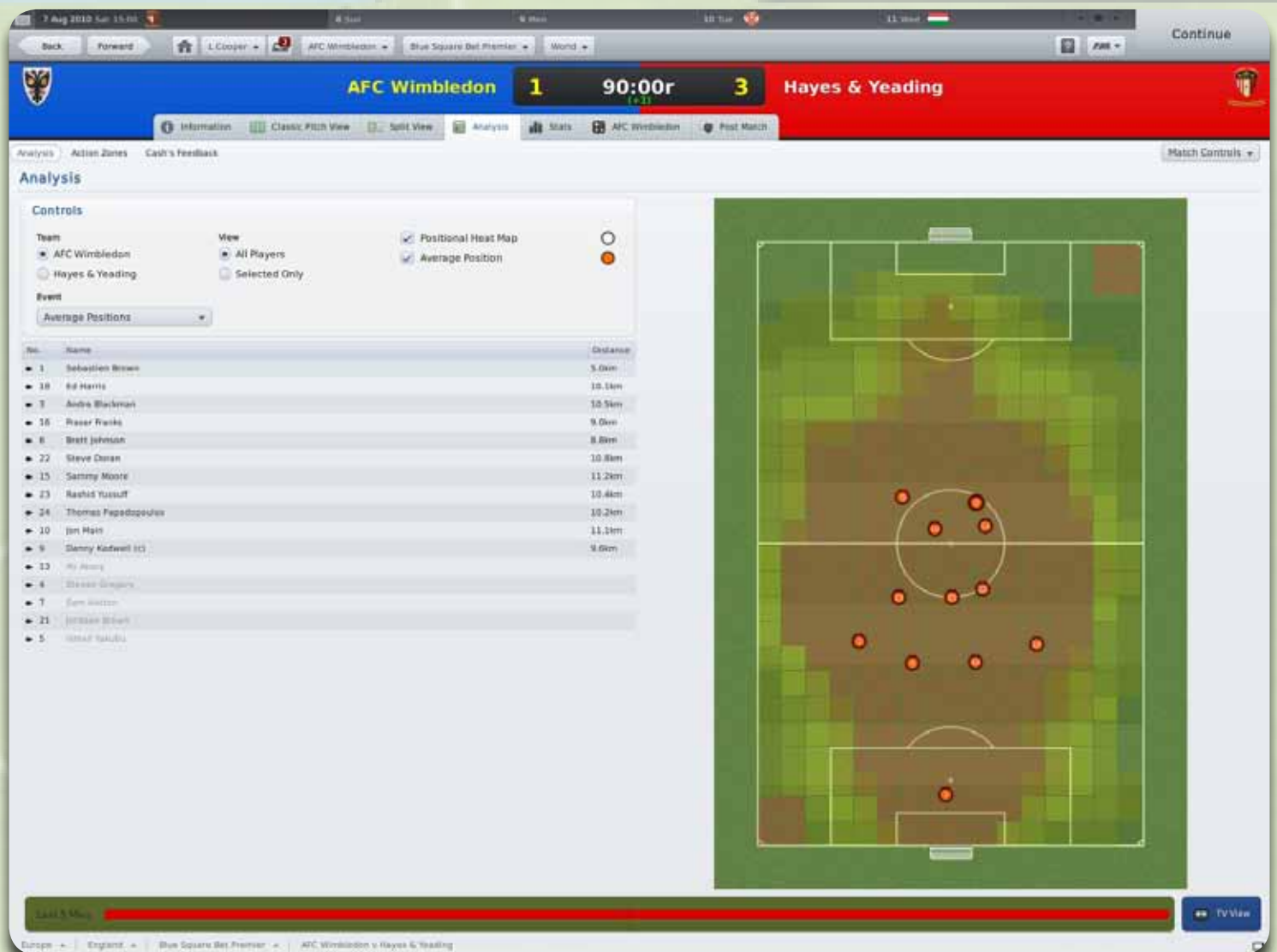
This year he is a fully interactive member of the game world, you will have to haggle with him before his client even takes a look at your offer.



One of the other aspects given a face lift is interaction with the media, again, this takes more of a conversational feel, rather than what sometimes felt like taking part in a survey than a conversation with the media sharks of the sporting world.

PREVIEW

FOOTBALL MANAGER 2011



Nearly all interactions with people in the game world take on a more conversational feel this year, even talking to players, the board and other managers. Giving the game more of a feel of a living breathing world than, as has been said of the game, a graphical spreadsheet. Once again the 3D match engine has been updated too; more player animations and goal celebrations have been added, along with more stadium graphics and sideline banners. Not that these stay in many peoples' games long as the FM community soon releases extra graphics and themes for the game to personalise it to your own tastes.

The biggest debut in this year's version however is the inclusion of social networking, you can now upload the highlights of games to YouTube, and keep people updated with your teams progress

via Twitter as well. Not sure how much of a great inclusion this is, but it is welcome none the less.

The general interface when starting the game has also been given a brush up, now easier to navigate than before and also easier to see how selecting more leagues, players etc will impact on game speed.

This year seems to be the update we have waited quite a few years for, after finding the 2010 version little more than a data update to 2009's effort this feels like it could be the big one. The game is released on November 5th 2010, so look forward to the forthcoming review from us.

Written by **Scott Ruthven**

BIONIC COMMANDO: REARMED 2

AVAILABLE FOR:



Bionic Commando: Rearmed 2, as you may have obviously deduced, is the sequel to the 2008 remake of Bionic Commando. The game once again places you in the shoes of Spencer, our protagonist from the previous Rearmed title, however there have been some changes made to the formula which may displease fans of the previous games.

First off is the addition of a ginger slug adorning the top lip of Spencer which really does not suit our protagonist one bit. While not a game breaking change by any means, it could prove distracting to those of a nervous disposition.

Spencer has now been able to temporarily defeat gravity as developers Fat Shark have given ol' Spence a spring in his step, he can now run and jump throughout the levels, this does make things

less cumbersome with players no longer needing to grapple over obstacles under two feet in height.

However gravity gets it's revenge due to the weighty bionic arm of our hero as you won't be able to jump over anything higher than a coffee table from what I could gather. To coincide with Spencer's new jump ability, we're now able to



BIONIC COMMANDO: REARMED 2



grab onto ledges which will no doubt be met with thunderous applause by all those who have missed a leap in the first game by mere millimetres.

Perhaps the most major change to the game mechanics lies with in the most fundamental skill which Spencer possesses, the mighty grappling hook. In Bionic Commando Rearmed, swinging felt natural and intuitive using the analogue stick in the direction you wished to swing, for BC:R2 the grapple will remain attached until you manually release it using a face button which for us old schoolers completely goes against our years of training with this grapple swing. Fat Shark deemed it necessary to remove or tweak any mechanic which would make the game more difficult than it should or just plain awkward, which in all fairness seems like a good step in the long run, though it was this awkwardness which attracted me to BC in the first place as it felt like you actually



accomplished something after you traversed that section for the nineteenth time without dying.

Looking past the changes, BC:R2 remains true to its predecessor which captured the hearts of the retro fans around the world. Now with brighter colours, more varied levels which in part are thanks to the above modifications, even larger levels allowing for you explorer types to fill your boots as you scout around for even more secret areas. Along with the obligatory updated arsenal for a sequel, Spencer also gains a couple of tricks up his metal sleeve, the bionic arm is now capable of holding perk items within its metal casings. These perks give Spencer new abilities such as regenerating health, which I can tell you is a godsend on boss fights, extra offensive capabilities and some secret room finding perks too, however you are limited to the amount of active and passive perks you are able to carry so you have to be careful of your decision before deploying to the battlefield.

Overall Bionic Commando Rearmed 2 looks set to be a very welcome addition to the series, set to launch on Xbox 360 and Playstation 3 in the first quarter of 2011, I would have to say that BC:R2 definitely swings into my wanted list.

