

FREE!



360zine

Issue 45 | August 2010

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

EXCLUSIVE!

GUTAR HERO

WARRIORS OF ROCK

Hands-on with the heaviest hero yet!




360s
The verdict




PREVIEWED!
ENSLAVED
The biggest surprise of the year?
Find out inside



PLUS!



FIRST LOOK!
TEKKEN X STREET FIGHTER




PREVIEWED!
FIFA 11




REVIEWED!
CRACKDOWN 2






Welcome to 360Zine



Can you feel it? It's coming. Just bubbling under the surface and ready to explode. The summer (Well, the summer we've had anyway) might still be bumbling along, but the big games are coming, and they're coming soon.

In the next month, we've got Mafia 2, Guitar Hero: Warriors of Rock (previewed in this very issue) and a little game called Halo Reach. Not a bad month, is it?

So, in the meantime you'll just have to get yourself into a feverish state of excitement, or catch up on some of the gaming you may have missed. The grossly unappreciated Singularity, the ghoulish Limbo or the always entertaining Tiger Woods – all are reviewed inside.

So enjoy the rest of the summer, and we'll see you when the action really begins.

Dan Hutchinson, Editor
360zine@gamerzines.com

360Zine FEEDBACK!
Click here to tell us what you think of the new issue

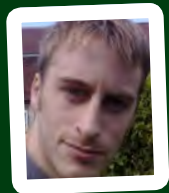
MEET THE TEAM
Probably the best games writers on the planet



Jon Denton
The master of the Xbox, Jon's also been heroic on the guitar.



David Scammell
Lucky David went to Gamescom this month.



Andy Griffiths
PC wizard Andy is also magical on the Xbox too.

Don't miss! This month's top highlights



Guitar Hero: WoR
FIRST PLAYTEST



FIFA 11
Extensive hands-on



Enslaved
The best-looking 360 game yet?



Limbo
Revealed inside!

QUICK FINDER

Every game's just a click away!

- | | |
|------------------|-----------------|
| Street Fighter | Enslaved |
| XTekken | Kane & Lynch 2: |
| Test Drive | Dog Days |
| Unlimited 2 | Crackdown 2 |
| Guitar Hero: | Singularity |
| Warriors of Rock | Limbo |
| FIFA 11 | Tiger Woods 11 |

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We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



Kane & Lynch 2
Reviewed and rated

TRUTH IS THE FIRST CASUALTY OF WAR



▶ **PLAYBACK OPTIONS:**



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PC DVD-ROM

XBOX 360

XBOX LIVE

PS3

PlayStation Move™ Features

EUGEN SYSTEMS

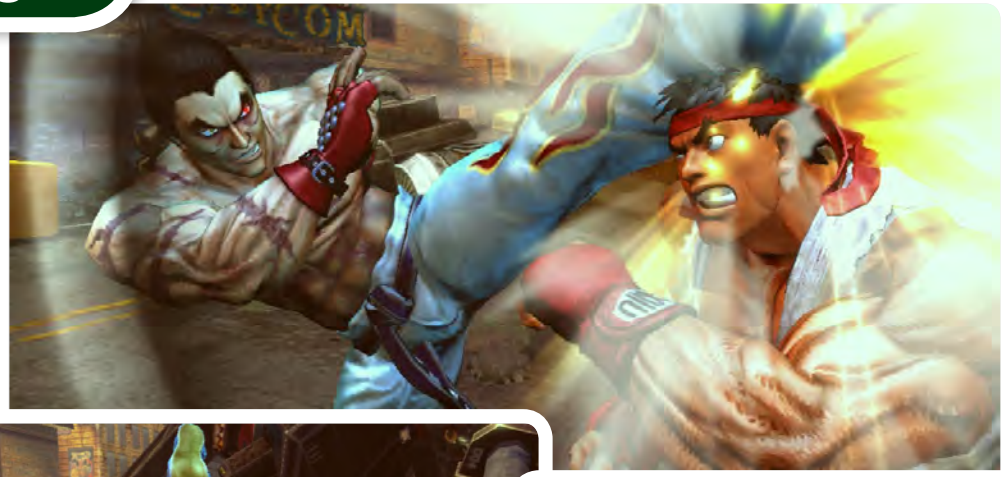
UBISOFT

CONTROL →





Publisher: Capcom
Developer: In-house
Heritage: Street Fighter IV
Link: www.capcom-europe.com
ETA: 2011



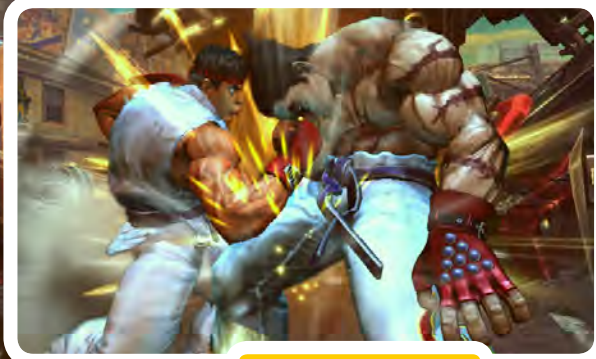
FIRST LOOK

Street Fighter X Tekken

PREVIEW FEEDBACK!
 Click here to tell us what you think of Street Fighter X Tekken

Two titans of the beat-'em-up world clash head-on

Sometimes, the videogames world is just a happy place to be. Boom!



Capcom is developing Street Fighter X Tekken, and Namco will be handling Tekken X Street Fighter. Confused? Don't worry, we'll be here for all the drama.



"There appeared to be some sort of tag-combo moves, Ultra-style cutaways and lots of dashing"

What's the story?

After weeks of speculation, Capcom's Yoshihiro Ono finally dropped the bomb at this year's Comic-Con. Street Fighter versus Tekken, or Street Fighter X Tekken as it's being called. In fact, there are two games – a 2D, Capcom-developed effort, and a 3D version being handled by Namco, with the names switched around. For now though, Capcom is the only company that's talking about its game.

What do we know?

Footage shown at Comic-Con revealed that Street Fighter X Tekken is indeed a 2D fighter, and one that looks like it has been built with the Street Fighter IV engine. Ryu is fighting Devil Jin, which is cool enough on its own, and then things get even more exciting when both combatants tag in their respective partners: Chun Li and Nina Williams. There appeared to be some sort of tag-combo moves, Ultra-style cutaways and lots of dashing. Basically, at this stage we're happy to say that it looks superb.

When do we get more?

Frustratingly, there's not going to be any concrete information for a while, but we'll be right on top of it when it appears. When gaming worlds collide like this, it can only be a good thing.

Anything else to declare?

Yes, it's fighting game overload at the moment, as Ono also announced Street Fighter III Third Strike Online Edition, presumably for Xbox Live. It's generally considered the finest version of Street Fighter ever, so bring it on.



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Publisher: Namco Bandai
Developer: Eden
Heritage: TDU
Link: www.testdriveunlimited.com
ETA: Autumn



FIRST LOOK

Test Drive Unlimited 2

PREVIEW FEEDBACK!
 Click here to tell us what you think of Test Drive Unlimited 2

Welcome to paradise

What's the story?

After cruising the streets of Oahu in the original game, TDU2 takes us to the Balearic paradise of Ibiza, and puts us behind the wheel of a fleet of supercars. It's the type of dream fulfilment that videogames do so well, but unlike most games that allow us to hurtle around in desirable vehicles, Test Drive Unlimited 2 doesn't force players into challenges or down specific routes. In TDU2 the island is your playground.

What do we know?

