



GameOn MAG

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HALO

REACH REVIEWED



FALLOUT: NEW VEGAS

Can this game make a name for itself or become another Fallout 3 Expansion? Find out Inside!



THE FORCE UNLEASHED 2

How can this sequel live up to its predecessor? Find out Inside!

MOBILE REVIEWS

This month, we add a new section to the magazine; Mobile Reviews. Find out more Inside!



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Hello and welcome to another action packed GameOn Mag!

This month we have a lot going on so listen close! The more avid readers will remember the advert from last months issue about the LAN. Well, we have coverage on the LAN inside this issue of the mag! To go with this we have packed this issue full of reviews, previews and fun. We also have an extra addition to the magazine starting from now. This is the Mobile Section. In this, we will review iPad, iPod, iPhone and Andriod content. So, sit back, relax, put down the controller and release the mouse and enjoy.

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Microvolts



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PREVIEW

MICROVOLTS

AVAILABLE FOR:



I wasn't entirely sure what I had let myself in for when I was given the opportunity to preview *Microvolts*, a 3rd person MMO shooter from the fine fellows at RockHippo Productions, as I had so many conflicting thoughts in my head after viewing some gameplay footage while the client installed.

"It's a Team Fortress Clone mixed with Gears of War without the cover with a huge dash of the old DE_Rats maps from Counter Strike where you were tiny small entities in a giant kitchen environment" this train of thought was constantly battering my senses as I tried to get into the game yet once I started playing they quickly

dissipated as I came to appreciate *Microvolts* on its own merits.



On first firing up the game you're greeted with a mad scientist attempting to bring toys to life in some form of Frankenstein-esque experiment. However all the toys seem to have some inherent murderous intent as all they want to do is annihilate each other. The game has multiple characters to choose from, however only a couple will be available from the offset with the rest obtainable once you've stockpiled enough of the games' currency, MicroPoints.

These points are used in practically every aspect of *Microvolts*, from purchasing characters and clothing to hiring weapons for a length of time. Yes that is right, not all the weapons are freely available and most have a rental period for a number of points. While the stock weapons are more than capable of dispatching your enemies, the others have slightly better stats such as longer range, more power etc but they are generally only available for 3/7/14 days.

PREVIEW

MICROVOLTS



All of the levels are cleverly designed with multiple routes through them for players to sneak around trying to get the upper hand on their opponents, ranging from kitchens to back yards, everything looks glorious in its own cartoon style visuals. As everything is scaled around you playing as a toy the oversized scenery offers a huge amount of options for hiding, camping or planning ambushes.

The game has a number of game modes to test your mettle in, Deathmatch and Team Deathmatch are your staple encounters while Item mode is a twist on TDM. Once you've killed an opponent you're granted an item to be used on the battlefield, this could be a number of things including health recovery or temporary invulnerability. While this is a nice idea, it still doesn't offer enough variety to dethrone TDM as the most popular game mode in Microvolts.

Initially it was tough to get started in Microvolts as it took some time to adjust to the aiming used by the game, but we're talking no longer than an hour of gameplay to get into the flow of things and out-gunning your enemies with

no problems at all. However we found that if the enemy got the initial hit on you from behind, it's very very difficult to spin round and fight back due to how quickly you can lose your health in this game as a couple of bursts with a machine gun is usually enough to kill someone.

Overall Microvolts is an incredibly enjoyable shooter which feels fresh and unique enough to stand out from the crowd, certainly one to look for when the game comes out of beta. With its fluid controls, bright, colourful graphics and the free to play aspect, the team are certainly onto a winner in our eyes.

Written by **Neil Hetherington**

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Undead Nightmare



REVIEW

DJ HERO 2

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Activision
- **Players** Multiplayer
- **Released** October, 2010
- **Age Rating** Teen



While not posting stellar sales results from the first DJ Hero outing, Activision stuck to their guns and set to making a sequel. It's a good thing they did too, as DJ Hero 2 takes all of the best parts of what made the first great, then multiplied it into a cleaner, more stable finished product.

In the same way that the Guitar Hero franchise gained more officially licensed music as the series grew, DJ Hero 2 has garnered itself more artists' songs to play with. This outing also sees the addition of some big name DJs with the series. Deadmau5, Tiesto and David Guetta are all in there, with songs from each respective artist. With names like these in the game, it was clear there would be

less of a hip hop influence, bringing a more varied musical style that would appeal to more gamers. If you've played the first one, you know what to expect from the game play side of things. Three lanes, two that can be affected by the crossfader and the middle 'sample' track if you were. However, jump straight into a game, bypassing the game's helpful intro asking if you'd like to learn the new features means you're going to get called out pretty quickly. Activision have added new variations on moves that can throw you for a loop (pun intended). There's variations on scratching including freestyle, individual samples for each song that are relevant in the red freestyle sections (no more annoying samples of air-horns) and finally, a freestyle crossfader section in which you can choose which parts of which song should be playing. These all lead to a better sense of being 'creative' with the song, rather than just being there to mimic the actions of the original mix.





DJ Hero 1 had nothing more than playing songs with pre-set DJs in pre-set venues as progression. That's been stepped up a notch for this outing as you're now following the career of a fledgling DJ making his or her way up the 'Empire'. Seemingly minimal adjustment, but it does make you care a bit more about the progression throughout the game more than to just 'unlock the songs'.

Multiplayer has received a well needed bolstering by the addition of new modes to play which makes it a more competitive affair. Rather than just fighting for a score, you have modes which pitch you into a call and response style affair. Mixed with the freestyle sections, multiplayer becomes a challenge, as there's no easy set score for a section. Two players can duke it out in the multiplayer, with a third being able to join in on vocals. Gone is the guitar mode from DJ Hero 1.

Party play also makes an appearance, making it more friendly to have it playing away to itself in the background, allowing people to jump in as and when they please.

Overall, the game is a solid successor to the first, adding the key things that always seemed to be missing from the first. A more varied track list, better multiplayer support, the freestyle sections and a more interesting career mode make this an excellent title for anyone that enjoys rhythm based games.

Written by **Steven Dawson**

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

9/10

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Codemasters
- **Players** Multiplayer
- **Released** September, 2010
- **Age Rating** Everyone



Many developers have tried to recreate the hectic but glamorous world of Formula One. Most of the past games don't really feel that complete and seem to be missing something. Now it's the turn of Codemasters to see if they can immerse you into the fast paced world of a Formula One driver.

I really had high expectations for F1 2010 as it is being developed by Codemasters, who have a pretty decent back catalogue of driving games including the Colin McRae series, Toca Race Driver and Grid. Straight from when you load up the game for the first time you can see that a lot of time and effort has gone into making it as realistic as possible. The first "task" as a driver when you load up the game is to sit through a press conference where you will be asked to answer questions, like your name, nickname, country of birth and how long you intend to stay in the sport. The question about your intended time as a driver will determine what teams you can pick to drive for the first season. You have three choices about the length of time you want to stop: either three, five or seven seasons. The shorter the amount of time you decide to stay in the sport the better starting teams you can choose from. For example if choose seven years you will only be offered

a drive from one of the three new teams, Virgin Racing, Hispania or Lotus. If you choose three years you will get a choice of the three new teams and Force India, Williams, Toro Rosso and Sauber.