AVAILABLE FOR:



The original F.E.A.R. combined first person gameplay and horror together in a way that no other titles had attempted. Mixing elements of Japanese horror films, scare tactics familiar from Western cinema and the gunplay of Hong Kong action movies was an unusual blend, but it really worked. After two non-canon expansions, the true sequel F.E.A.R. 2: Project Origin received generally positive reviews, but critics began to worry about the lack of invention, despite an intriguing story. Continuing the series, as well as introducing a lot of new changes, F.E.A.R.3 looks set to reinvent the franchise by bringing back the memorable gameplay but adding a few new twists.

With a wealth of history to the series, new players may be a little bewildered at first but the game handily recaps the events of the previous titles,

including the F.E.A.R. 2: Reborn DLC expansion. You take the role of F.E.A.R. protagonist, the Point Man, as he is still coming to terms with the events of the first game, 9 months later. The sinister Armacham Technology Corporation is still attempting to remove any evidence of their secret operations and the supernatural incidents which occurred. However, the F.E.A.R. organisation is left ill-equipped to deal with the aftermath and the Point Man finds himself one of the few people than can tackle the problems that the city, and ultimately the world, must face.

In an interesting twist, he is not alone and his undead evil brother, Paxton Fettel, who's partial to the odd bout of cannibalism, is along for the ride. As it's been 9 months since Alma got pregnant, something horrific is now stirring in her womb and it will be up to this unlikely duo



to stop it being born. At this stage, developers Day 1 Studios and writer Steve Niles are keeping much of the remainder of the plot under wraps but hopefully Fettel's return will move the story forward. There are already several pressing questions, especially why Paxton Fettel has sided with the Point Man, considering their complicated history.

Alongside the interesting new plot direction is a brand new style of gameplay, incorporating a two-player co-operative campaign. One player will take the traditional role of the Point Man with his ability to slow-down time, in a more traditional F.E.A.R. style. However, whoever chooses to play Fettel will be given a new experience, as being

a ghost prevents him from attacking in the traditional manner. Instead, he has access to a variety of supernatural and psychic abilities which allow him to turn the enemy against themselves and use the environment to his advantage.

The developers were keen to stress that they want to keep F.E.A.R. 3 scary and provide the traditional scare moments, even in co-op. Commenting on the creation of the game, Day 1 Studios aimed to design the title so that it would still be frightening, even with another person. In game, this translates as a new system for dictating when these shocks happen, instead of being scripted at predetermined points they now happen at random. During our preview of the game, this was fairly disconcerting with the various scares taking place differently for each character. With different screens mounted side-by-side, each

player's view was shown separately and what might appear to Point Man wouldn't be seen by Fettel and vice versa. Each character will have a variety of different abilities which can be used for their own advantage or shared with the other player. For example, Fettel can detect hidden doorways and rooms, but whether he shares the rewards in them with Point Man is down to the player.

Our preview of the game began in a series of dingy apartments with Fettel rescuing the Point Man from a group of ATC guards. The two then made their way through the decaying building, past pools of blood and enough occult paraphernalia to fill a goth's bedroom. It wasn't long before we got a



taste of Fettel's powers, which could be used to compliment the slow-motion gunplay that the Point Man has access to. Fettel can temporarily possess the body of nearby guards, using them to shoot others or act as a distraction. When he subsequently leaves their body, they explode in a shower of blood, which is certainly a pretty effective way of getting rid of your enemies. This seemed to be the predominant ability being used in the preview, but other powers are confirmed including a form of telekinesis to manipulate objects in the environment. It

is possible for Fettel to die, due to a bond that exists between him and his brother, although how a ghost can die is anyone's guess.

It was nice to see the return of many classic F.E.A.R. weapons, including the very meaty shotgun which still packs the punch to disintegrate someone in slow-motion at close range. The Point Man spent the demonstration thinning enemy numbers with more firepower, while Fettel spent a significant portion acting as a distraction by possessing distant enemies and flanking them. It will be

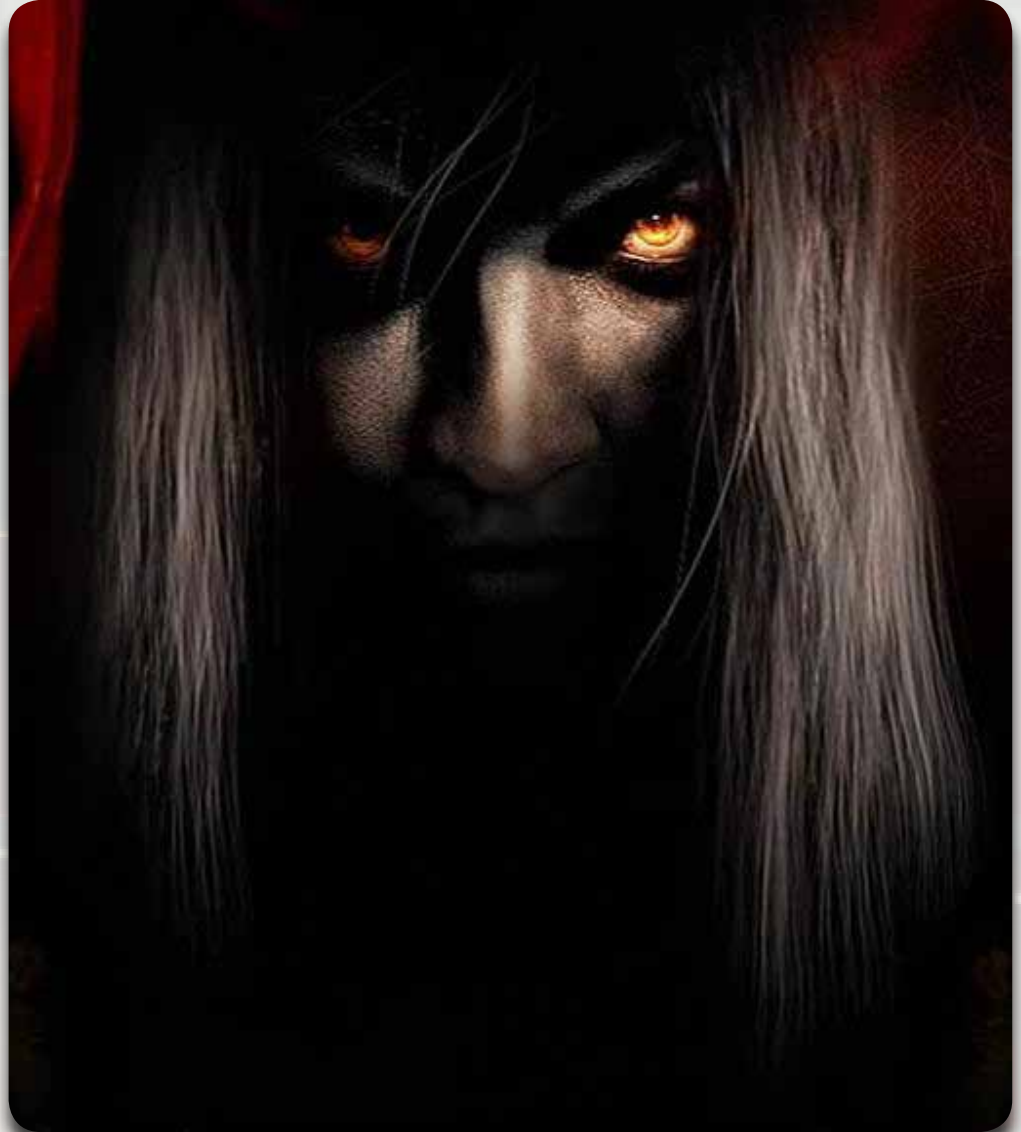
interesting to see how the two characters can work together and what strategies they can employ, but from this early footage it seems that the two's different abilities will combine nicely. The range of weapons in the demonstration was pretty impressive, with the Point Man wielding some rapid-fire machine pistols and a rather tasty looking laser which could ignite foliage in the environment.



The destructible scenery from the previous titles seems to be back with a greater presence in F.E.A.R. 3 which adds a cinematic element to the fire fights that erupt. Day 1 Studios hinted that some of the fan favourite weapons from the series would return, though they wouldn't reveal which these were.