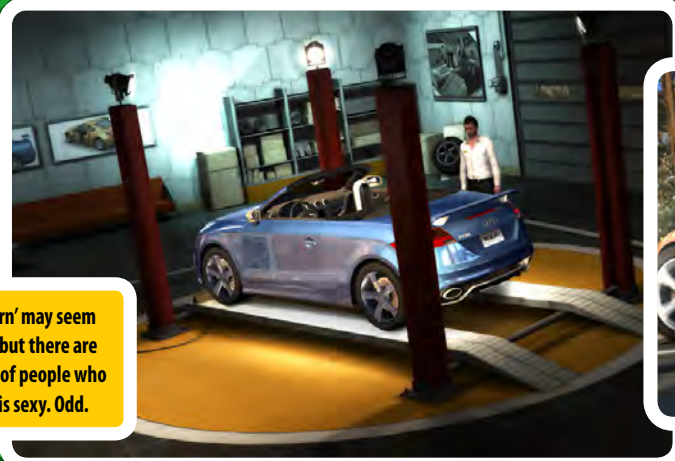
Well, Ibiza has been mapped out beautifully, but impressively, Eden has managed to fit all of Oahu on the disc, too. Just hop on a plane and you can be over on the other side of the world. As with the original game, it's not just the cars; it's the lifestyle, the music, the clothes and the money. You can customise your apartment and your gear, and (if you do so wish) even get plastic surgery on your face. It all comes back to the pseudo-MMO racing though, and that's where Test Drive Unlimited 2 shines. The handling's a little twitchy as before, but when you get used to the oversteer, you can have some riotous drives across a truly huge environment.

When do we get more?

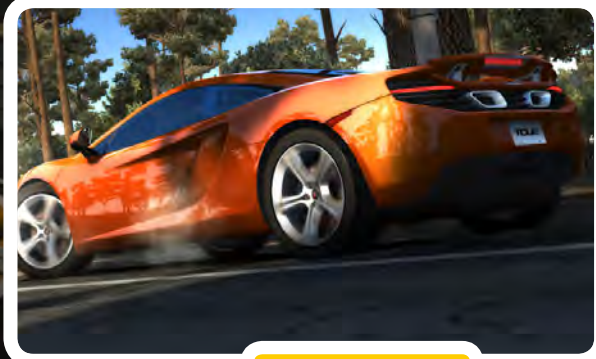
It's steadily coming along, and all seems well for its late-September release date.

Anything else to declare?

The soundtrack is shaping up nicely (Paul Van Dyk and Phonat making the cut on the dance side of things) and the overall package is looking smooth. Expect more in the next issue.



'Car porn' may seem weird, but there are plenty of people who find this sexy. Odd.



Visually, Eden has really gone to town on the vehicle models and the environments. This is as much about the lifestyle as it is the driving.



"It's not just about the cars; it's the lifestyle, the music, the clothes and the money"



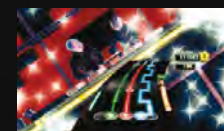


▶ **PLAYBACK OPTIONS:**

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PlayStation 2



Wii



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INCOMING

A fistful of top new titles coming to 360...



DJ Hero 2

Publisher: Activision | **ETA:** 2010
 After a sluggish start, DJ Hero ended up selling over a million units, prompting a sequel and another reason to whip out that deck. The hook here is DJ Battling, with a host of new and well-implemented multiplayer modes to test your crossfading skills. Look for a full hands-on preview next month.



nail'd

Publisher: Deep Silver | **ETA:** Winter 2010
 The Polish developers behind Call of Juarez have turned their attention to off-road racing, and the oddly titled nail'd. It's a similar game to Disney's Pure, an arcadey romp that features huge jumps and rocky outcrops. Techland has proven that it can do great work with limited budgets, and nail'd looks like it maintains the quality that the studio has become renowned for.

Assassin's Creed Brotherhood

Publisher: Ubisoft | **ETA:** November 2010
 It may have only been a year since Assassin's Creed 2 lit up the shelves, but Ubisoft has returned with the continuing story of Ezio and his clan of assassins. The action has been transposed to Rome, itself significantly larger than Florence and Venice, and the all-new multiplayer mode has been winning fans since its debut at this year's E3 show. Short development time, but no short-changing here.



Fallout: New Vegas

Publisher: Bethesda | **ETA:** October
 It's an almost daunting prospect, another 100-plus hours in the wasteland, but we're ready for it. After the true brilliance of Fallout 3, Obsidian has quite a task to live up to the events of Washington DC, but the strained glitz of New Vegas might just do it. Combat will be strong, dialogue will be stronger and the game might, just might, be better.



Star Wars: The Force Unleashed 2

Publisher: Activision | **ETA:** October 2010
 It was always going to be a smash hit, and there was always going to be a sequel. Once again, you pick up the role of the stupidly named Starkiller, Darth Vader's apprentice, and go about killing the heck out of all manner of Star Wars-themed characters, using the powers of The Force and the always-superb Euphoria physics tech. And best of all, in this one, you can have dual lightsabers and ruin everything in sight. Even casual Star Wars fans can get excited about that. Oh, and there's an origin story, too. Good times.



RAGE

Publisher: Bethesda | **ETA:** TBC
 It maybe a little bit too Borderlands and Fallout in its ideas, but if there's one thing iD does well, it's shooting things in the face. And RAGE is full of that. It also looks incredible, as the new iD engine makes Unreal 3 look like a muddy disgrace in comparison – this is the type of HD-glowing glory we should come to expect.

UPCOMING

AUGUST	SEPTEMBER	OCTOBER	NOVEMBER
● Kane and Lynch 2: Dog Days	● Halo Reach	● Medal of Honor	● James Bond: Blood Stone
● Mafia 2	● Guitar Hero: Warriors of Rock	● Dead Rising 2	● RAGE



Model Tested: 250GB
Xbox 360 S
Price: £199.99
Out: Now

Xbox 360 S

TRIED AND TESTED!

The Xbox gets a much-needed makeover!

The new Xbox 360 is finally here in all its resplendent glory, and we've carefully analysed its every intricacy to bring you the lowdown on whether or not you should invest a fresh £200 on a brand-new machine.

First of all, the size. The Xbox 360 S is significantly smaller than the original machine, and lighter to boot. It's a much nicer fit if you're tight on space, and the glossy black finish works well with most modern HDTVs.

In fact, from a design point of view, the machine is fairly tasty. The concave shell is sleek, the metal buttons cold to the touch. The disc tray opens

"The 360 S announces itself with a chirpy electronic beep. It shouldn't be cool, but it is"

up with a pressure sensitive jab, and announces itself with a chirpy electronic beep. It probably shouldn't be cool, but it is.

Talking of sound, the 360 S has solved one of the major issues with the original Xbox 360, which is noise. It's still fairly whir-happy when running an intense game from the drive, but when you install or run straight from HD, it's whisper quiet, thanks to the cooling fans. Hopefully this will mean a far



XBOX 360



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> Xbox 360 S continued

lower error rate, too. Certainly, it doesn't feel constantly on the edge of collapse. Time will tell on that one, of course.

Probably the best feature of the new machine, though, is the hard drive. Finally, the 360 has caught up with the times, and the 250GB detachable HD is the perfect accompaniment to Xbox Live Arcade, and gives you enough room to install your most recent games without any worries over space. It's nice to have an Xbox that feels like a hub for your entertainment, rather than just a liability that you're too scared to use too often in case it blows up.