When you start your career you will first meet your agent who is waiting for you in your trailer, you can go and speak to her to find out information about your contract and see if you have any new offers from your current team or teams around you. When you go into the pits for the first time you will meet your race engineer who can get quite annoying after a while as he keeps saying the same thing like, no matter how far away from the car in front you are, you are always told that you are five seconds behind. While you are sat in your car ready to go out on track you will have mechanics constantly working on your car.

Like in most racing games nowadays the weather can change mid-race which could make or break your race - with Codemasters boasting that this is the best weather system in a game and it doesn't disappoint. If it is raining at the start of the race and you have the race length set long enough then





when the rain stops you will slowly get a dry line on the race track, when the line starts to appear, your wet tyres will lose grip and you will need to pit for new tyres. Also featured are evolution tracks where at the start of the weekend the track will be "green", this means that the track will have minimum grip until it gets rubbered in, so when it comes to race day you will be able to throw the car round the track. Also if you go off the track and end up on the gravel you will be able to see the bits of gravel on your tyres and you will lose grip until your tyres are free of it.

While F1 2010 does cater for beginners to racing games with auto braking, ABS (anti-lock braking system) and traction control, don't think that it will be a walk in the park with assists on as you will still spin out if you give it full throttle out of a corner and can still slide while braking even with ABS on. Even if you are a beginner at racing games you should turn off braking assist at the first possible opportunity, yes it will help you stay on the track on corners by braking to the right speed for you but it will halt your progress moving up the field in a race because it eliminates the chance to out brake someone going into a corner. If you see yourself as the next Lewis Hamilton you

could try with all the assists off and turn pit limiter and pit box entry on manual, this game then turns into the nearest thing to a Formula One simulator you can get on consoles. The slightest mistake going into a corner and getting on the throttle too early on the exit of the corner will result in you spinning. The game is made even more realistic with the addition of needing to use both sets of dry tyres in a race, the option of prime tyres when on a race length of over 20 percent. Also you can turn on tyre wear, fuel consumption and racing flags. But with the flags on you will get a warning or even a penalty if you are involved in a collision even if it is not your fault. Also making an appearance in the game are "flashbacks" where you can rewind time if you make a mistake. They are always handy to have turned on even if you are trying to make the race as real as possible.

As with any new game that is released this is not without its faults. As said before you will get punished for contact with other racers even if it's not your fault and you will also get punished for cutting a corner if you are right up behind someone and there is nowhere else to go. In some races the leader doesn't pit to change their tyres so win by a clear margin. On some tracks at certain corners the frame rate will slow right down and go a bit laggy, like at the swimming pool complex at Monaco. All in all F1 2010 is a game that any fan should have. The game drives like a simulator as well as catering for beginners to driving games with the likes of ABS and braking assist. But there is nothing like the feeling of flying through Eau Rouge with all assists off and the thrill of racing around the tight streets of Monaco.

Written by **Stephen Boffey**

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

8.5/10

REVIEW

FALLOUT: NEW VEGAS

AVAILABLE FOR:



NEED TO KNOW

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



Bethesda's reinvention of the Fallout series in 2008 was one of the gaming highlights of the last few years. Taking the hugely successful Oblivion format and adding it to one of PC gaming's classic experiences was inspired and the follow up downloadable content support gave even more life to an enormous game. Fallout: New Vegas is in many ways a worthy successor, but is not without its fair share of problems which detract from an otherwise outstanding experience.



Fallout: New Vegas is a very difficult game to review, due to the sheer enormity of the environment, the plethora of quests available and the different playing styles that the title accommodates. In many ways, it is very similar to Fallout 3 with the same first or third person camera options and RPG staples which define the series. The graphics are virtually identical (still brown, but with a bit more blue sky) and the menus and HUD are equally similar (with a default of orange instead of green). Thankfully, the voice cast has continued to improve with some big name talent on display. Instead of detracting from the experience, they all definitely add to it, thanks to some clever casting and a solid script.

Taking a slightly different approach from the opening of its predecessor, Fallout: New Vegas drops you, more or less, straight into the action. After being shot in the head by a mysterious, suited man you are saved by a small community and after recovering, set out to get revenge. The main plot is surprisingly different and ends up taking you over the Mojave wasteland, an area of a similar size to Fallout 3's Capital Wasteland. Instead of going through a lengthy tutorial, there are optional mini-quests to acclimatise you to the world and gameplay of the series which is a nicer touch than a mandatory opening section.

Initially you might struggle to understand how Fallout: New Vegas is any different from Fallout 3 and it is often difficult to entirely shake the sense this is more of an expansion pack than a full sequel. There are only minor differences to gameplay, most of which won't really make much impact until later in the game when your character has more skills and bottle caps. The main new inclusions are the ability to make

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custom ammunition types and modify weapons with extended magazines, better quality parts, scopes and silencers which are initially pretty expensive. This does prove useful, allowing you to stick with a favourite weapon and increase the usefulness of others.

Other minor changes include the removal of most of the permanent skill boosting books (although they are still present in smaller quantities) and replacing them with magazines that provide a temporary increase to particular abilities. It's something which is useful, but generally rarely implemented once you

start to develop your character and reach the higher levels. The follower system has been significantly overhauled, making them far more useful with each member granting you a unique perk based on their own talents. The follower wheel allows you a greater degree of control over them and any experience they earn from kills finally is granted to you!

While the majority of these tweaks seem largely minor there are two new inclusions which are much better and have a real impact on gameplay. The first is a series of background challenges, which upon completion grant you a boost of experience depending on the size of the task. For example, when you kill 500 enemies you are granted some experience and a special perk which boosts your damage. There are hundreds of these available ranging from killing a certain amount of enemies with weapons, dealing set amounts of damage, discovering a number of locations. It's a brilliant idea which naturally sits alongside the levelling system and encourages you to use a variety of playing styles in order to collect different perks. In a game as large and varied as Fallout: New Vegas this is certainly a welcome addition especially given that the default level cap has been raised to 30, rather than 20. However, perks are only awarded every other level you gain which is a shame as you can only choose half as many as Fallout 3.

The second major change is the introduction of factions in the game world, which was notably



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Roman-inspired Caesar's Legion whose tyrannical leader is more than happy to crucify a few dozen "savages" to prove a point.

Perhaps the most notable inclusion is "Hardcore" mode, which raises the difficulty and is not for the faint of heart for those new to the series. Here you have additional responsibilities including drinking, eating and sleeping

absent from Fallout 3. At first this is a daunting prospect given the numerous groups found in the Mojave, but introduces some complex new game mechanics. Your actions in quests and the world will yield different responses from different groups. So, if you elect to help the town at the start of the game, you'll anger a local rival group The Powder Gangers. However, if you choose to help these escaped criminals instead, you will earn their favour and anger the locals. Throughout the game, this forces a careful juggling act as you have to balance these factions against what you personally believe to be right, wrong and profitable.