As the demonstration progressed, the strange out of body experiences were back, experienced by both Fettel and the Point Man. These involved wandering in a deserted forest with occasional children's playground items appearing, such as a slowly turning roundabout or an empty swing. Interestingly enough, the experiences seemed to coincide with Alma's psychic contractions and will no doubt have some important story significance. Towards the end of the preview, both Fettel and Point Man got access to two of the heavily armoured mechanised suits that have been seen in previous titles. Smashing their way through several buildings (the suits destroying anything in their path, including walls), the duo fought some more ATC troops before a strange flashback ended the level.

After seeing F.E.A.R. 3 in action the game definitely has some interesting ideas, but certain elements are more problematic. In the gameplay we saw, there were no real standout scares that have existed in the previous games and adding an extra player is certainly partly responsible for this. Whether the new shock system can keep these jumps spontaneous



and frightening remains to be seen, but Day 1 Studios have tried to tackle this head on. However, perhaps the biggest worry is if they can create the atmosphere and tension that the series has become renowned for. Currently, the combat and action is looking promising and Fettel's new gameplay style should certainly be interesting to experiment with. Let's hope that F.E.A.R. 3 can deliver on the horror, but despite these worries it is nice to see a sequel which is trying to move the series onwards and do something a little different. With a release on PS3, Xbox 360 and PC later this year, it won't be long before we see what the title has in store for us.

Contents

Dead Rising 2



Alien Breed 2: Assault



Castlevania: Lords of Shadow



UFC Undisputed 2010



Pro Evolution Soccer 2011



Mafia II: Jimmy's Vendetta



REVIEW

DEAD RISING 2

AVAILABLE FOR:



NEED TO KNOW

- ▶ **Publisher** Capcom
- ▶ **Players** Multiplayer
- ▶ **Released** September, 2010
- ▶ **Age Rating** Mature



Dead Rising 2 follows the antics of Chuck Greene, former motocross champion turned wandering survivor after the death of his wife in the Willamette incident. Set five years after the events of the original Dead Rising, Chuck takes part in Terror Is Reality, a controversial Smash TV like game show where contestants are thrust into gladiatorial combat to kill captured zombies in multiple ways for the chance to win large cash prizes.

The latest of these shows, TIR XVII: Payback, is held in the fictional location of Fortune City, Nevada, based upon the Las Vegas strip, the area is full of casino hotels. However three years prior to the start of this title Fortune City was ravaged by a zombie outbreak. Chuck is currently participating in the latest Terror Is Reality show purely to raise funds to obtain Zombrex, the wonder drug which is able to suppress these zombie tendencies in bite victims for 24 hours.

Those of you who have played Case Zero on the Xbox 360 will already be aware that Chuck's daughter, Katey, suffers from zombie-itis and requires regular treatments of Zombrex.

The game starts you off preparing for this game show and allows you a chance to win the top prize of \$10,000 which is a huge boost to your Zombrex fund, however not all is lost as all places receive a monetary reward though this diminishes the lower you place. After the show has ended you retire to the locker rooms before heading to the 'Green Room' to gather Katey, unfortunately disaster strikes as someone posing as Chuck sabotages the arena by setting off explosives on the zombie cages allowing them to overrun Fortune City. This sets the theme of Dead Rising 2, with Chuck Greene framed for the outbreak he must overcome overwhelming odds, not just to survive with his daughter but also to clear his name.

Retaining the same sandbox-esque feel of Dead Rising, the game will have you running rampant annihilating zombies with a variety of weapons, from spiked bats, explosive lawn darts, machine gun wielding wheelchairs to shotgun rakes

and Wolverine inspired bowie knife boxing gloves. Though ticking at the back of your mind is Katey and her 24 hour Zombrex applications so you really can't abandon the main story line much to slate your thirst for zombie blood as your daughters welfare is at stake. Additionally all missions carry a timer in which they need to be completed otherwise the person whom you need to find will



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DEAD RISING 2

probably die to the zombie hordes. Also the now obligatory 72 hour time until the military arrive is in effect after you complete the first couple of missions, so there is not really any time for some Top Gear patented "cocking about".

Those coming from the original Dead Rising should notice that Fortune City is a more rich and immersive area to play in compared to the now restrictive shopping mall which housed Frank West. Also players will notice a huge increase in the overall zombie population which has risen from around 800 possible living impaired citizens on screen to well over 7000, this offers the potential of some extra ordinary fun in culling these numbers, especially in co-op play though you're still under pressure from your missions.

With the ability to construct bizarre weapon combinations utilising the worlds greatest invention, duct tape, players can earn extra PP, the games version of experience points, so combinations such as strapping machine guns on a wheelchair or a car battery to a rake are entirely within the realms of reality. Maintenance rooms are scattered around within Fortune City so be sure to check them out as some special weapon parts may already be waiting inside for you to combine into something crazy. Almost every item you see laying around can also be used as some form of rudimentary weapon; serving trays,

trash cans, toy helicopters, stuffed bears, chairs, handbags, all-sorts can be utilised in repelling the zombie threat, though a personal favourite is the boomstick, a combination of a pitch fork and shotgun which yields very satisfying results.



The visuals in Dead Rising 2 perform an admirable job in creating the Las Vegas inspired Fortune City, the glitzy casino's, themed hotels, the dazzling lights which adorn the front of all the gambling establishments really do give you a sense of bewilderment like you experience in your first visit to Las Vegas. While you encounter sheer numbers of zombies on the screen and for the most part you're more than likely hacking away at them, at times you just have to stand back and admire how each zombie seems to have its own personality as they are all wonderfully animated, just watching a group of them shamble aimlessly is a thing of beauty.

The single player campaign will span across a 72 hour time period, however that's 72 hours game time which should give you about 10 hours of gaming for your money. Dead Rising 2 also includes an overtime function which adds a further 24 hours to your virtual clock, expanding the storyline slightly for even more zombie eradication hi-jinx. As I touched on earlier, Dead Rising 2 also contains co-op play allowing a friend to join in the single player storyline, however it's slightly unnerving having two Chuck

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DEAD RISING 2

Greene's causing havoc around Fortune City, though as the classic Nelson song goes (as seen on Bill & Ted's Excellent Adventure) "Two heads are better than one, it's double the pleasure baby, it's triple the fun"

Up to four players may jump into the title's multiplayer mode which is an online tournament based upon 'Terror is Reality' the fictional TV show in which Chuck performed in at the beginning of the single player game. Players can battle it out for prize money in this mode which transfers to their single player game save which is quite useful if you're desperate for Zombrex and have no time to search for a vital syringe to administer to Katey.



However, no game is perfect and Dead Rising 2 is not exempt from this rule though the games' faults are minor annoyances which do not really impact on the overall enjoyment of this game. Firstly due to the number of zombies on screen increasing, your overall explorable area has decreased with Fortune City being split into multiple segments which require a spot of loading between area's but we can be thankful that these loading screens are brief and not as excruciating as they were in the first Resident Evil. Also the blood effects on the zombies, as well as your own clothing isn't exactly up to scratch, again we're thankful that this isn't Chris's blood.

Finally the time limited mission structure within the game constantly tapping away at the back of your mind really did detract from our first instinct when dealing with a game like this, which is to just tool up with weapons and go

on a complete apocalyptic zombie eradication spree. While the constantly ticking clock does pile on the pressure when you realise you have an hour left until the military arrive or to administer Zombrex to Katey, at times we wished we could just stop the clock and go bonkers, to really take in the masterpiece Capcom have created.

Overall Dead Rising 2 is a more than worthy addition to the quickly expanding Dead Rising franchise, one that will expand your mind and enrich your sou..... oh who am I kidding you'll be squealing with glee as you cleave zombies in half with a broadsword and even play strip poker with the ladies you've managed to rescue. Remember, you can't have zombie slaughter without laughter.