Also, it finally has a wifi adapter built in, so you don't have to shell out

another £50 quid for an external bridge – always a bugbear when it came to getting your Xbox online.

Ultimately though, as sexy as the Xbox 360 S undoubtedly is, it's difficult not to feel slightly underwhelmed when you switch it on. Even though it's a brand-new piece of kit, it's still just an Xbox 360, and that moment where the familiar old dash appears on the screen can be a tad disappointing.

Don't be disheartened, though. If you're the type of gamer who really gets serious play time out of your machine – which you probably are if you're reading a publication dedicated to the thing – then the 360 S is a pretty

"Microsoft has done great work in building a genuinely worthwhile upgrade"

savvy investment. The space, build quality and Kinect 'readiness' mean that it's future proof for a good few years yet, and it's a far more complimentary piece of kit in the modern living room than the old chunky classic model

Microsoft has done great work in building a genuinely worthwhile upgrade to its tech. We guarantee you won't be disappointed. ●



Publisher: Activision
Developer: Neversoft
Heritage: Guitar Hero World Tour, Tony Hawk series
Link: www.guitarhero.com
ETA: Autumn 2010

HANDS ON

Guitar Hero: Warriors of Rock

Guitar Hero goes back to its roots

No one has ever really questioned the quality, and no one's denied that they're fun. Chances are if you chuck someone a plastic guitar, they'll still happily shred out a couple of tunes. There's no

escaping the fact though that there's a real sense of apathy about music games these days. Over-exposure has led to malaise, and malaise has led to resentment. So what do Neversoft and Activision have to do to inject a bit of

hardcore faith back into its flagship franchise? Simple, really... make it metal as a melon farmer.

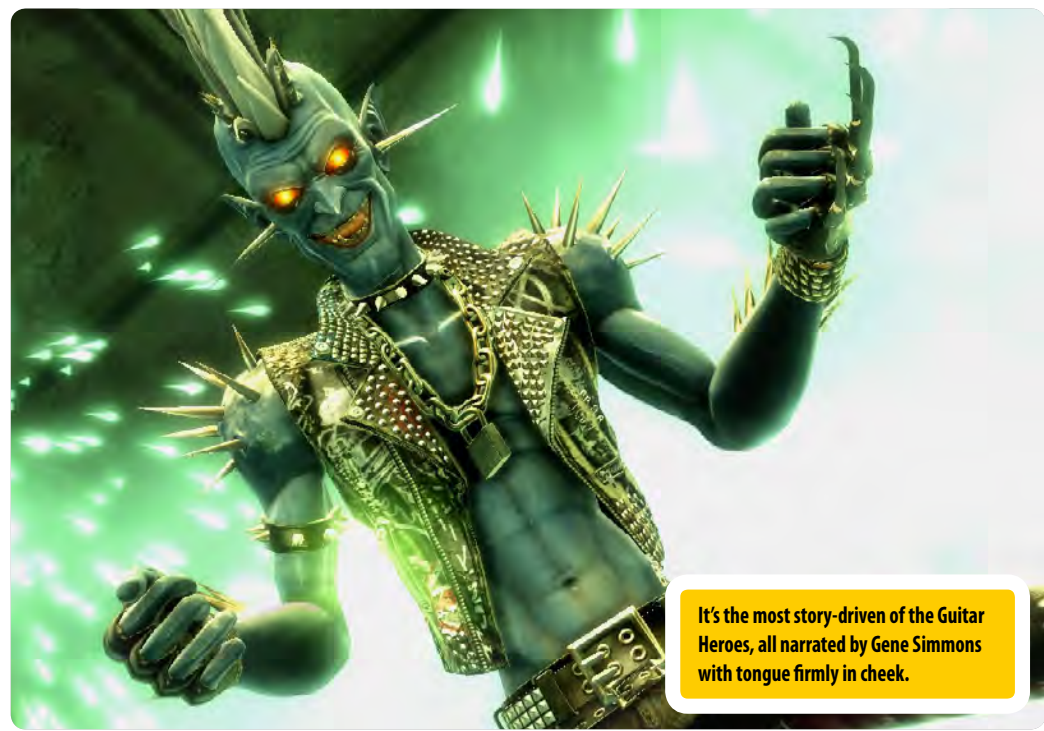
Yes Guitar Hero: Warriors of Rock has gone back to its roots. Forget about Taylor Swift and Band Hero, this is a game for those who worship the gods of metal, who throw horns to the sky and headbang in unison. The soundtrack ranges from rocking to out-and-out brutality, with Slayer, Alter Bridge and Black Sabbath among the bands laid out on the altar of instrumental four-piece sacrifice.

So far, so Guitar Hero III then, but Warriors of Rock does actually prove to be the biggest departure for the series, and indeed any modern music game so far. It actually has a story, and not just a cartoon about being in a crappy band. The whole thing's about the battle between the demigod of rock – voiced by one Gene Simmons of Kiss, and that programme about musical children – and The Beast, a large

mechanical robot that looks like it's been cut-and-pasted from some long-defunct cyberpunk action game.

So these two have a ruck, and the demigod ends up losing. The Beast entombs him in a granite prison and... still with us? Okay, so the Beast entombs him, and somehow the demigod of rock calls out to the eight characters of Guitar Hero to help him. This is where you come in. >





It's the most story-driven of the Guitar Heroes, all narrated by Gene Simmons with tongue firmly in cheek.

> **Guitar Hero: WoR**
 continued

To progress through the story, you have to play as each of the characters in turn – Johnny Napalm, Lars Umlaut etc, – and they each have a set that's specifically tailored to their style. Beat all the songs in their set, and their inner warrior is unleashed, turning them into a demon form (as you can see on the left here) and awarding them a super power. Johnny, for example, wins 'Speed Freak', which means his multiplier never drops below 2X.

It's really window dressing for the main event, which is actually getting

into the songs and playing the music, and once again Neversoft has proven its skill and diligence when it comes to creating note charts. It's funny that we now analyse the quality of something so abstract – the term note charts didn't even exist a few years ago – but nevertheless, Neversoft has shown themselves to be true Guitar Heroes.

By the time you reach the final battle against The Beast, you'll have all eight heroes, and you have to create two bands with suitable powers to take him on in the hardest songs in the game. Beat him, and you unlock a brand new chapter as the Demigod, with even harder songs. Guitar Hero >



> Guitar Hero: WoR continued

Warriors of Rock is taking no prisoners. Unless you happen to be stuck in a granite tomb, of course.

Gene Simmons has said that he “learned a long time ago people listen

with their eyes.” Apart from the obvious flaw in logic, it’s pretty obvious what he means. It’s why Guitar Hero Warriors of Rock has ramped up the visual imagery to capture that over-the-top rock spectacle. It’s all about capturing the spirit of the great metal album covers; the bold and brilliant works of

artists inspired by all things rock, and as such is by far the best-looking Guitar Hero game to date. There’s a slick motion blur and some dramatic camera angles that help to pepper the whole thing with a bit of style, and the character artists have done a great job with the ‘warrior’ alternate forms. Lars Umlaut’s pig face is particularly spectacular, as is Tommy Knox’s mummified zombie thing.

With Rock Band 3 pursuing the musical purity angle, it’s nice to have a bit of variety in the two products this year. Guitar Hero Warriors of Rock knows that it’s essentially daft, and it exists purely to entertain. Still, that’s not to say that the new Guitar Hero hasn’t got its fundamentals in place. The song list is suitably epic, the audiovisuals strong and you still have slick inclusions like the pick-up-and-play Party mode and all manner of multiplayer modes if you’re that way inclined. And if the achievements are as well-incorporated as they were in Guitar Hero 5, then there’ll be plenty to get your teeth stuck into.