Fortunately the factions system has different stages, so by angering one group slightly you will still have a chance to earn back their favour by helping them out. It also raises some interesting moral questions, as there usually is no "good" or "bad" option in many of the quests, forcing you to think through your actions and what implications these might bring. Yet this is still a Fallout game, so there are inevitably some groups who are downright evil and sadistic, such as the

regularly alongside health items not healing instantly. It seems far more influenced by role playing and developing your character, but admittedly makes the game a lot more tense. While it offers a new way to experience the Fallout universe, it ultimately grew a little tiresome towards the end of the game when enemies did more damage and healing became problematic.

The difficulty of Fallout: New Vegas can be uneven especially at the start of the game when harder enemies can spawn out of nowhere and massacre yourself and anyone nearby. I was unfortunate enough to have a Deathclaw spawn in the middle of a quest, killing my companions in a few hits before removing my limbs from my shocked body. This can prove frustrating, as harder enemies can appear even in the supposedly safer zones. If you can persevere with this difficulty spike at the beginning of the game, things soon even out when you get access to the tougher weaponry that is essential for these tougher foes.

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FALLOUT: NEW VEGAS



One of the most frustrating issues with the title is the amount of bugs present. Bethesda has been quick to address these issues, launching a large patch to fix 200 errors this week to do with quest fixes. However, be warned that if you are playing the game on the Xbox 360 that after two hours playtime the loading times will extend to over a minute and there will be frequent stuttering and outright freezing. Hopefully, these will be looked at but even with a game of this size, the volume and scale of problems is largely unacceptable given the £40 retail tag attached. As such, some of these bugs were enough to effectively spoil and hinder the enjoyment of the title and even with the latest fixes, problems do persist. It's an enormous shame, as without these Fallout: New Vegas would be much easier to recommend and even as a fan of the series I began to lose some patience. For fans of the series, this is an easy title to recommend. Admittedly, it is more of the same but

the new inclusions certainly warrant a purchase for those that enjoyed the Fallout 3 experience. However, the number of bugs is certainly a limiting factor and one which will hopefully become a lesser issue in the coming months. For casual gamers, the difficulty spikes at the beginning may put some off, but it is worth sticking with the title to tap into the immersive, rich and hugely detailed environment on offer. No one makes games like Obsidian and Bethesda, the experience is definitely there and if you can overlook the problems then Fallout: New Vegas is a rewarding and fulfilling experience.

Written by **Chris Wakefield**

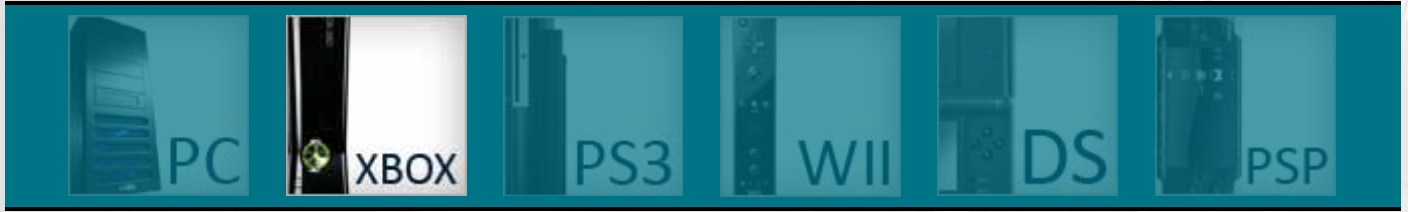
playability	★★★★★★★★★
longevity	★★★★★★★★★
graphics	★★★★★★★★★
sound	★★★★★★★★★
overall	★★★★★★★★★

8.5/10

REVIEW

HALO REACH

AVAILABLE FOR:



NEED TO KNOW

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



Bungie, the creative development team, reached astronomical heights after Microsoft Game Studios swallowed them up along with their shining star title, Halo, as a launch game for the original Xbox. Ever since then the franchise has literally exploded into one of the most profitable IP's in Microsoft's gaming arsenal, spawning an almost fanatical following so one would assume that Bungie's final offering to the fans before they part company with Microsoft would be something special.

Sadly and quite predictably it's not. Plagued with frame rate issues, shockingly bad AI and suffered more hype than the Pamela Anderson porn tape, it feels that Bungie have delivered a final reach-around to the fan base for their swansong title.

Opting to go down prequel avenue, Bungie have omitted Halo's most famous mascot and fanboy masturbational martyr, Master Chief, in favour of an entire squad of Spartan soldiers. Placing you into the trans-gender boots of Noble Six (you're allowed to select your gender at the start of the game), latest recruit to the testosterone filled Noble squad, you're then whisked on a paltry five hour campaign on the Planet Reach, trying to fill in the story which predates the whole discovery of the Halo technology/Pillar of Autumn/Cortana/Master Chief trilogy.



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HALO REACH



The enemy AI however was a little more acceptable - at least this lot chose to duck, dive, weave and generally be a bit crafty when trying to outflank or out shoot me on the field of battle. But even this enemy AI is fallible due to a Banshee getting itself stuck under a rock face, Hunters being foiled by mankind's greatest barrier, a humble stone pillar and finally having an enemy grunt just completely ignore me to run and shoot my marine squad mate in the room ahead of me.

The mission structure is essentially a rinse and repeat of all previous Halo titles with the only exception being a completely out of place space combat mission. Every objective is dealt with by you, Noble Six, as the rest of your team

During this rather short and disappointing campaign it was apparent that while Bungie had made obvious visual improvements to Halo, it seems that they came at a cost as numerous times the frame rate for the game noticeably dropped below 30fps causing some choppy movements. Additionally, squad-mate AI is non existent. I had countless encounters with marines just stood doing nothing while an Elite would be shooting straight at them, I've had marines in a Warthog run me over on four separate occasions in the same section of the same level as I'm trying to advance on a Covenant emplacement.

Finally when the AI actually saw fit to fire upon Covenant forces, it would seem their guns are loaded with blanks as they did the grand total of f**k all damage to whoever they were shooting, leaving it to me to take the enemy out.

is too lazy/incompetent/dead to do it themselves. It's down to you to recover this data, activate that comms relay, disable several anti aircraft guns while having a brush up your arse to sweep the floor as you go. There is no innovation, originality or anything remotely unique to this game which could have caused so much hype, essentially it is just typical FPS gaming in a generic alien-stan setting.

The story of the game tries to spin you a tale of great courage and sacrifice: that these Marines and Spartans of Planet Reach did not die in vain or for a lost cause which, in all fairness, is a load of crap as we knew everyone would die and that Master Chief would be the last surviving Spartan before the game was released. The best comparison I can think of at the moment would be comparing Halo: Reach to Titanic; Both titles have stories which the endings are pretty much

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HALO REACH



public knowledge yet the masses still thought it would be a good idea to play/watch them.

Now the campaign mode is not the only option in this title, no no, you may go online and shoot other Spartans or have some Elite on Spartan gang bang action via a multitude of game modes. Additionally, Bungie have seen fit to allow players to run riot in their creativity with Forge Mode, letting sweaty palmed addicts create their own sadistic Halo settings and letting them share it with their brethren. The sheer level of customisation available to players is quite an eye opener, from

hundreds of armour combinations to the player for that unique look, to the level of changes available to make in game maps, it's at least here, in co-operative and multi-player modes that Bungie regains some form of credibility as quite frankly the single-player experience sucks ass.