Written by **Neil Hetherington**

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

8.5/10

ALIEN BREED 2: ASSAULT

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Team17
- **Players** Multiplayer
- **Released** September, 2010
- **Age Rating** Teen



Team17 are doing well of their remakes. We've already had a new Worms and a new Alien Breed and we all knew that it would be episodic. What 360 owners didn't count on, was that Team17 would release a version of their first episode to PSN and PC owners, with a healthy dose of added extras which just wouldn't fly in a title update for the platform. Xbox players then, were out of luck, a shame having been the guinea pigs in how well the reboot would do.

That's changed with their second episode. Xbox players now get the updated models and the weapon upgrade system that appeared in Impact. Having already played the updated

version on PC (review [here](#)) I already knew what the system had in store. However, whilst playing, something felt different. Something felt... better, more polished... more... finished. I don't know if Team17 have been further tinkering with the engine since Impact, but I do know I felt more immersed in the atmosphere. Which as I've said before, is impressive for a top down shooter.

Episodic content like this is a tough one to talk about, especially when the first iterations were already brilliant, even without the upgrades (*grumble*). The graphics are more of the same polished Unreal Engine type, with plenty of dark corridors and atmospheric lighting around. Upgrading weapons changes their looks so you can visually see the bad-assery you're running round with, destroying aliens left, right and center. Menus have changed, but not much - everything is now rendered in a more



ALIEN BREED 2: ASSAULT



There's new action sequences, which break up the top down element of the game and give you a different perspective of things for a while. This allows us to get a proper look at some of the aliens, shortly before filling their faces full of whatever projectile that ejects itself from the dangerous end of your weapon.

Lastly, and somewhat most importantly, is the inclusion of a Survival Mode. Becoming about as common in games these days as some form of undead, this gives the game some great re-playability. Completing the story mode was all there was to do in the first episode, with a mini campaign

familiar shade of green, something players of the original series will feel much more at home with.

When it comes to sounds, it's more of the same. Aliens breaking out of walls and floors create a sense of unease when you hear them blasting open from the darkness. The computer is still bone chillingly eerie when she utters "Welcome to Intex Systems". The sense of solitude and overwhelming lack of hope for any kind of saviour sets in at this point.

However, Team17 didn't leave it as just an extra episode. No, they rolled up their sleeves and found a couple of tricks up there. First, there's a couple of new weapons, including a Rocket Launcher and the Hyper Blaster - I'll not spoil the fun of what they do.

to complete with a friend if you wanted. Now you and your friends have reason to return time and time again as you seek to better your survival rates.

So Team17 have delivered again. But it leaves the question, where to next? What's in store for episode 3? Only time will tell...

Written by **Steven Dawson**

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

8.5/10

CASTLEVANIA: LORDS OF SHADOW

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Konami
- **Players** Single
- **Released** October, 2010
- **Age Rating** Mature



For the first time in 25 years of Castlevania, the franchise is wiping the slate clean and heading down a path which is unfamiliar for the series. Touted as a reboot, Castlevania: Lords of Shadow is a 3D action adventure title, opting for more of a hack and slash style of gameplay rather than the 2D platformer we've all become accustomed to over the years.

As this is a brand new direction, the storyline for this title has no correlation or association to the existing storyline of the eternal struggle of the

Belmont family against the dark lord himself, Dracula. Not even Alucard, the star of what is arguably the best Castlevania title to date Symphony of the Night, makes an appearance in the fresh look of this game. So all that you may have learned or know of Castlevania is best left at the title screen and enter this world with a completely empty mind as Gabriel Belmont is about to take you upon an epic, epic journey.

Gabriel Belmont is our protagonist for this game, however he is not a true Belmont, just having taken the name on due to being an orphan left upon the steps of the Brotherhood of Light, a holy order tasked with keeping the order between good and evil, protecting the world against lycanthropes, trolls, vampires and annoying little

devil bat things which hurl fiery bombs of irritation at you. Gabriel took the surname of Belmont, after his love of mountains and the high places of the World, now a member of the Brotherhood, he's on a personal quest against the Lords of Shadow to resurrect his slain sweetheart, Marie.

Castle-Bayonetta-May Cry-Of War, sets you on a very linear path of typical go here, fight this, find that relic to complete the level with very little deviation in order to explore, this means item hunting will be very minimal indeed, resorting to drops for secondary weapons while upgrades for your combat cross



CASTLEVANIA: LORDS OF SHADOW



true progression though levels and rarely have moments of being hopelessly lost.

As you progress through the game, you will earn experience points which can then be used to purchase new combo abilities for Gabriel. These will give our protagonist bigger combo's, harder hitting attacks and generally make him a force to be reckoned with, additionally Gabriel has access to both Light and Shadow magic which further augment his abilities.

While Light magic is active, you may regain lost health as each hit you perform on a monster will steal some HP

are either part of the mission path or only available after revisiting a level when you have gained the appropriate skill to pass an obstacle.

While the levels do branch off from time to time, they all lead to the same end point to progress further in the game. This may deter hardened Castlevania players as they would be used to the open ended nature of older titles since Symphony of the Night took the franchise into the realms of RPG, however the linear mission structure actually serves an admiral purpose in driving the story behind the reboot.

In an effort to break up the 'Hack n Slash' moments in the game, Castlevania will have you scaling walls, swinging over crevasses and solve basic puzzles. The pace of which these have been set out seem to have hit a sweet spot as you're not constantly battling enemies or forever wandering aimlessly, you get a sense of

from him, also you may unleash huge holy attacks which stun groups of enemies allowing you some breathing space. Shadow magic will increase your overall damage with your combat cross, as well as adding an explosive element to your throwing daggers. You may also purchase extra abilities for your Light and Shadow magic move set which really do become necessary later in the game.



CASTLEVANIA: LORDS OF SHADOW

To replenish these meters you have to absorb neutral energy orbs which your slain enemies will drop, there are also fountains of these orbs in some levels allowing you to fully restock on this magical element.

Finally if you are able to chain together a number of combo hits without receiving any damage you fill up a concentration meter, when full, this enables all hits made against enemy characters to drop the natural orbs onto the battlefield. Successfully being able to sustain this meter will allow Gabriel to either constantly use Light or Shadow magic as there will be an abundance of raw materials to absorb.



For a 3D game of this style it's unusual to have a fixed camera which cannot be altered by the player, while this works reasonably well on the most part, there will be times when you just wish you could pan around to spot that grappling point or that hidden passage to some loot. Also this fixed camera also confuses the controls when it changes scene, numerous times I've been holding one direction between camera positions when the natural reaction would be to adjust your stick to the new camera angle for it to retain the positional movement from the previous camera angle.

For example, I would be running up the screen through a cave, on the other end of the cave the camera would be facing Belmont's right hand side, now the natural thing would be to then push right to move your character, but no, the controls are still set to as if the camera was behind Belmont, only till you stop then move again are the controls set to that new camera angle.

However this is a fairly small annoyance in what is such a beautiful game. Belmont's path will take you through absolutely stunning vista's, beautiful architecture and gorgeous design overall. Each level has its own distinct feel and look to it, making sure that visually you will never be bored. It seems like the further you travel along Gabriel's storyline the more your jaw drops at the scenery, there is no denying that Mercury Steam have done an outstanding job here, there were many moments where I just stopped to admire the visual beauty on my screen.

Unfortunately this level of visual nerdgasm takes its toll on the Xbox 360 as you will notice frame-rate issues during cut scenes or moments of intense fighting against a high number of opponents, that being said it does not drop to unplayable levels of stutter, also it's mainly during cut scenes when this is noticeable so it is not really a game killer. No doubt this will be another tool

CASTLEVANIA: LORDS OF SHADOW



in the Xbox/PS3 fan-boy troll wars as this title does run noticeably better on Sony's hardware.