So, is music gaming dead? Not if Guitar Hero Warriors of Rock has anything to do with it. Raise those horns to the sky, people. ●



Rocking out in a party of four is still the best way to roll.



PREVIEW FEEDBACK!
Click here to tell us what you think of *Guitar Hero: Warriors of Rock*



It’s funny to think that just six years ago, this screenshot would have made no sense to anyone.



HOW COMPLETE?	FIRST IMPRESSIONS
90%	80%
Not much new, but worth it if you're a serious GH fan	





Publisher: EA
Developer: EA Sports
Heritage: Madden series, FIFA series
Link: <http://fifa.easports.com>
ETA: 1st October

HANDS ON

FIFA 11

How to make the best even better

Just over a year ago, EA invited us to The Emirates Stadium to try out FIFA 10 – the earliest a FIFA had ever been shown to press. After the success of FIFA 09, EA was clearly excited that it had reclaimed footballing’s coveted digital throne, and wanted to show off its new wares. In truth though, it was too early, as the code was unstable, was missing animations, full of bizarre AI routines

and player mistakes. Still, as we know, it all turned out well in the end. Fast forward 12 months though, and EA is at it again, showing off FIFA 11 to a batch of hungry press. But this time there’s no funny business. It’s stable. It’s playable. And it just might be brilliant. The key to this year’s edition is personality. EA has done great work in the past four years building and improving a next-gen (that’d be

“FIFA 11 is all about ‘moments’, those glorious displays that make the beautiful game exactly that”

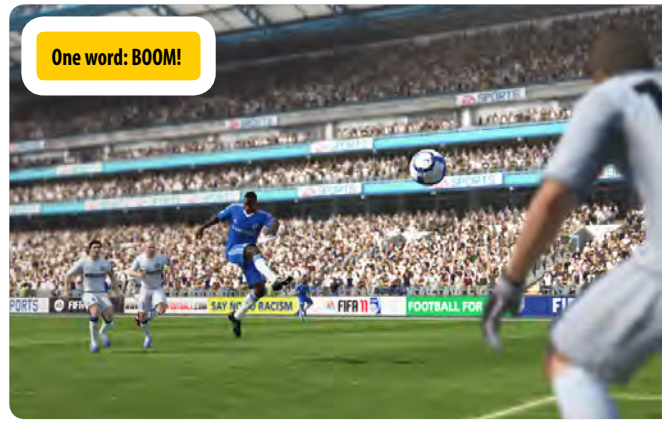
current-gen by now) football engine, and with FIFA 10 it really started to flex its muscles. So what’s next? Well, FIFA 11 is all about ‘moments’, those glorious displays of football that make the beautiful game exactly that. The times when Messi beats four men and chips the keeper; the time when Vidic dives across the box to make a last-ditch clearance.

As with all things EA Sports, it’s got a name: Personality Plus. Basically, it’s a smoother and more direct application of the player stats that EA keeps on each of its protagonists, so a player with great dribbling skills will really show that on the pitch. It means an Arshavin will be different to a Ronaldo who’ll be different to a Messi, as opposed to just having a Rooney be different to a Campbell. It’s all about the subtleties here.

With this increase in player personality comes a new passing system that allows for a far more organic flow to the on-pitch action. And yes, that has a name, too.



Pro Passing is EA’s answer to the critics who have lambasted the ‘ping-pong passing’ of recent FIFAs, which saw players hammering the pass button to fire it straight up the pitch to the strikers. Now, passing has much more error on it, depending on the stats of the player. This was shown off with a nifty little video which saw a highly skilled player and a low-skilled player trying the same pass – a first

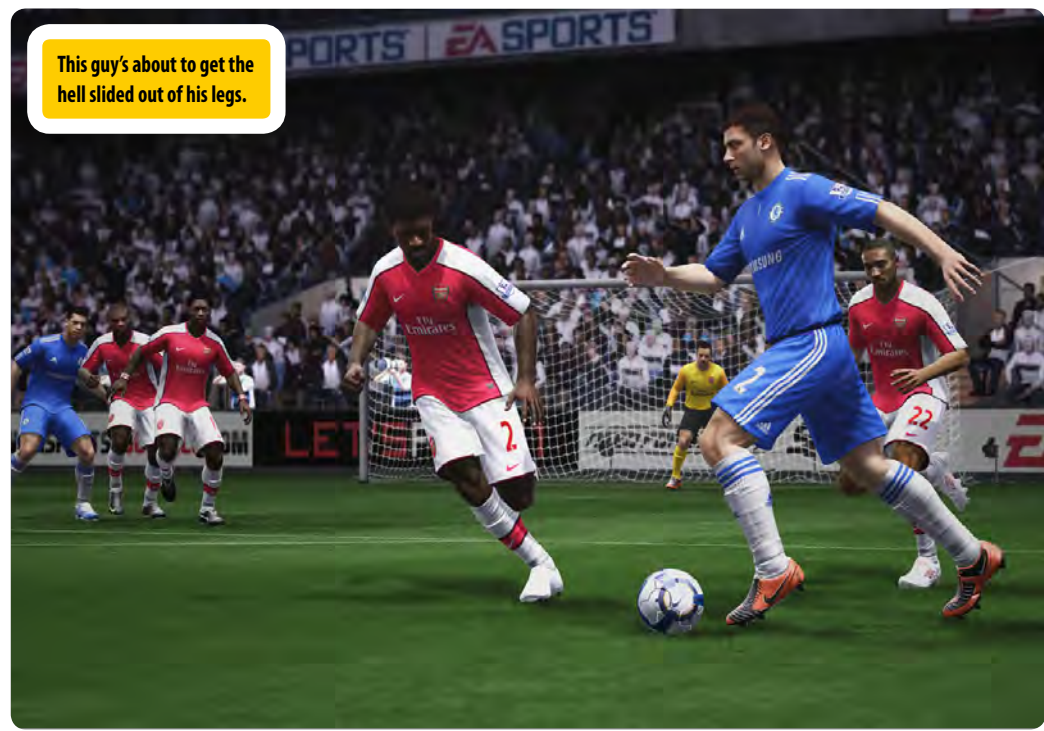


One word: BOOM!



This guy's about to get the hell slid out of his legs.

Arshavin is one of the best dribblers in the game, with a tiny turning circle and many more touches per square inch.



> **FIFA 11** continued

time, 90-degree lay-off. The highly skilled player was hitting his target most of the time, while the low-skilled player's percentages were much lower. This means that if you want to attempt a really difficult pass then you're really going to need a seriously good player to attempt it.

Doubling up the difficulty is an increased emphasis on the amount of time you hold the pass button down. There's an optimum strength for every pass, so good (human) players will soon learn how to stroke the ball around, but it'll take skill to do so.

On the pitch, it's immediate how these changes affect play. Remember how playing the old Pro Evolution used to feel after you'd tried the new one? Well, that's exactly how FIFA 10 now feels after a solid morning's play on FIFA 11. The old game feels robotic now, there are far fewer attacking opportunities, and far fewer ways to play the game. FIFA 11 allows you to attack and defend as quickly as your mind allows, to create new opportunities every single time you play. That's what Pro Evo has allowed since time begun, but never with this amount of freedom on the pitch. It's an exciting time indeed.