There is a definite air of "go play it with friends" surrounding the whole reach-around experience due to the number of multi-player/co-operative options available. Player Vs. AI is one Firefight mode which increases with difficulty as the game progresses, without any storyline nonsense getting

in the way proves to be an entertaining distraction for a little while. However our time in Slayer death-match was not as successful, our very first match online in an eight player match saw us gain the most double kills for the match along with finishing 3rd in the scoreboard, which in all honesty should prove to be a



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HALO REACH



bonus for newcomers to the whole Halo franchise as this should ease them into online gaming.

Bungie have also given Halo: Reach considerable replay value due to daily and weekly challenges. These challenges can range from simple things to getting 30 headshots in campaign or matchmaking or firefight modes or to getting 30 kills in a single matchmaking game, all of these carry varying credit values, the games currency for purchasing different armours or other bonuses for the player along with contributing to the players overall rank.

While no doubt the fanboy cults would instantly purchase this title purely on the basis that it's called Halo, for those outside the fanatical winds I suggest merely renting this game to begin with,

if you enjoy it after your rental period then feel free to purchase however there is no harm in over looking this average shooter as you're not missing anything groundbreaking in terms of pushing the FPS envelope at all. Overall Halo: Reach could only grab onto that mundane rung of the ladder.

Written by **Neil Hetherington**

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

5/10

STAR WARS: THE FORCE UNLEASHED 2

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Lucasarts
- **Players** Single
- **Released** October, 2010
- **Age Rating** Teen



Carrying on from the rather marmite previous entry in the series, The Force Unleashed 2 brings us once again into the shoes of Starkiller; Darth Vader's secret apprentice. The story see's the young Starkiller on a more personal journey than the first game, with him on a mission to rescue former love interest Juno Eclipse, and find out if he is indeed a clone, as Vader would have him believe.

The game begins on the rather spectacular looking Kamino system, as seen in Star Wars: Episode Two. Here Starkiller makes his escape and his first step towards finding his identity. The action unfolds in much the same manner as the first game, with Starkiller utilising the Force in unimaginable ways. Unfortunately, it suffers from most of the original titles problems, as well as some of its own. As before, the mouse buttons and the buttons

THIS WAS REVIEWED ON THE PC PLATFORM

surrounding WASD control a different Force power, ranging from Force Push, to the newly added Mind Trick. These are marvelous to look at and the destruction you bring will likely bring a few smiles. The problem is, it's just as tricky to perform them as before, with the targeting system - though it has been improved - still proving more of a menace than the Stormtroopers you'll be going up against.

The Euphoria engine is present here, showing your Force wielding destruction in all its glory, with less 'canned' damage than appeared in the original title. It also means the Stormtroopers are still going to be grabbing on for dear life as you push them off ledges. This is where The Force Unleashed's biggest fun factor lies - experimenting on the hordes of standard Stormtroopers with different combinations of powers.

The lightsaber also is more effective than previously, with it slicing limbs off all over the place, and looking less like a glow in the dark baseball bat. Starkiller rocks his two lightsabers with style, and glides all over lopping limbs off and tossing them at distant foes.

As I was playing on PC, I intended on playing with a gamepad, but unfortunately, my (now defunct) 360 controller was a no-go. As I was left to use mouse and keyboard, I was expecting the platforming sections to be a pain, but it turns out the mouse was a sharper method of camera control than an analogue stick, an odd occurrence with a platform action game.



STAR WARS: THE FORCE UNLEASHED 2



Being on the PC, it also looks better than its console counterparts, with higher resolution textures and smoother framerates (should your PC be able to handle it). It runs better than the original game did on the PC and is less of a resource hog. The original had some bad slowdown moments for us, but this one ran silky smooth from start to finish.

During your travels you'll be visiting Kamino, Cato Neimoidia, a brief trip to Dagobah, a fight through an increasingly dull spaceship interior, and back to Kamino. While this keeps things short and sweet, which is nice and doesn't force return visits to all planets as the original did, it does keep things to roughly six hours on a hard playthrough. Short playthrough or not, the time we had with Force Unleashed 2 wasn't without problems. There were constant bouts of being stuck on scenery and falling to death because the camera was locked on a wall, and not the gap we were trying to jump across.

The fabled 'Star Destroyer sequence' should have been the original game's masterclass moment, but it fell massively short and was met with much criticism. The sequel has moments like this, but they aren't frustrating at all, they're actually too easy; so while they look spectacular, you feel no sense of power, no sense of being the all-powerful Starkiller.

Problems and short length aside, we're a little bit Star Wars mad here at GameOn, and if you're the same as us, you'll likely find the beautifully realised worlds, the set-pieces and the voice acting/story acceptable. It's at times better than the new trilogy. The only problem with the story, is there's no real resolution. The questions that are asked to the midway point are never answered, and you're left wanting more. Unfortunately, with staff leaving the development team recently, there are doubts about the future of the series.

With no real resolution to the story in place, and the series' future unknown, it's hard to recommend it to newcomers to Star Wars, but fans will likely eat it up and fill in the blanks themselves. While this isn't ideal, there's not much else to be done with the series' future in doubt.

With that in mind, I will recommend TFUII to anyone who enjoyed the first, and Star Wars fans in general. There's something here to like, whether it's the story, the action, the hidden lightsaber upgrades or the simple fact you want to raise some hell with the Force, there's something in there for you.

Written by **Kevin Malone**

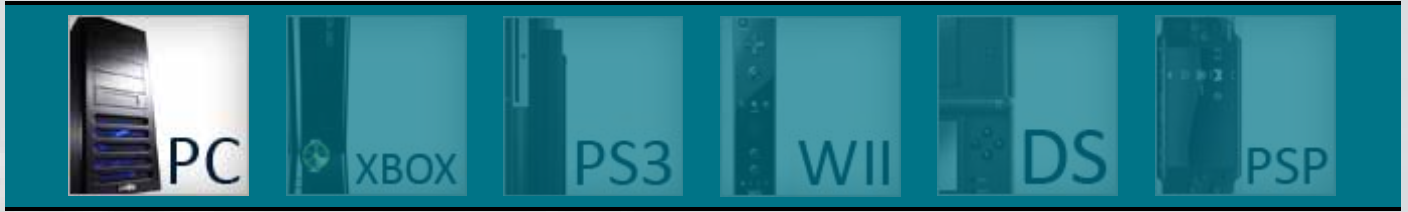
playability	★★★★★☆☆☆☆
longevity	★★★★★☆☆☆☆
graphics	★★★★★☆☆☆☆
sound	★★★★★☆☆☆☆
overall	

7/10

REVIEW

THE BALL

AVAILABLE FOR:



NEED TO KNOW

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



I had the privilege of running over this game from the guys at Teotl Studios while it was in beta and even back then the game impressed me, for those who may have missed our preview you may read it here.

You assume the role of an unnamed and mute protagonist in Mexico circa 1940. Due to an unfortunate archaeological dig accident, you find yourself deep underground with no immediate method of rescue. With nothing to hand in order to pass the time until a rescue party arrives, you are told to explore the area, doing so you uncover some hidden ruins, possibly dating back to Aztec times with a thought of the old 80's cartoon series "Mysterious

Cities of Gold" and wondering if we'll come across Esteban in his quest to find his father.