Now an epic game such as this would not be complete without some epic voice talent taking the roles of the various characters in game. Our protagonist, Gabriel Belmont, is voiced by Robert Carlyle (Begbie - Trainspotting) while fellow Brotherhood member Zobek has the talents of Sir Patrick Stewart (Captain Jean Luc Picard - Star Trek), who also does the narration for the game. Voicing the Dark Lord himself, Dracula, is Jason Isaacs (Lucius Malfoy - Harry Potter). Fans of the Castlevania series may be disappointed to know that their beloved soundtrack is not present in this title, opting for a completely new musical set to accompany this new reboot, the soundtrack does really add to the atmosphere of Castlevania, yet a little part of me wished to hear Dracula's Castle theme from Symphony of the Night in this new title.

Overall Castlevania: Lords of Shadow is a well rounded package which will offer hour upon hour of enjoyment to those who pick this up. From the epic vista's to the superb voice acting and the 20 hours or so of game time through its 12 chapters, each of which vary between two and ten levels, there is plenty to absorb from an awesome reboot of the franchise. Die hard fans of previous titles may find it a bitter pill to swallow that their beloved 2D platformer has now gone 3D and in a new direction but I urge them to leave their reservations behind and at least give the new game some time, I'm sure you will not be disappointed.

Written by **Neil Hetherington**

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

9/10

MAFIA II: JIMMY'S VENDETTA

AVAILABLE FOR:



PC



XBOX



PS3



WII



DS



PSP

NEED TO KNOW

- **Publisher** 2K Games
- **Players** Single
- **Released** September, 2010
- **Age Rating** Mature



It's not been two weeks since Mafia II entered our hearts and emptied our wallets and already there is a cross-platform DLC release. What I, and I'm sure countless others are thinking is, can this new addition bring anything new to the game?

The short answer is yes.

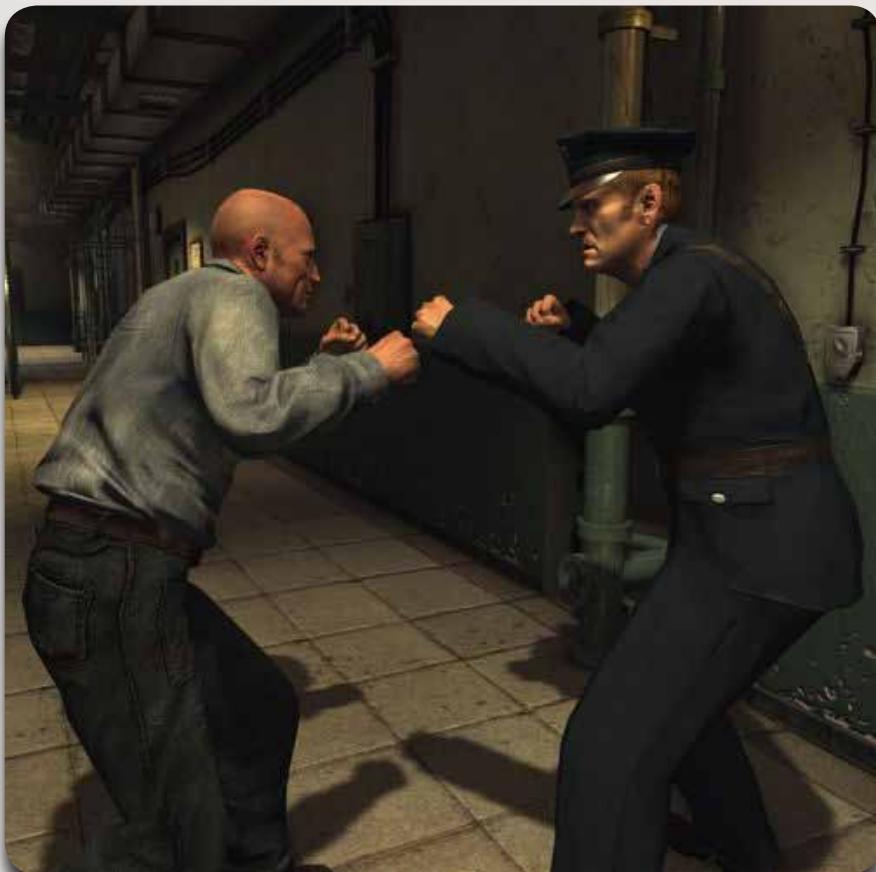
Jimmy's Vendetta follows Jimmy, the mafia's 'go-to guy'. After he is betrayed and thrown into jail, he promptly escapes and seeks revenge on those who have wronged him. That's where you

come in. Your job, as Jimmy, is to play out his revenge whilst racking up points for a multitude of actions, but more on the points system later.

This DLC consists of 30 new missions, a few added items of clothing, one or two new cars, 20 extra garage spaces and best of all, free roam. Now, don't get your hopes up too fast, these missions are not like the original game. These consist of you going to a floating marker, being given a brief two-line description on why you are doing what you are, then accepting. The missions will consist of killing members of a certain family, disrupting certain family's trade routes or stealing a car. If you're lucky, you get a mix of the three. At the end of each mission you are given your score and a rank which then loads into the leaderboard where you can compare your scores with others.

Your score is based on the kills, headshots, speed, drifts, getting air time in vehicles, condition of the car you delivered (dependant on the mission) and last but not least, how fast you finished the mission. You can also go back at anytime to floating markers (they're shown on your map as stars) and retry the mission to try and improve your score. You also get an overall score which is based on all the actions you perform from the list above outside of missions.

The missions that you are given, like I said earlier, are pretty simple; this doesn't mean that they're all easy though. I found myself getting increasingly frustrated as I continuously died in a mission (or even



MAFIA II: JIMMY'S VENDETTA



worse, on my way to a mission) which then means I am sent back to my last save point. With that said, these were few and far between, for the most part it's pretty simple and enjoyable, if not a tad repetitive.

The main focus of this game, in my view, is speed. There is a new upgrade for your cars which is called 'Super-Charged', allowing you to reach higher speeds (and plants a super-charger on your bonnet), the missions are much shorter and much more action packed and the police seem a lot more on edge than usual. Along with this, the points system awards you for doing things fast or being generally reckless. It does make a nice change to the gameplay of the original though, which isn't always a bad thing.

This DLC does have it's flaws (as much as I would love for it not to). There are some quite substantial bugs such as certain indestructible vehicles, hands with the power of pistols and disappearing police. There is also a lack of collectibles. With the original Mafia II, you could collect Playboy magazines and wanted posters scattered throughout the missions and city. In Jimmy's Vendetta you are unable to collect either of these and there are no new collectibles in their place. I found this unusual as these were quite a large part of the re-playability within the original.

Jimmy's Vendetta has gone in a completely different direction to Mafia II which I found odd. The game mechanics have completely changed and it raises the question: could they have made this DLC in a fortnight or has it been in development longer? I ask this because it seems to have all the aspects that Mafia II left out, the biggest of all being free roam (followed by the points system). Could this be a ploy to make us, the consumer, spend more money on the franchise or did 2K Czech take comments into consideration over the past two weeks and act accordingly?

Overall, Jimmy's Vendetta is a must for all the Mafia II fans and if you didn't really enjoy Mafia II, I suggest giving this one a try anyway. Given, it's a tad pricey for a 'try' but believe me, it's worth it. Yes, there is a lack of story and yes it does seem a bit suspicious that it's got everything Mafia II didn't. On the other hand you have fast cars, easy missions, free roam and high-speed chases along with a leaderboard system adding an air of competitiveness into the mix.

Written by **Chris West**

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

8/10

UFC UNDISPUTED 2010

AVAILABLE FOR:



THIS WAS REVIEWED ON THE PSP PLATFORM

NEED TO KNOW

- **Publisher** THQ
- **Players** Multiplayer
- **Released** May, 2010
- **Age Rating** Teen



For those of you who are unacquainted with UFC (short for Ultimate Fighting Championship), it is a violent sport full of angry, sweaty men kicking 7 shades of steroid abused shite out of one another, using a variety of different fighting disciplines. It can be hard to capture the same level of brutal intensity the TV series and live matches have when making a game based upon it.

The Xbox 360 and PS3 versions of the game seemed to capture this fighting spirit well when it was released back in September of this year. It got good reviews and was received well by fans of the series. Recently released was the console versions little brother, the PSP version. Can it

retain the level of atmosphere and realism that the Xbox 360 and PS3 versions managed to obtain?