> FIFA 11 continued

It's not just on the pitch that things have improved, either. The oft-maligned Manager mode has been replaced by 'Career mode', which allows you to take over team management duties either as a

manager or a player-manager, meaning you can have complete control over your team while in Be A Pro mode, or just play as the entire team while wheeling and dealing in the transfer market. For the first time ever, you'll be able to see the progress in other leagues as well as your own. It's not



Player movement is more organic than ever. It's getting closer and closer to reality.



"You can import your own crowd chants and entrance music to be played locally on your machine"

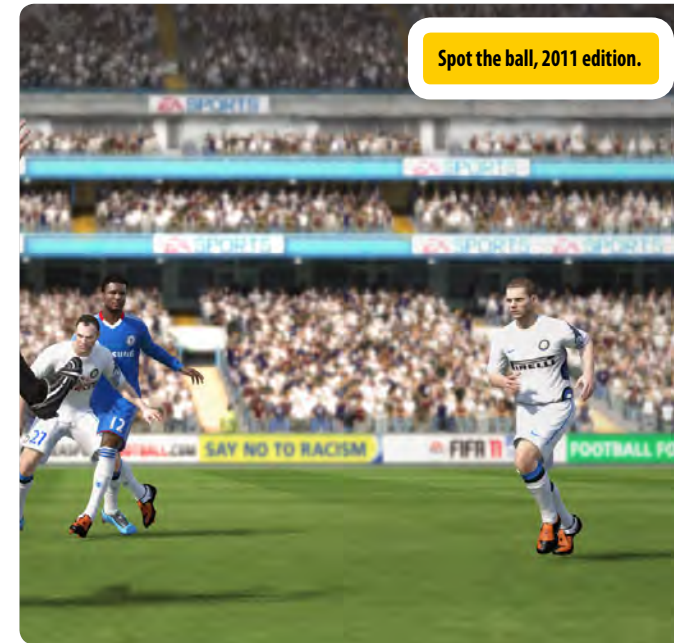
Football Manager yet, but it's getting there – let's hope that you don't get sacked for winning the League Cup this year. That was never fun.

A couple of nifty audio additions round off the package – you can import your own crowd chants and entrance music to be played locally on your machine, so if you really need the Jason Lee 'pineapple' song sung out during the FA Cup final, you can have it. EA has taken the sensible step of only allowing your music to appear on your machine, so kids won't have to listen to someone's crowd repeatedly chanting the F word when playing on Xbox Live.

So, it's exciting times for EA Sports. After a far more fulfilling World Cup campaign than England's, it's time for FIFA 11 to signal that the new football season is in full swing, and to reaffirm its status as the number one footballing franchise in the world. FIFA... it's becoming as reliable as Chelsea. ●



Spot the ball, 2011 edition.



PREVIEW FEEDBACK!
Click here to tell us what you think of FIFA 11



360Zine



HOW COMPLETE?

80%

FIRST IMPRESSIONS

90%

FIFA's tweaks should be enough to keep the fans happy

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Publisher: Namco Bandai.
Developer: Ninja Theory
Heritage: Heavenly Sword (PS3)
Link: www.namcobandai.com
ETA: October

HANDS ON

Enslaved

Monkey see, monkey do

Storytelling is still an infant artform in videogames. There are plenty of schools of thought – the Uncharted-style cut-scene script, the Half Life exposition, even the Limbo-esque minimalism – and none has rammed its flag in the ground as ‘the way’ just yet. For a game like Enslaved though, Ninja Theory is placing one thing above all else... character.

This grand retelling of the classic Journey to the West story sees muscle-bound slave Monkey and hi-tech wizard Trip stuck trying to escape a cataclysmic world, one that has been overrun by dangerous technology. They're completely codependent, as

Trip needs Monkey's strength and guile, who in turn needs Trip's technical know-how. Oh, and if he strays too far from her, the slave collar around his head will kill him.

So there's tension from the outset, but Enslaved creates a kind of buddy-movie camaraderie not just in its cut-scenes and its dialogue, but in how the characters interact with one another. The game itself is an action platformer in the guise of a game like Uncharted, where players take control of Monkey and navigate sweeping environments while laying the smackdown on a few robots that get in the way. Even during our brief hands-on time with the game, the variety in play styles was abundant, from vertigo-inducing platforming to cover-based speedy stealth.

Where the animation rules the storytelling though, comes in the more subtle elements of Enslaved's gameplay tapestry. An early section demands the pair navigate a minefield. Monkey has to carry the sceptical Trip on his back, and as the two hop and step between explosives, you can see a bond forming. It's clever stuff; the kind of



The story continues beyond the cut-scenes, with lots of banter between the two protagonists.



"Enslaved creates a kind of buddy-movie camaraderie in how the characters interact"



It's a wonderfully colourful game, and looks glorious on a good screen.





> Enslaved continued

thing that adds a layer of interest beyond the simple A to B mechanics of actually playing through a videogame.

Of course, none of this would matter had Ninja Theory forgotten to include something to play with. Enslaved, though, keeps up its early pace with surfing sections, a bit of blasting and some satisfying 'hit robot with big stick' rucks. The team's experience on the underrated Heavenly Sword is evident not only in the density of Enslaved's combat, but in the sense of grandeur and purpose that every moment of the story carries. Ninja Theory has a real knack of making your actions on screen seem really bloody important.

Even the game's opening, a largely scripted prison escape, has a tangible sense of urgency. Perhaps influenced by the fantastic set-pieces of Uncharted 2, or perhaps just fuelled by their own inspiration, Ninja Theory has crafted almost every one of Enslaved's action sequences with a keen cinematic eye, placing as much emphasis on spectacle as it does on pixel-perfect jumping. If Enslaved can maintain this commitment to relentless excitement, then Namco Bandai and Ninja theory are onto a winner.

Even if not, the acting pedigree is hard to fault. Lord of the Rings' star Andy Serkis has opened up his new mocap studio to Ninja Theory, so all the cut-scenes can be given the



There are elements of Ninja Theory's previous work, Heavenly Sword, in the character design.

performance capture treatment, thus making them far more believable and emotionally resonant, and Serkis himself plays the role of Monkey. While the dialogue isn't revelatory stuff, it's believable and enjoyable, certainly in the parts we've played so far. Characters actually talk about more than just what they need to do or how angry they are, and throughout the game you should gain a better understanding of what makes the pair tick, despite all the carnage.

With stunning visuals throughout, a wealth of gameplay variety, strong

characters and a general slickness and polish over the whole game, Enslaved has the potential to be the sleeper hit of the year, and that's the real story here. ●



PREVIEW FEEDBACK!
Click here to tell us what you think of Enslaved



HOW COMPLETE?
90%

FIRST IMPRESSIONS
90%

Could this be the Xbox's version of Uncharted? Maybe



Publisher: Square-Enix
Developer: IO Studios
Heritage: Hitman series, Kane & Lynch: Dead Men
Link: <http://kaneandlynch.com>
OUT NOW

Kane & Lynch 2: Dog Days

Cry havoc! And let slip the dogs of war...

It's not often a game sets out to be intentionally ugly. We're so used to pristine high-definition gleam that Kane & Lynch 2 comes as a real shock. It's grimy, stark, muddy and downright dirty. But we like it dirty.

This is IO's masterstroke, though. So much care and attention has been paid to Kane & Lynch 2's grizzly aesthetics

that it actually enhances everything else. Rarely has a game got its atmosphere so spot-on. Kane & Lynch 2's Shanghai is a genuinely nasty place to be.

Like its underwhelming predecessor, this is primarily a cover-based co-op shooter, but IO has addressed the primary criticism levelled at the original – that it was a bit crap. Dog Days is a far

slicker shooter, with a snappy cover mechanic, raw, violent gunplay and some memorably nasty set-pieces.