During your exploration you come across some mystical device which has the power to control giant metallic balls which also have the ability to go translucent so you may see through them, which is quite useful when you're lugging one of these things around the levels. Utilising both device and ball you solve rudimentary puzzles before exploring deeper into this hidden temple complex, filled with traps, hidden dangers and not so friendly inhabitants. You soon realise that only through clever use of the devices you have found can you escape this nightmare-ish hell hole.

As you may have guessed, The Ball is essentially a FPS title, just without the shooting element, naturally one would assume it would be compared to Portal, but it wouldn't be fair to do so due to the different nature of each title. While Valve's title will

make you think differently, think outside realms of our own perceived reality using the Portal technology in that game, The Ball actually creates very challenging puzzles which makes use of the tools you are provided at the very start of the title. This increase of puzzle difficulty is just through very creative design, the number of times I've sat at a puzzle with no apparent way of solving it, only for the light to dawn in my mind during a moment of clarity is testament



REVIEW

THE BALL



to the team at Teotl, even more credible due to this being the company's debut title.

As I stated in the preview, the graphics are quite stunning, utilising Epic's Unreal Engine 3 to good effect. The intricate carvings on the wall from this ancient civilisation, the bugs crawling over your face as you walk through an old dusty cobweb, the impressive vista's as you exit a tunnel to be greeted with a huge towering temple. The mummy models along with the other assorted nasties you will encounter look very well done indeed, the huge muscle exposed gorilla has to be seen with your own eyes to be fully appreciated.

This has no doubt been a fairytale story for Teotl Studios, from starting as humble Unreal Tournament

modders to coming through the "Make Something Unreal" contest with a number of honours to now having a fully fledged stand alone title published by Tripwire Interactive, the team have been on somewhat of a roller-coaster ride to get this far. If The Ball is an indication of what the team can do, I expect a lot of good things to come from this developer. The Ball is available through Valve's digital distribution network Steam for £14.99 and is fully integrated with 17 Steam achievements and Steam leaderboards, so there is plenty of gameplay in this title for a bargain price.

Written by **Neil Hetherington**

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

7/10

RED DEAD REDEMPTION: UNDEAD NIGHTMARE

AVAILABLE FOR:



NEED TO KNOW

- **Publisher** Rockstar
- **Players** Multiplayer
- **Released** October, 2010
- **Age Rating** Mature



I was hooked on Red Dead Redemption from the start. The beautiful scenery and polite townsfolk made me feel welcome, and not to forget the friendly animals in the wild. Yet when I downloaded the new DLC 'Undead Nightmare' I found my beautiful scenery covered in blood and left to burn, the once polite townsfolk, deciding I was nothing more than a mere snack to them. Even the lovely animals of the wild decided to chase and hunt me. Something was definitely up. Of course, it was zombie time!

Yes you heard right, Rockstar games decided to take a leap in to the ever growing and popular setting of the 'Zombie Apocalypse'. Taking this leap is one of our favorite games 'Red Dead Redemption'. You see yourself as good ol' John Marston, travelling back to your home only to find your beloved wife and son have turned into flesh eating zombies, leaving you with only one choice - tie them up and leave them in a bedroom with some steaks for snacks. Then you begin a campaign of cleansing towns of the infection hopefully bringing you closer to a cure.

It's every man and woman for themselves in a zombie apocalypse, and the only thing worth fighting over is ammo, which explains the lack



RED DEAD REDEMPTION: UNDEAD NIGHTMARE



of cash in the economy. Such desperate times also call for desperate measures, and thankfully your actions are no longer measured by an honour meter, so do what you want -- kill survivors and swipe their ammo or work in tandem with them. It's completely up to you. The intention of 'Undead Nightmare' is to play around and have fun in a giant ludicrous sandbox world, not to make you feel guilty over murdering someone for a few bullets.

The DLC includes a campaign and also a new online game mode called 'Undead Overrun'. This puts you and three other players in a variety of locations (all conveniently near a graveyard) fighting wave after wave of the undead. Be aware though, ammo will be scarce and the only chance of survival is working together and opening coffins that spawn after each wave for precious ammo. Some of you may be thinking 'slow moving zombies, hardly a challenge is it?' but that's where you'd be wrong. Joining the undead army are several special infected, they run

low and fast and are not afraid to plough into you, some are even able to spit acid, corrosive to your flesh. And lastly of course, what would a zombie horde be without a big muscle type? They will chase you and knock you down, completely original, right?

One of the new things available in the campaign is the infamous four horsemen of the apocalypse and the introduction of mythical creatures into the wilderness, such as the legendary Sasquatch! That's pretty cool, right? I don't know about you guys but i intend to spend a lot of time hunting Bigfoot, oh yeah and of course avoiding the flesh being torn from my body...

Written by **Harry**

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

9.5/10

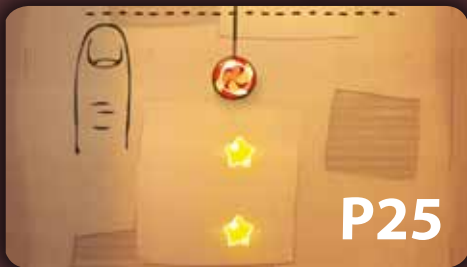
Merry Christmas
from all the staff at...

GameOn



Contents

Cut the Rope HD



Flight Control HD



Need for Speed Shift



MOBILE REVIEW

NEED FOR SPEED SHIFT FOR IPAD

AVAILABLE FOR:



There are a few titles for the iPad, which really shows it off to its fullest potential. Fortunately Need for Speed: Shift is one of those titles. With the game already on quite a lot of other platforms, the obvious choice was for EA to make the jump to iPad and allow them to show NFS: Shift off in all its glory.

As soon as you start the game you have a lot of options to play around with. Depending on your style of play you can turn off auto acceleration and braking to make it harder; you can chose to show the racing line or not and you can even chose if you want an automatic or manual gear change. With

all this customisation and controls on the screen, you would think that the game would become bogged down and less interesting to play, however you are wrong. These customisation options just add another technical level to the game.

The controls are all on the screen, but the steering is done by tilting the screen from side to side. This is a simple way of controlling the car, however sometimes I felt the game didn't recognise some of the movements I had done, I therefore had to exaggerate the movement to really get the feel of it.

The main choice of play will be the career mode that allows you to start off having a choice of two cars and racing to unlock rewards cash and newer tracks to race around. The AI in the game keeps good pace, and on some of the later levels you may start to find it a struggle if you are not upgrading your cars as much as you should be.



MAZDA



MOBILE REVIEW

NEED FOR SPEED SHIFT FOR IPAD



With the upgrades there are a selection of things you can do, from upgrading the handling, to the speed of your car and even how much nitrous your car can carry throughout the race. Even with the main customisation being relatively simple, you can make your car your own by picking a colour and body kit to match your mood or your personality. However this isn't really in the same league as the normal game as there are only a set number of pre-selectable kits and colours to use on each car, which makes it rather limiting.

The race modes are full and interesting with elimination races, head to heads and even drift races to spice things up a bit.