UFC Undisputed 2010 manages to cram a lot of features the Xbox 360 and PS3 versions have onto a tiny UMD disk, boasting over 100 UFC fighters (plus up to 40 of your own creations), a choice between 9 fighting disciplines and what moves you use. Real UFC commentators lend their voices to the game and authentic stages from the UFC world on top of nine game modes, including ad hoc multi-player, and an in game shop where you spend points on new looks for your fighters with points accumulated by winning tournaments and fights. There is certainly a lot here for fans of the sport to get their teeth into.

As previously mentioned, there is a large amount of different modes for you to play. Each with



REVIEW

UFC UNDISPUTED 2010



differing styles of play, from pick up and play quick matches to a comprehensive career mode there's bound to be something there to keep you amused.

Exhibition is a quick match between you and a CPU opponent, here you can set the match up as you want, changing the settings to your liking, e.g. weight class (lightweight, welterweight, middleweight, light heavyweight, heavyweight or random), you can change the amount of rounds and CPU difficulty, This mode is good for if you want some no strings attached ass kicking.

Title mode: Is your typical pick a character and climb the ladder with the eventual aim of seizing the UFC championship. Here you can modify how many opponents you wish to fight against, with a choice between 8, 10 and 12 it gives you a little more flexibility when deciding how long you want to play for.

Title defence mode: Unlocks once title mode is defeated. Does exactly what it says it does, defend your title from competitors who want it.

Tournament: Battle it out against CPU controlled fighters until the eventual winner is decided. Very much like title mode but in a tournament style bracket layout.

Ultimate fights mode: Sets up the match with the exact stats and fighters from classic UFC fights. Ultimate Fights mode allows you to play through the most popular and memorable matches

throughout UFC's history. Rewards are on offer here if you can match the exact happenings of the real matches, for example in the Kendall Grove v Alan Belcher title match, a class challenge, to score the rewards you must replicate the winning conditions, i.e. - win by submission 2nd round, gain more top ground positions than opponent and land more successful strikes than the opponent. An interesting spin on traditional game modes, the thought of stepping into a favored fighters shoes and fighting in these iconic match ups must be an appealing prospect for fans of UFC.



REVIEW

UFC UNDISPUTED 2010



Career Mode: A staple mode in many fighting games, this one is no different. First off you must create your character. Give him first name, last name and nickname, choose hometown and where he fights from (I chose, Garath "Savage" Gobulcoque from Sunderland). You then decide their age, unfortunately, you are not able to pick under 20 years old, UFC don't seem to endorse punching teenagers. You are then able to choose all kinds of settings and stats ranging from fighting stances to how strong they are, Once your fighter is to your standard you can continue with the game, you can create and save up to 40 of these characters.

Career mode is your standard go from rookie fighter to champion of the world, with a little help from your coach, plenty of hard work and training and practice. Fights get increasingly more challenging and you build your character up to be whatever you want him to be.

Enough of the modes, what of the game play itself? Fighting is done using the face buttons and the shoulder buttons as modifiers. Square button is left punch, triangle button for right punch, X button is left kick and circle button is right kick. The shoulder buttons are used to modify the attacks, for example right shoulder button + circle will give you a high



right kick which will land a blow to the head unlike the normal variant of that attack which will damage the torso. There are also special moves, grappling and throws that can be done with the right combination of the above mentioned buttons. It's a simple mechanic, which on the whole works well for the limited amount of buttons the PSP

REVIEW

UFC UNDISPUTED 2010



has in comparison to the Xbox and PS3 pad configurations, but it can be too simple sometimes.

I was able to knock out every opponent on most modes with less than 5 consecutive kicks to the head making life incredibly easy, I felt I was cheating a little but the same outcome is achieved if you violently mash all buttons Tekken 6 style. It's all too easy to button bash taking any kind of strategy out of the game, of course as you increase the difficulty of the game this approach becomes harder to do as enemy AI get wise to your tactics of randomly mashing but it is still relatively easy to win like this.

Although the package has a lot to offer, it's not without its flaws. The soundtrack to the game just sounds wrong. For a game like this, I would expect some hip hop playing in the background, maybe a few electric guitar solo heavy metal style Ala WWE games. Instead the soundtrack comprises of dramatic classical music, stuff which you would find in JRPG's when coming up to a particularly heart wrenching emotional scene, not when your about to rearrange someones facial features with a swift kick to the face. It just doesn't seem to match the style of the game and because of this, it becomes irritating rather quickly and impacts upon the authentic atmosphere that THQ have created.

The graphics are also flawed, whilst I am not expecting unrealistic levels of detail akin to the console versions, I do expect to see better than this. The graphics aren't awful at all, but I have seen better and know the PSP is capable of more, but it isn't so bad that it will ruin the game for you.

For newcomers to the series, the simplistic fighting style of punch, kick, rinse, repeat may lack the depth necessary to get them hooked on the game, If however you are a fan of UFC then there is a lot here to love, there's a lot of attention to detail to ensure UFC Undisputed 2010 is as authentic and true to the sport as possible and as a result, its a must for fans who don't already own the console version. There's a lot of fun and longevity to be had from this title if you can forgive the slightly lax fight system, poor choice of soundtrack and less than perfect graphical stylings.

Written by **Sarah Collings**

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

6.5/10

PRO EVOLUTION SOCCER 2011

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Konami
- **Players** Multiplayer
- **Released** October, 2010
- **Age Rating** Everyone



They told us it would be good, they said it would be revolutionary but it was all false hope. Pro Evolution Soccer 2010 was a shambles. The controls were stodgy, the animations were jagged and it felt out-dated in comparison to Fifa. However, if you based your opinions of the game by my review then are probably thinking I'm a hypocrite. I gave PES 2010 a ludicrously high score and I've regretted it ever since. This year, as much as I love PES I played the newest game level minded, no bias; and this year I can assure you, although it's not flawless it sure isn't terrible.

THIS WAS REVIEWED ON THE XBOX 360 PLATFORM

Let's be honest here, football games are never, ever going to be remotely realistic unless they come bundled with a strip of turf. You will never get the atmosphere, the excitement or the mud that you do with the real beautiful game. However, if you want fluidity and how Konami call it: "Engineered for Freedom", then you won't be disappointed.

Just booting up the game gives you a sense of how much has changed. The menus, the music and all the other visuals have been re-vamped. Most of the older games fell into the same trend of keeping the same boring text and menu setup but this simply isn't the case for 2011.

I wanted to get into a game straight away so I booted up a match within seconds using the exhibition mode. No more long waiting times it's



REVIEW

PRO EVOLUTION SOCCER 2011



pretty much tap one button and you are surrounded in the stadium aura. One thing I noticed straight from the off was the sheer detail in the stadiums and pitches. It's clear to see that there has been a terrific amount of effort in the design of each stadium where most are almost identical to the real thing.

A big change that I noticed seconds into the first game was the addition of a new co-commentator, Jim Belgin. He's famous for doing some of the commentary for the Olympics and used to play for Ireland back in the day. It's extremely refreshing to hear someone new come onto the commentary team as prior to PES 2011, commentators said the same things over and over making the game age very quickly. This year much like Fifa, PES has focused on getting the commentators more involved with the game. Player names, team names and stadium names are noted a lot more during the game. One problem that I found was that on occasion the commentators layered over each other's speech as well as a lack of commentary i.e. complete silence after goals. It's nothing a simple patch can't fix I'm sure but still the issue is there.

As you start the game it is obvious to see all the changes. Bettering last year by a long shot, PES offers a stunning amount of fluidity. With each pass you make the animations on show are smooth and realistic, although they aren't without their flaws. Watching back on replays exposes the graphical glitches the game suffers with balls merging with player models fairly often. Setting that aside, the 1500+ animations added to the game gives it a streamlined, fluid feel when playing at a regular pace - something that can't be achieved whilst playing competitor titles.