The intensity of the action is really captured with the game's camera work. In attempting to craft a YouTube-style presentation, IO really draws you into the action – there's a constant sense of threat and chaos as you plough through Shanghai's streets taking out everyone in your path. It's unashamedly violent too, with civilians dropping in the crossfire without any penalty or remorse. Murder is murder, whether they've got guns or not.

The first two hours of Dog Days' campaign is constantly memorable, ramping up the gun battles in a crescendo of violence, all taking place in the types of unassuming locales that wouldn't normally make it into a videogame. Shops, diners... it's clever set design from IO.

Sadly though, the carefully built aesthetic has some rather large holes that it would be criminal not to question. First and foremost, who is



Just because you're down, doesn't mean you're out. You can fire off a few shots while you crawl back into cover.



FRIENDS LIKE THESE

Trust is a difficult thing to come by



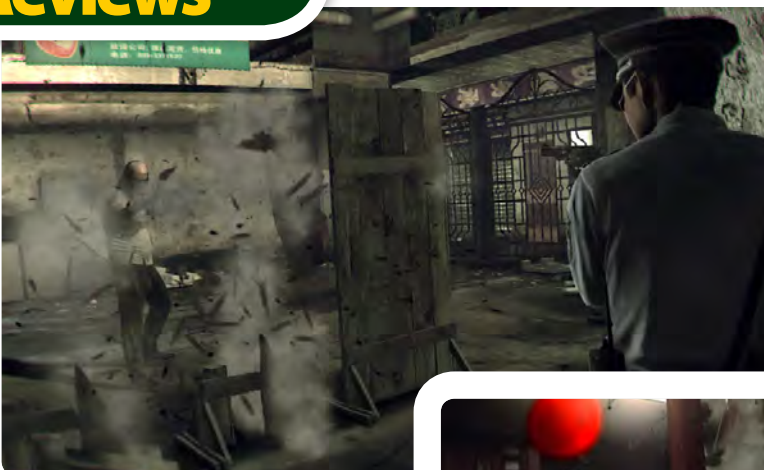
Dirty money

Team mates

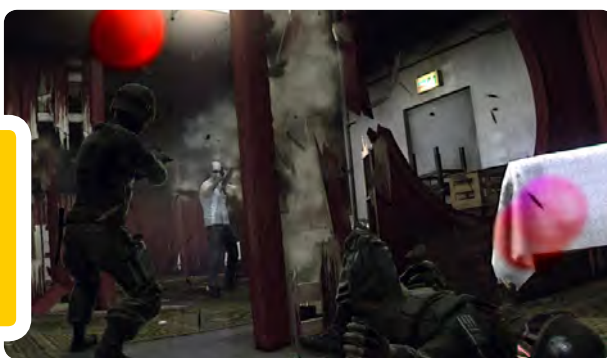
Cover up

Dirty money

Kane & Lynch 2's multiplayer modes are a breath of fresh air, relying on human trust and paranoia as much as accuracy with an AK47. Fragile Alliance sees a bank-robbing team nervously hoping no one will turn on them and steal the money. It's genuinely tense stuff.



"Grim, nasty, funny, violent, flawed, but most of all, interesting"



Even among all the bloodshed and violence, there's time for a classic Home Alone slip. Either that or Lynch is dead.

It's grimy, even ugly in parts, but it's a brave team that eschews HD splendour for its own style.

> Kane & Lynch 2 cont.

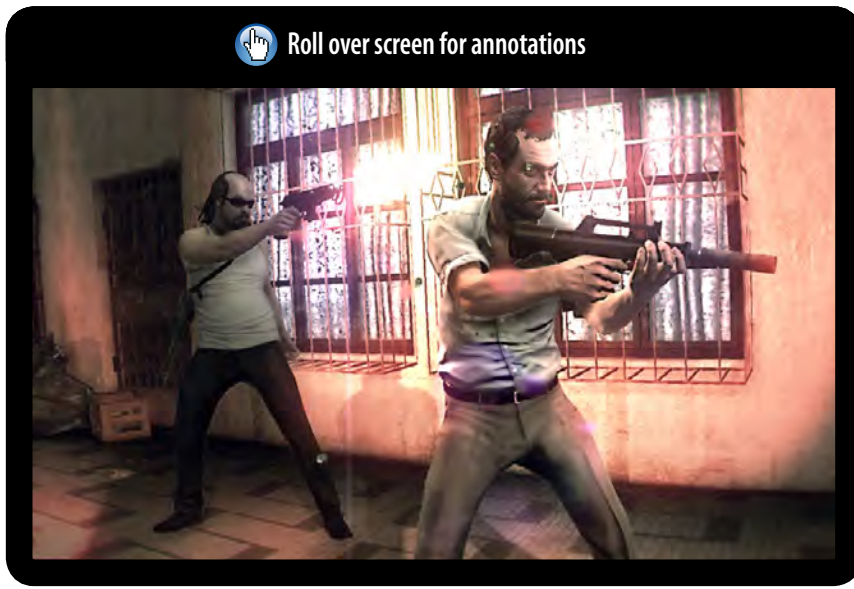
filming it all? The game acknowledges the camera constantly. It tumbles down when you die, and it's switched off in more than one cut-scene. If Kane & Lynch 2 was a film, this sort of inconsistency would be catastrophic, and while it doesn't affect the gameplay here, it does shatter the illusion slightly.

Also, the campaign is short. Seriously short. We're not going to preach value, as that's such a nebulous concept, but know that you can finish Kane & Lynch 2 in around four hours, and that the second half runs out of ideas fairly quickly. In many ways it's a good length, as any more would have stretched the premise to breaking point, but those expecting a standard 8-12 hours could come away mightily disappointed.

Thankfully, Kane & Lynch 2 backs up its meagre campaign with a well thought out multiplayer world, which sees teams of robbers take on a bank vault, before trying to escape. In Fragile

Alliance, you can take out your team mates at any time to steal their bounty, but if you get spotted, you'll get killed. It makes everything very tense, and you can end up with scenarios that mimic The Dark Knight's glorious opening.

It's rare for a shooter to actually try something new, and while Kane & Lynch 2 maintains solid third-person shooter fundamentals, it'll be talked about for everything else. Grim, nasty, funny, violent, flawed, but most of all, interesting. Army of Two this most certainly isn't. ●



Roll over screen for annotations

360Zine Verdict *This very stylish first-person shooter packs a real punch*

- Magnificent graphics and sound
- Exciting combat
- Less freedom than expected

80%



Publisher: Microsoft
Developer: Ruffian Games
Heritage: N/A
Link: N/A
OUT NOW

Crackdown 2

Same stuff, different day

Beeping. Why did it have to be beeping? Never before, and hopefully never again, has a game been so insistent on directing high-pitched blasts of irritation directly into your earholes, but Crackdown 2 loves it. It never stops, and it's a problem that sums up a pretty misguided attempt at a sequel.

Ruffian Games, the splinter group that freed itself from Realtime Worlds to make Crackdown 2, appear to have misjudged what made the original so enjoyable. People like orbs? Let's give

"Ruffian has also chucked Crackdown's freeform story in the bin, forcing you to activate beacons around the city"

them loads more. People like the Agency announcer? Let's have him never shut up. People love Pacific City? Let's set the game in Pacific City again.

Yes, it's a problem. In fairness, Ruffian had a very short development cycle and had to cut corners, but Crackdown 2's near-identical city is a bit of a joke. It's also ugly. The sky is perpetually

murky, textures seems to have been stretched to breaking point, and while the draw distance is incredible, time spent on the ground really isn't.