The graphics are full and vibrant, and really work on the iPad screen. While any console version of the game will blow these out of the water, they are still the most impressive ones I have seen by far on this system to date. With a multiplayer mode allowing you to do a head to head mode as well as Wi-Fi, this allows you to challenge your friends as long as they have a Wi-Fi or 3G signal.

With all these features this game sets the bar for others to follow in racing games and shows us what can be done on the iPad. This game can be used to show people what the iPad can really do. The only downer I can really put on this game is the price and it may make a few iPad owners decide against purchasing it. I am pretty sure that if they do, they will be happy for the money they have spent.



Written by **Simon Poulton-Bonds**

playability	★★★★★
controls	★★★★★
graphics	★★★★★
value	★★★★★
overall	

4/5

Prices
Euro: €5.49
US Dollars: \$12.99
British Pounds: £3.99

MOBILE REVIEW

CUT THE ROPE HD

AVAILABLE FOR:

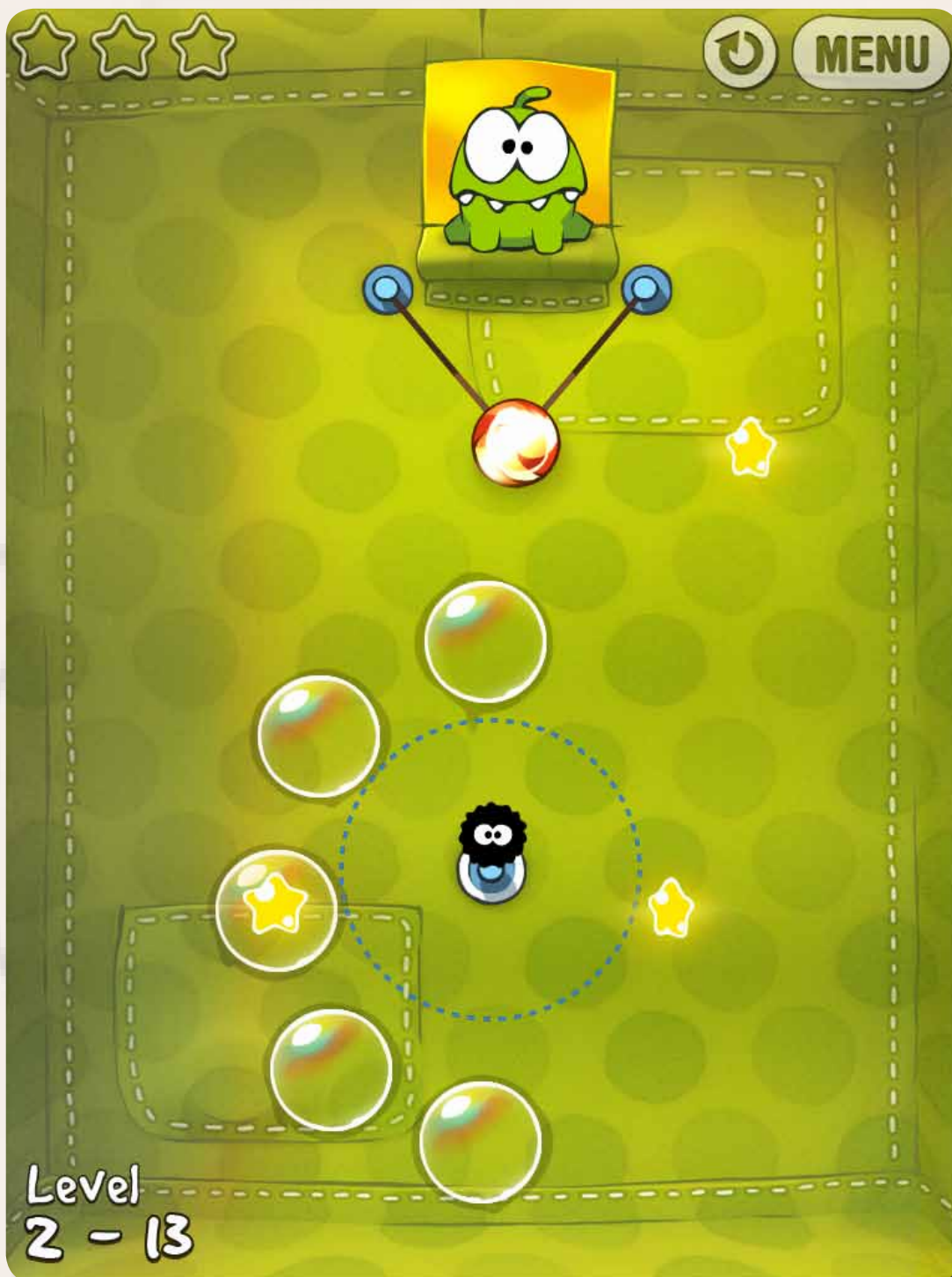


As soon as I looked at the title of this game I wasn't really impressed, but after looking at the screen shots I decided to give it a go. I'm glad I did.

The game has a simple idea; you must get the candy from it's starting location to the mouth of the hungry little green monster. While the game starts off simple enough by allowing you

to get used to the idea of using the momentum of the ropes to swing the candy, the puzzles in the later stages get slightly more complex due to extra game mechanics that are introduced. For example in later stages you will have to deal with spikes that will break your candy, bubbles that you can use to float the candy and spiders that do nothing more than crawl down the rope and try to steal the candy.

While trying to get the candy into the little monsters mouth you will also notice stars which are dotted around the screen; these are used to unlock new levels which will test you a bit more.



MOBILE REVIEW

CUT THE ROPE HD



Again the game starts off simple with it's ways of you getting the stars, however in later stages again the difficulty is ramped up and you will soon start replaying levels to get all the stars.

The graphics are eye-catchingly colourful and really look amazing on the iPad. The controls make use of the touch screen for the game and having multi-touch to cut multiple ropes is a nice touch. While the game is priced well, there is also a lite version which gives you a sample of the levels if you are still unsure.

All in all cut the rope HD is a great game that will keep you going for a long time with the promise of even more levels to come. It seems that this game will keep on giving and is well worth the price.



Written by **Simon Poulton-Bonds**

Prices
Euro: €1.59
US Dollars: \$1.99
British Pounds: £1.19

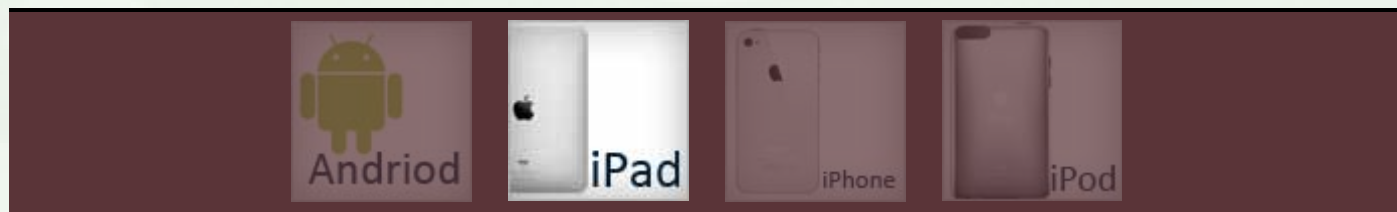
playability ★★★★★
controls ★★★★★
graphics ★★★★★
value ★★★★★
overall

4/5

MOBILE REVIEW

FLIGHT CONTROL HD

AVAILABLE FOR:



Flight Control HD is a great iPad game that uses one of the simplest game ideas. The basic premise of the game is to land planes or helicopters of a certain colour to their designated landing strips. Sounds simple doesn't it? Well it is, until you slowly get an increasing amount of planes on screen, each

going at different speeds depending on the type of aircraft they are and starts to become increasingly difficult.