Passes this year are sharp, accurate and realistic. If you hold the button long enough then passes will go astray and they do for the first few occasions but with practice, brilliant defence splitting passes can be achieved. This ease of passing coupled with the new 360-degree dribbling engine makes every pass just as important as the last.

One major gripe I have with the dribbling is the running. Other reviews I have read say that the players look like the run on the spot but in my

REVIEW

PRO EVOLUTION SOCCER 2011



REVIEW

PRO EVOLUTION SOCCER 2011



opinion the running looks really jittery. For example, when a play is running with the ball to the left and right it looks like they are getting sucked towards to ball after every few steps. This action really breaks the fluidity of the game for me, although it may just be my personal opinion.

Holding a strong defence was tricky in PES 2010. The defensive line always let ball through without due care or attention but this year there is a noticeable difference in how the defence works. Instead of the defenders always running towards the ball, they hold the line making it a lot harder for the attacking players to make a simple run into the box, almost always ending in a goal.

Moving onto the game modes, Master League, the most classic of modes is back and better than ever. My experience gave me the feel that the mode seems very management based as opposed to previous versions but this is in no way a downside. This new style of Master League still incorporates all the previous playing aspects of the game just with the new management stuff thrown in. You are needed to help maintain sponsors and various staff throughout your season as well as keeping a strong fan club for the team a lot more than

the previous making it vital not to fall back into the financial pits, leaving you nowhere to go.

As well as regular Master League, a new exciting addition to the game is Master League Online. This mode allows you to play out your season against players from around the world as opposed to playing only computer controlled players. As well as this, you can create your own tournaments and team up with fellow players to help them win the tricky season games. The fresh mode adds hours of gameplay as you strive to make your team the best of the best both online and off.

With further additions to the game such as a re-invigorated Become a Legend mode and relighted additions like the PES Store, Pro Evolution Soccer 2011 is a fantastic mix of what was the older, more prestigious Pro Evo and the exciting new Pro Evo, highlighting the new technology and fresh new game mechanics. With a bit of tweaking, the game could be stunning but as it stands Konami could have done a whole lot worse. Series rejuvenated? Just about.

Written by **James Bralant**

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

8.5/10

TEAM FORTRESS 2 MANN-COMPANY UPDATE



Throughout these updates I have always stuck with the game, relishing the challenge of learning how to use these weapons as well as how to counter them. The inclusion of hats initially didn't bother me, but sure enough I was soon gripped by the desire to acquire as many of these virtual head pieces as possible. However, the Mann-Conomy update shocked me. Offering these weapons and hats for sale through microtransactions seemed to counter every policy Valve have stood for over the years, and at first I thought it was one of their clever jokes. For those that haven't played since this update, items are available for purchase through an in-game store. The new weapons and hats are available for a higher price than those which pre-date the patch and cannot be traded with other players.

Team Fortress 2 is one of the greatest online multiplayer shooters of all time. However, with the release of the recent "Mann-Conomy" update, some would argue that this is no longer the case. The fiery game community reacted with even more anger than usual with the announcement that an in-game shop would facilitate microtransactions. So, after the dust has settled, does Team Fortress 2 still stand the test of time or is this an update too far?

After releasing 11 major and over 100 minor free updates to this class-based shooter over 3 years, Team Fortress 2 is a very different game to initial 2007 version released with The Orange Box. With a selection of alternative weapons and cosmetic items available for each of the 9 classes, there is certainly a greater variability to the gameplay. Yet, these new unlockables have caused constant debate over their balance, the system used to earn them and whether they have damaged the overall feel and style of the game. Perhaps the biggest controversy involves the item drop system, which grants players these items. A huge overhaul of the system was made designed to prevent people earning weapons and hats by simulating playing the game.

Initially, I was outraged at this having seen the ridiculous prices that were tagged onto these virtual items. Hats in excess of £10 are not uncommon, with many of the new cosmetic items now offering an in-game benefit when worn with their comparative sets. As hundreds of people on the Steam forums pointed out this was encouraging a "pay-to-win" system, which is somewhat true. However, after playing the game for a week under the new system, it is not as bad as it seems.

These new unlockables are not direct upgrades and many carry with them distinct disadvantages, so possessing all of them will offer benefits in certain situations, but not necessarily against a skilled, veteran player. The other benefit is that all of these can be earned in game, or traded with fellow players if they have been unlocked using the random drop system. However, the chances of getting a full set without trading are very slim given the rarity of hats and a weekly item limit. While it is not impossible, it is certainly subtly encouraging the use of the in-game shop. Virtually all the new items can be found in-game, with the exception of gifts and keys needed to open crates

TEAM FORTRESS 2 MANN-COMPANY UPDATE

which contain random loot. Most people seem to object most strongly to this aspect, as people have to spend money to open them.

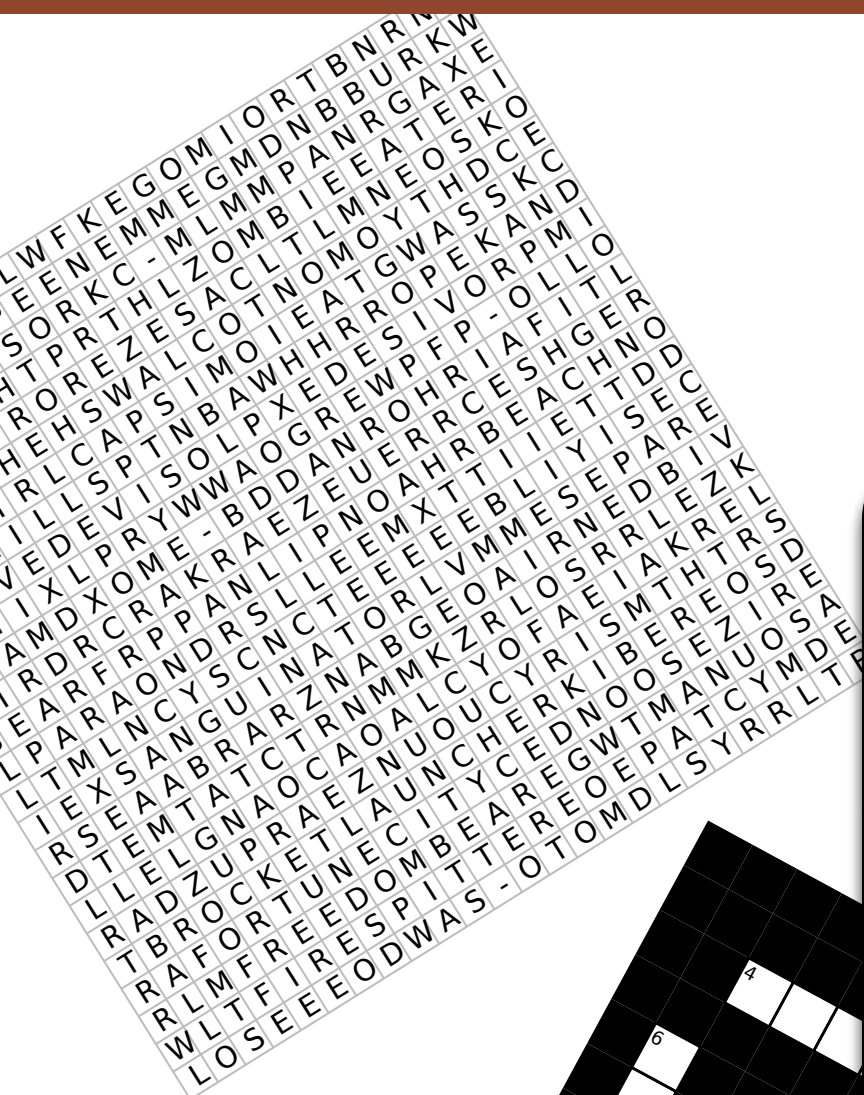
Personally, it is easy to see exactly why Valve has implemented this system. After hundreds of free updates, getting a new source of revenue for a popular online game is understandable and the money generated from this update must be considerable. Indeed, I'd be perfectly happy to spend some money as a way of thanks for 3 years of fun and it's nice to see something being given in return. Yet, should we really see this as a donation? Ideally, I'd prefer to see all items available to drop, so no one would be forced to use the store and, in theory, you could acquire everything through in-game drops and trading without spending money. This would still leave the store a viable option for those that would want to earn items faster or people who want a specific unlockable.