With it being such a similar game, you know what to expect. Clean up a city with a super-powered agent, leap from building to building, collect orbs and shoot fools. To mix things up, though, Ruffian has injected a day/night cycle into the proceedings, and when the sun's down, that's when the freaks come out to play.

Yes, Pacific city becomes a breeding ground of zombies, which roam the streets causing trouble and providing something to squish when you're hurtling around in the Agency Supercar. The freaks add nothing, just making the streets a seriously irritating place to roam and forcing you up and onto the rooftops.

Ruffian has also chucked Crackdown's freeform story in the bin, forcing you to activate beacons around the city. Activate a few beacons and you can dive down into a freak layer, >



We're particularly fond of the green outfit.



SKILLS FOR KILLS, AGENT

What's the crack?



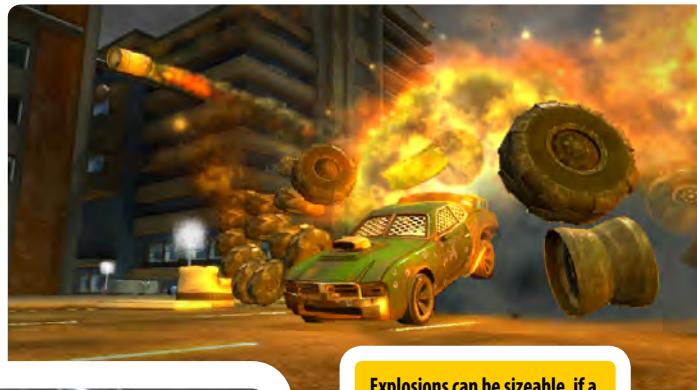
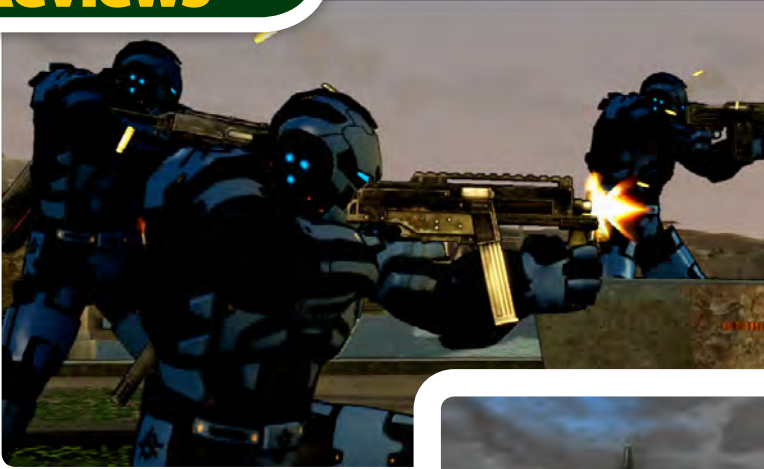
Shoot 'em up

Splinter CELL

Multi madness

Shoot 'em up

Gun combat uses a ropey lock-on that seems more interested in targeting petrol caps on distant cars over the perp trying to shotgun you in the face. The weapons are quite tidy, but the shooting really should have improved.



"Crackdown 2 shouldn't be suffering from the same issues as a four-year-old game"

World's cape and takes a while to master, but is damn fun when you do, and there are some sexy weapons to get rid of the freaks. Co-op carnage is just an enjoyable way to kill time.

Judging by the sales figures and the popularity of the online lobbies, Crackdown 3 is a very real possibility. But we need a new city, new controls and a longer development cycle, or it won't just be the beeping that'll be an unwelcome noise. ●

Explosions can be sizeable, if a little 'spritey'. You can set off huge chain reaction with a few well-placed satchel charges.

Lifting cars and kicking lorries down hills is as fun as it was in the original. Shame it was in the original.



> Crackdown 2 continued

where The Agency will plant a lightmass bomb. Protect it and then it will explode, killing the freak layer. Rinse, repeat, game over...

In four-player co-op – a new addition, and a welcome one – these freak layer riots are fairly harmless, but on your own, they're hell. The reason being that Crackdown 2 hasn't advanced the original's clunky combat at all, and now there's something that'll actually fail you if you don't shoot everything in time. So you're wrestling with a bad lock on, wrestling with murky visuals and jumping around like a maniac trying to kick people. In truth, Crackdown 2 shouldn't be suffering from the same issues that plighted a four-year-old game.

Still, there are moments of levity that break up the monotony, thanks in full to the fact that Crackdown is still a thoroughly daft and enjoyable thing to play. The wing-suit apes Super Mario



Roll over screen for annotations

360Zine Verdict *A disappointment. Too similar to the original, but still fun*

- Fun like the original
- Flawed like the original
- Clunky combat

73%



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Singularity

Waiting for the new BioShock game? This might help

There's nothing wrong with having a little fun, is there? Shooters have become oh-so serious in recent years, and in doing so have lost sight of how daft they actually are. This reviewer's knowledge of real-life combat scenarios is limited, to be sure, but it's not often you hear about one-man armies taking down swathes of peekaboo halfwits on his own.

Raven knows this. Singularity may clearly be positioned as Activision's BioShock (right down to the audio logs and glowing yellow hue around collectibles), but it's nowhere near as

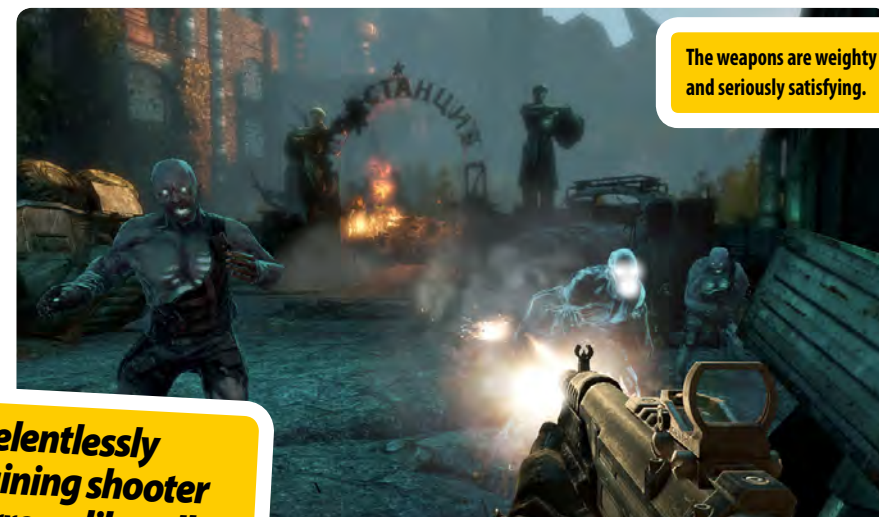
serious. After all, it's tough to be po-faced when you're talking about time travelling into a post-World War II Russia and shooting mutated soldiers in the face. In slow motion.

Thankfully then, Raven has decided to have fun, and it translates into a relentlessly entertaining shooter that borrows liberally from the genre's finest and finds time (no pun intended) to throw in a few classy ideas of its own.

The main gimmick here is the TMD, or time manipulation device, a glove that you find early on in proceedings and gives you the type of powers that seem



Man, you sure is ugly.



The weapons are weighty and seriously satisfying.

"A relentlessly entertaining shooter that borrows liberally from the genre's finest"

to have been dreamed up on the spot. Aim your TMD at an enemy and age him to death in a second. Create huge time bubbles around yourself so everything slows down when it comes near you. Rewind time so that decomposed plants come back to life.