The graphics on the game look brilliant, and as the game is built for the iPad, everything is touch and you can literally

MOBILE REVIEW

FLIGHT CONTROL HD

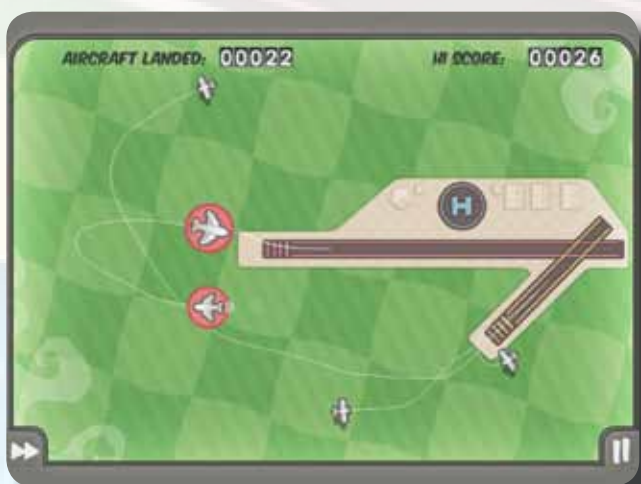


drag the flight paths for each plane, whilst you race to sort out the planes in time; all this needs to be done before the next wave is upon you.

Flight Control HD has also added a few new game mechanics to the game. When using certain maps you will get emergency aircraft paths which you cannot change, so you have to make sure they have a clear run to the runway without hitting anyone else. Furthermore, there is another map called Windy Aircraft, where the runways, which are pointing in the same direction as the wind, will become inactive, which can make for a mad rush after the wind changing half way through the level.



With nine levels for you to play, you can try to get the best score which will feature on leader boards from around the world. There are multiplayer options including a VS mode and a Co-op mode for two players, playing on the same iPad or via Bluetooth. If your friend also has an iPad, this game would be a good one to keep for a long time.



The game is priced at £2.99/\$4.99, and for the content that you get with it, it is well worth the purchase. Yes, there are more games that use the same mechanic as Flight Control HD but this seems the best version of this game style on the App Store and will keep me entertained for many nights to come.

Written by **Simon Poulton-Bonds**

Prices
Euro: €3.99
US Dollars: \$4.99
British Pounds: £2.99

playability ★★★★★
controls ★★★★★
graphics ★★★★★
value ★★★★★
overall

4/5

GAMEON LAN #82

In last month's issue, the more observant members of you may've noticed that there was an advert for GameOn's Zombie Themed LAN. Well, this is our report on it.

The LAN took place at Uttoxeter race course from Friday, 5th November until Sunday, 7th November. The setup was completed by around about 3PM on the Friday meaning that people could start arriving from there on. Sadly, there was an accident on the A50 so people were only slowly tricklerling in all night!

Friday night consisted of people arriving, setting up, playing Call of Duty 4, Left 4 Dead 2, Alien vs. Predator and a couple of others. Ex0dus also managed to get a Live Feed setup so anybody could go and watch the fun live from justin.tv.

On Saturday, we saw Wedgeh run the Street Fighter IV and Tekken 6 tournaments that covered most of the afternoon spanning a good five hours. But in the end, we got some winners! Saturday evening we had a awards ceremony giving out certificates and prizes for the following accomplishments:



Street Fighter IV Bronze

Taken By:

IceMaiden



Street Fighter IV Silver

Taken By:

Angelfromabove

GAMEON LAN #82



Tekken 6 Bronze

Taken By:

Deadbolt



Tekken 6 Silver

Taken By:

Angelfromabove

**See the next
page for the
Gold Winners!**

GAMEON LAN #82



Street Fighter IV Gold

Taken By:

Wedgeh



Tekken 6 Gold

Taken By:

SamuelVonGotham



Best Dressed Zombie

Taken By:

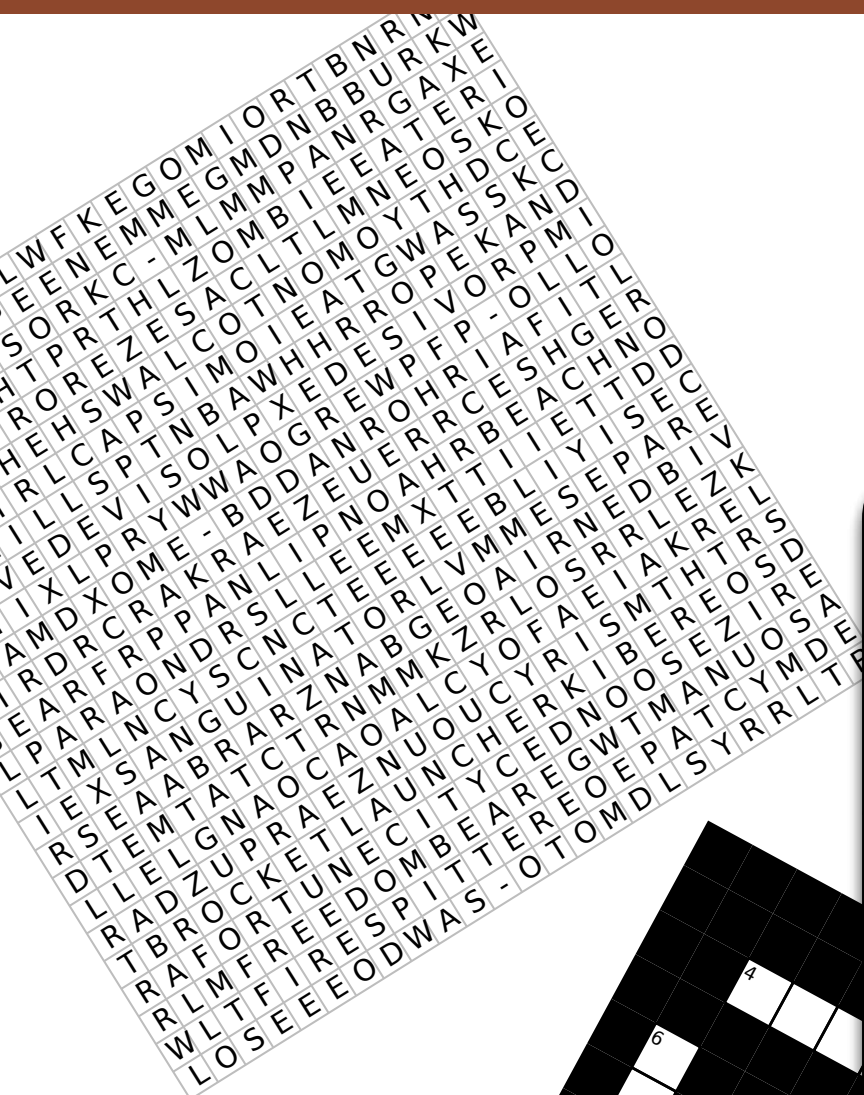
Salazaar

GAMEON LAN #82

The gold winners from Street Fighter IV & Tekken 6 both were awarded a prize of £50. The winner of the best dressed Zombie was awarded a Dead Rising 2 Themed T-Shirt. Congratulations to all of those who won a place and thank you to everybody that took part in the event! It has been rumoured that one-day events are in the planning for more Tournaments so keep your eyes peeled!