Perhaps my biggest regret with the direction of Team Fortress 2 is how impenetrable it is to new players. Even with the inclusion of some tutorials and a practice mode with bots, it is a very difficult game to get into and to truly understand. As a long term regular player, it has taken hours of play to understand the ins-and-outs and subtleties of the title. With so many combinations of weapons available, anyone who has just bought the game better have a friend to explain things and a lot of patience. With 9 classes, each with a minimum of 6 items, many with more than that, it's very complex. While some have argued that challenge should be appreciated, it isn't necessarily going to encourage new gamers to continue playing and extend its lifespan further.



Similarly, there is a real bias towards certain classes which are easier to cater new weapons too. Particularly game-breaking classes, such as the Medic are rarely ever given new items, with only one new addition since his own class update years ago. For dedicated Medic players like me, this means the only new strategies you learn are how to counter your opponents' fresh weapons. A bit of love for these neglected classes (Heavy I'm looking at you) would be nice and help to give long-term players a bit more motivation.

While the Mann-Conomy update wasn't as grave as I had initially suspected, I'm still very wary about the future of Team Fortress 2. I'm very grateful to Valve for their continued support and development of one of my favourite ever games, but I'm anxious that sometimes less is more. Often I do yearn for the classic, unaltered gameplay of the Team Fortress 2 released in 2007, but I still find myself being drawn back. The real question will be whether or not people are still playing in another 3 years time. As Valve admit, the Mann-Conomy update was an experiment and it'll be interesting to see what the results will be.



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COFFEE BREAK

MONTHLY NEWS REWIND

Happen to miss out on this months top news?
Well, fear not as GameOn are here to help you catch up!



This week Rockstar announced the new DLC for Red Dead Redemption will be (wait for it) zombies and will be named "The Undead Nightmare Pack".



Warner Bros. Interactive Entertainment and NetherRealm Studios today unleashed an all-new website for the highly-anticipated Mortal Kombat, releasing in 2011 for PlayStation 3 and Xbox 360.



New screens from the upcoming sequel to last years blockbuster hit Batman: Arkham Asylum have been released and we have them for your viewing pleasure.



2K Games and Gearbox Software are challenging gamers to the ultimate video game gun-fest with the Borderlands Game of the Year edition. Available beginning October 12 for the Xbox 360 video game and entertainment system from Microsoft and PlayStation 3.



Capcom are unleashing four DLC theme packs for Dead Rising 2, each of which is as varied as the next. Now these are not just simple costumes which offer no benefits bar a simple visual overhaul, each costume pack offers unique benefits associated with that DLC...



Ubisoft have unveiled their latest reveal trailer for the Footpad in Assassin's Creed Brotherhood which you can view below. The new character appears to be a very sneaky one which is able to steal from unsuspecting players.

Dead Rising 2 Wordsearch



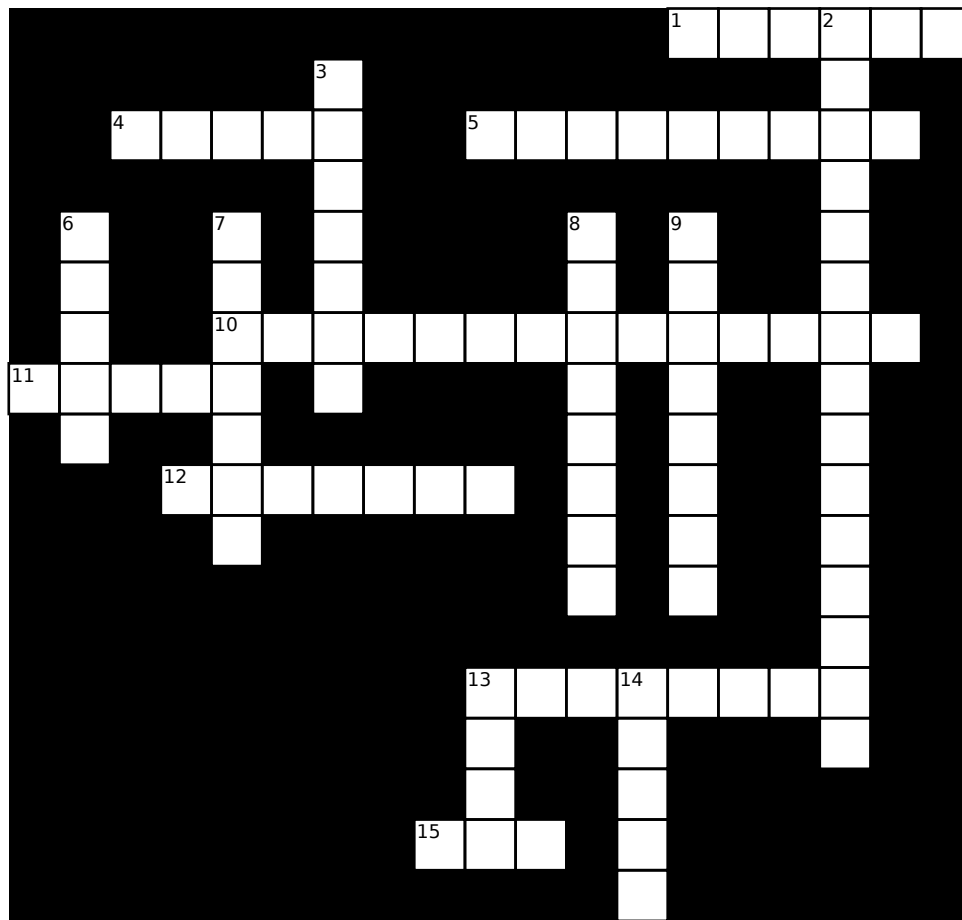
Air Horn
Capcom
Claws
Defiler
Electric Rake
Flamethrower
Freedom Bear
Heliblade
Letrci-Rake
Moto-Saw
Power Guitar
Sledgehammer
Tenderizers
Zombies

Beer Hat
Case Zero
Combo Weapons
Drill Bucket
Exsanguinator
Fortune City
Gem Blower
Improvised Explosive Device
Light Saber
Paddlesaw
Propeller Hat
Snowball Cannon
Testla Ball
Zombrex

Blambow
Chuck Greene
Dead Rising
Dynamite
Fire Spitter
Fountain Lizard
Hail Mary
Katey Greene
Molotov
Pitchfork Shotgun
Rocket Launcher
Stacey Forsythe
Zombie Eater

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Mafia II Crossword



Across

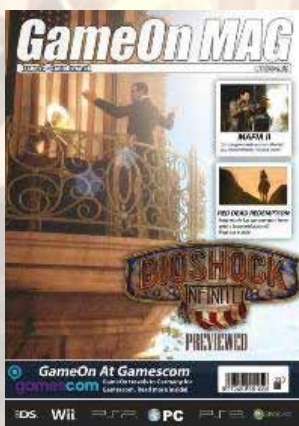
- 1 Not necessarily blood-related but a term used in the game to describe how they felt toward each other (6)
- 4 A nationality who believe leprechauns are real and clovers are lucky (5)
- 5 The city in which Mafia is set (6, 3) (2 words)
- 10 Murders (14)
- 11 The character of which the add-on title refers to (5)
- 12 The active taking of someone else's property (7)
- 13 A quarrel between rival gangs (8)
- 15 The main character's childhood friend (3)

Down

- 2 A pizza eating USA resident (7, 8) (2 words)
- 3 An Oriental nationality (6)
- 6 A group of people in which the title refers to (5)
- 7 The magazine that is featured in the game (7)
- 8 A member of the mob (8)
- 9 To be a traitor to; disclose (8)
- 13 The main character of Mafia (4)
- 14 Illegal substances (5)

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Dawson

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Dawson



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Scott Ruthven
azrael316



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Rolling into Next Issue