It's like Back To The Future - if you think about it for more than a few seconds, none of it makes sense. But Singularity moves too quickly and is too crammed with action for you to ever bother about thinking or analysing. You're too busy shooting, and with some serious weaponry, too.

There's slo-mo sniper rifles, beastly railguns and a fierce upgradable shotgun, but Singularity's finest firearm is undoubtedly The Seeker - a time-powered explosive gun that lets you follow the bullet in realtime and manipulate it with the right stick. Which is very satisfying indeed.

Despite a constant pace and some slick set pieces (many of which are Half-Life inspired, which is no bad thing), Singularity does fall back on repetitive puzzles and overloaded shootouts, and eventually the story and voiceacting become a little too hackneyed to bear. Also, the multiplayer is terrible, but it was always going to be.

This is the type of shooter we should be celebrating, though. It's thoroughly stupid in all the ways it should be, and it's happy to be a fun dumb summer blockbuster of an action game and nothing else. About time, too. ●

**360Zine
Verdict**

Daft, exciting and far more fun than it really ought to be



Great combat and weapons



Amusingly silly story



Overly linear and repetitive in parts

81%





Publisher: Microsoft
Developer: Playdead
Heritage: N/A
Link: www.limbogame.org
OUT NOW

Limbo

We fade to grey

There are few games darker than Playdead's muted debut, *Limbo*. For starters, this tale of an unnamed boy's treacherous voyage through a dilapidated and largely deserted world is picked out in bleakest monochrome, with barely a dot of light, bar his two glowing eyes. It's what happens in this disquieting place that shows off the true blackness of *Limbo*'s softly beating heart.

Limbo's world is one of hanging bodies, horror and hopelessness. But unlike games that use such nastiness as a cheap trick to show off their maturity,

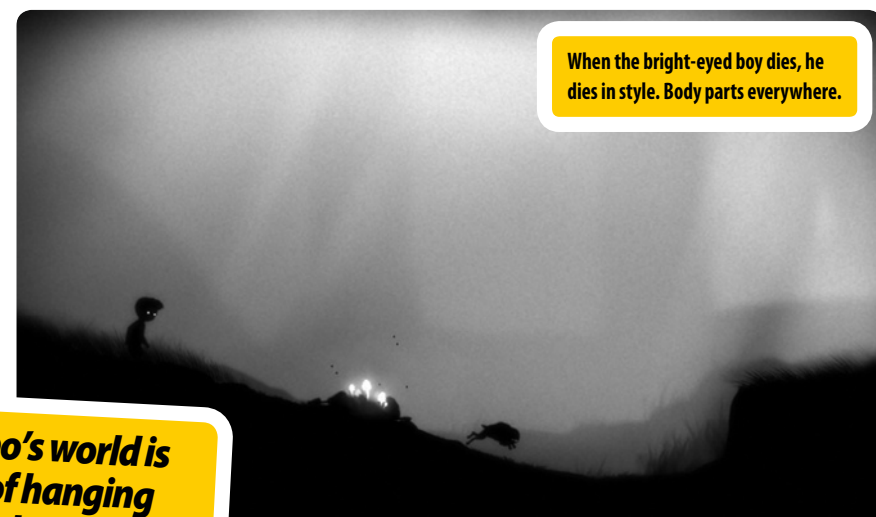
Limbo is an altogether subtler affair. There's no dialogue, no cut-scenes and no on-screen tutorial – all you need to know is that you're here, you need to get away from here, and that 'here' really isn't a very nice place.

To get out of this gruesome nightmare, our bright-eyed boy must use his wits, his legs and hands to navigate *Limbo*'s supremely well-pitched platforming puzzles. The game flits between Mario-style skill and physics-based spatial puzzling with confidence and consistency, the kind of which belies its humble roots. Everything works as it

should, whether it's the disembodied leg of a giant spider or a runaway mine cart, and while it's often taxing, *Limbo* is never illogical.

The opening hour is one of the finest in memory – the forest and its eight-legged keeper are flawlessly chilling, and the first moment you stumble across another child is a huge eye-opener, probably for different reasons than you might expect. Giving away too much would be criminal – *Limbo*'s joy (if that's the right word for something so joyless) is in its discovery, but there's a quality and poise here that so few games manage to achieve.

Alas, it doesn't quite manage to maintain the awe of its opening 60 minutes. As the boy delves deeper into the caverns and factories of *Limbo*'s ghost world, much of the horror slips away. It's still atmospheric, still sumptuous and still driven by intelligent



When the bright-eyed boy dies, he dies in style. Body parts everywhere.

"Limbo's world is one of hanging bodies, horror and hopelessness"



Ever wanted to play a game where a young child gets crushed by a boulder? Now's your chance!

puzzling, but it never quite delivers the grimmest of fairytales it promised to be

As matters take a turn for the mechanical, *Limbo* can become too fiddly, relying too heavily on trial and error and the unpredictability of its physics, all of which only damage the carefully orchestrated ambience. By the time you reach the gloriously melancholic ending, the chances are that you'll be glad to see the back of the frustration.

Still, Playdead must be admired for its startling, harrowing debut. It's going to be the darkest of summers. ●

360Zine Verdict *Haunting, original, challenging and utterly essential*

- Beautiful and disturbing
- Satisfyingly organic puzzles
- Eventually loses its way

88%



Tiger Woods PGA Tour 11

A link to the past

Another year has passed us by and, predictably, we've now got another version of Tiger Woods to review. The question is, though, is there enough here to warrant another purchase? The problem is how do you improve a game that's been the best in class for 10 years? Seems like you can't.

Admittedly, 2008 saw a few neat innovations added to the Tiger Woods model – the challenge-based

GamerNet and the advent of simultaneous online play – but very little has changed since.

You know the drill. Create your man (or woman) using the dumbfoundingly well-realised player creator, get yourself on the course, pull back the left stick, 'whack', and you're away. The 'left stick for golf club' feels as good as ever, and as always you can jam the A button to add a little spice to your shot.



Putting is now slightly more complicated than before.

"How do you improve a game that's been the best in class for 10 years?"

The major change this year is 'focus', a finite amount of power that you can use to hit the ball harder, add extra spin or use the putt preview when you're on the green. If you can manage to steer away from focus for a stroke, then you'll get some back. A neat touch.

At the end of the day though, there really is very little to say to entice you into buying the latest Tiger Woods effort. The inclusion of a full and online-functional Ryder Cup is probably the best reason to invest, and it's nice to team up online and take it to our American cousins. As always from an EA product, the online is deep and smooth, although unnecessarily clumsy to navigate, and the GamerNet challenges are as compelling as ever.

If you're just after a casual game of golf though, you're better off sticking with 2009 or 2010. They'll be cheaper, they work online straight out of the

box (Tiger Woods 11 requires the EA Pass to be played over the net) and they offer the same satisfying game of digital golf as this year's edition. Except without flappy clothes. This year's game has flappy clothes.

It'll be interesting to see where EA takes the series next year. The possibilities for Kinect are obvious, but with Tiger Woods Online changing the face of the game on PC, it's likely we'll see more social networking features creep in.

It's hard to hate Tiger Woods (unless you're his wife), but maybe a release every two or three years instead would make it feel fresher. ●

360Zine Verdict *It's fun, as always, but it hasn't changed that much for a decade now*

- Pleasantly calming
- Flappy clothes
- Nothing has changed

70%

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Issue 46

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