Overall, it was a great weekend for all who came along and people are already inquiring after when the next one will be! Below are just a couple of snapshots from the LAN, to view them all, click anywhere on the images!





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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!



Who likes dressing up as a Power Ranger and going for a spin on a two wheeled crotch rocket? Well you're in luck as Capcom, a leading worldwide developer and publisher...



Our favourite assassin who's colder than a polar bear's nut sack is the subject of Netherrealm's 2nd character focus trailer.



The brand new DLC for Mafia II named "Mafia II: Joe's Adventure" is now available to purchase and download off Steam. I am sure the name of the DLC give you all the information to direct you...



Enter the futuristic world of MINDJACK on the Xbox360 and PS3 on the 21st January 2011 and experience mind bending action like you have never seen before.



Who remembers the good old days of 2D FPS titles? Doom, Heretic, Hexen? Well those yearning for a slice of old school can yearn no more as a talented team of modders have taken ID's Doom 3 engine and sprinkled a dash of Raven's Hexen ...



Gearbox Software and Feral Interactive today announced that the Mac edition of Borderlands: Game of the Year Edition, the unique role-playing shooter from Gearbox Software, will be hitting stores on December 3rd.

Fallout: New Vegas Wordsearch



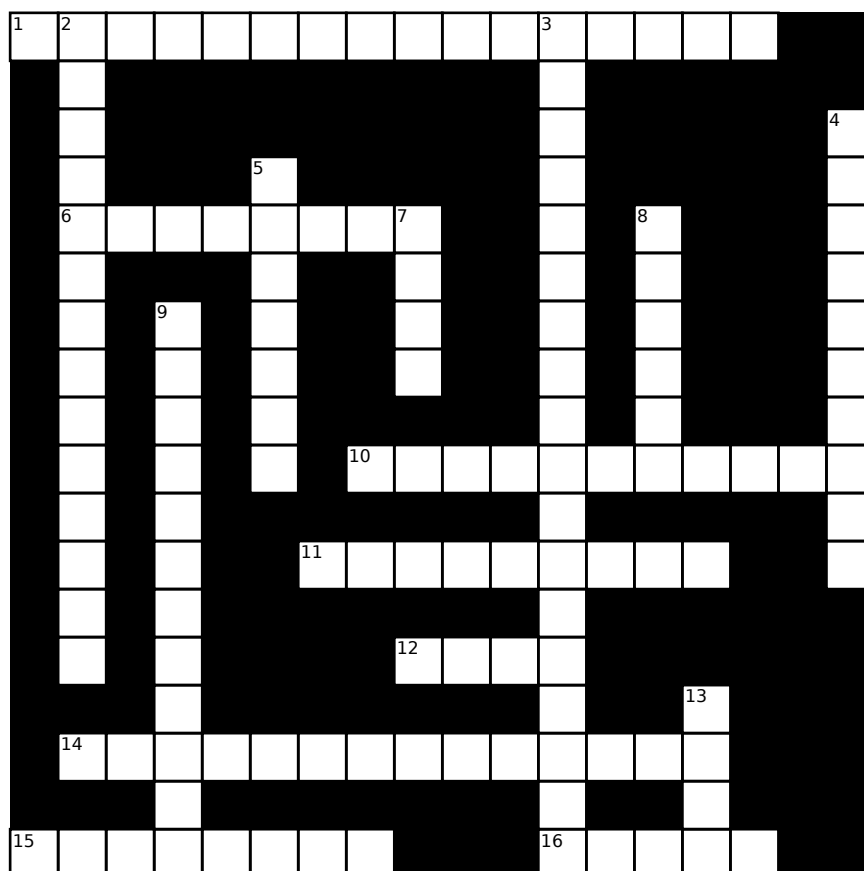
Apocalypse
Boomers
Colonel Moore
Enclave
Mr House
New Vegas
Rex
The Courier
The Vault

Benny
Brotherhood of Steel
Deathclaws
Fallout
Mr House
Novac
Snowglobe
The King
VATS

Black Mountain
Caesar's Legion
Doc Mitchell
Goodsprings
NCR
Pearl
Survival
The Strip
Victor

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Halo Reach Crossword



Across

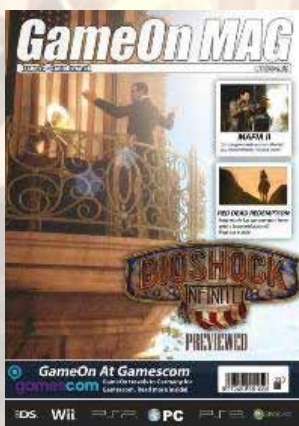
- 1 A gadget which uses technology that allows an object to blend in with its surroundings (6, 10) (2 Words)
- 6 The playable character of the game (5, 3) (2 Words)
- 10 The military alliance of the alien races of the game (3, 8) (2 Words)
- 11 The company which published the game (9)
- 12 The series of games (4)
- 14 The genre of the game (7, 7) (2 Words)
- 15 Originally the name of the people from this Greek city, but in the game they refer to members of the supersoldier programs (8)
- 16 The latest instalment of this famous franchise (5)

Down

- 2 The commanding officer of Special Warfare Group Three (7, 7) (2 Words)
- 3 The style of gameplay this game is (5, 6, 6) (3 Words)
- 4 It isn't based in the past (10)
- 5 A gadget which allows someone to hover (7)
- 7 The company who published the game, also created the console the game can be played on (4)
- 8 The company which developed this game (6)
- 9 A soldier that operates beyond normal human limits or abilities (12)
- 13 The abbreviation of the four lettered agency (4)

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Missed a previous issue?
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store them on your PC or Mac
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STAFF SECTION

MEET THE MAGAZINE STAFF

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Project Director/Chief Editor
Rasher



Chris West
Editor
Kaostic

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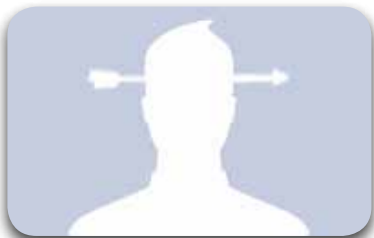


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Kaostic



Steven Dawson
Dawson

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Simon Poulton-Bonds
Si^



Steven Dawson
Dawson



Sarah Collings
Angelfromabove



Neil Hetherington
Wedgeh



Chris Wakefield
evilgiraffeman



Harry
xlReBoRn



Stephen Boffey
boffey



Jessica Greenfield
Jessica



Kevin Malone
Dead Alive



See You Next Issue

