

Issue 03



THE WAY

It's Meant To Be Played

Ultimate PC gaming with GeForce FX



Unreal Tournament 2004

Bring out the big guns



What's new in hardware **04.** Unreal Tournament 2004 **08.** Call Of Duty **12.** Forceware **15.**



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Bring the games to life

NVIDIA is committed to delivering blistering performance and visuals, and making PC gaming as easy as possible. This is the way it's meant to be played...

Welcome to the third issue of NVIDIA's The Way It's Meant To Be Played magazine, which is dedicated to showcasing the games participating in the 'NVIDIA®: The way it's meant to be played™ (TWIMTBP)' programme. This collaboration between NVIDIA, NVIDIA's hardware partners, and the world's finest game developers and publishers is designed to give consumers the ultimate out-of-the-box experience.

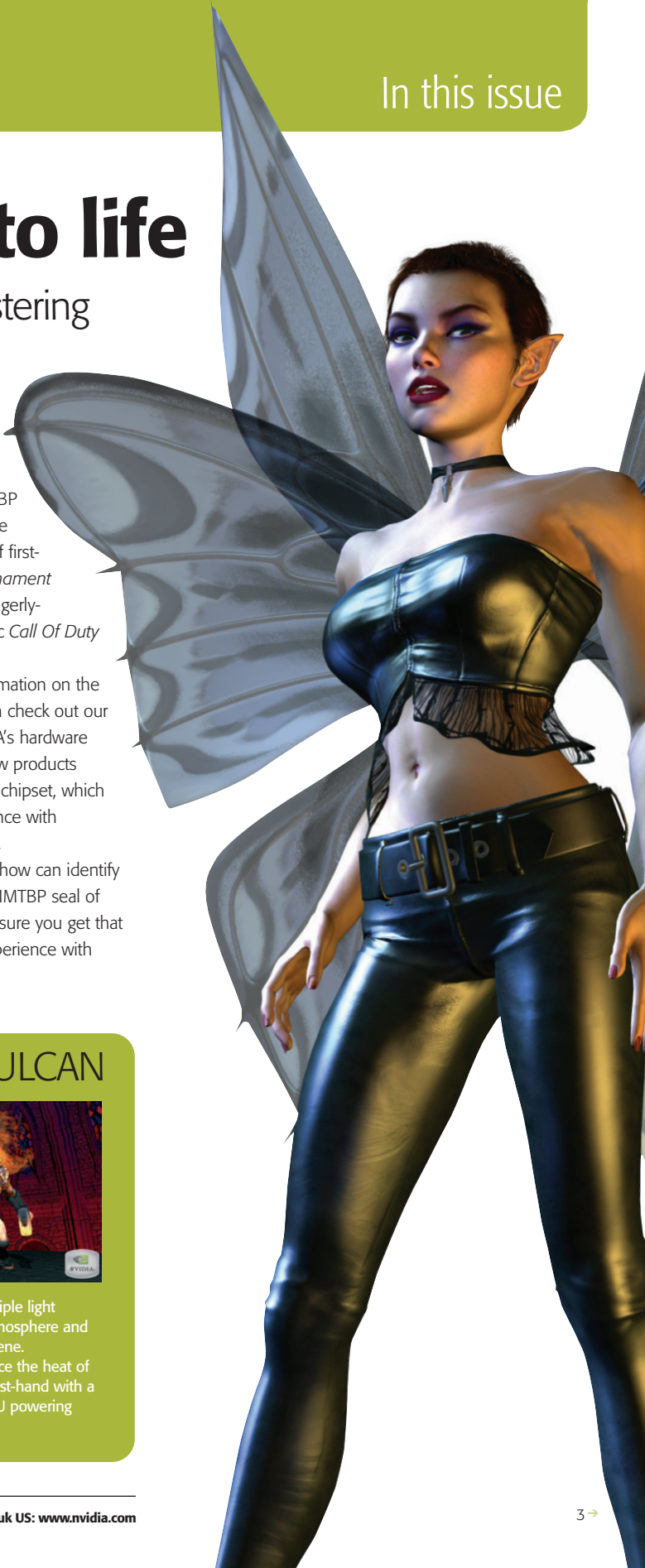
NVIDIA works directly with game creators, providing the hardware and software tools that make it possible to create compelling game content, such as realistic life-like characters and breathtaking cinematic environments. The collaboration also ensures the compatibility, stability and reliability of games within the TWIMTBP programme.

In this issue of the magazine, you can read

about the very latest TWIMTBP games, including an exclusive interview with the creators of first-person shooter *Unreal Tournament 2004* on page 8, and the eagerly-anticipated World War II epic *Call Of Duty* on page 12.

If you're looking for information on the latest NVIDIA hardware, then check out our feature on page 4 on NVIDIA's hardware partners and the exciting new products based on NVIDIA's 5900 XT chipset, which combine amazing performance with unbeatable value for money.

On page 14, we tell you how can identify the games that carry the TWIMTBP seal of approval, so that you can ensure you get that ultimate 'install-and-play' experience with each PC game that you buy.

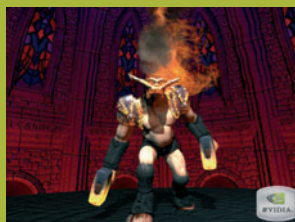


NVIDIA TECHNOLOGY DEMO: VULCAN



Vulcan, the god of fire, toils at his anvil forging the metals of the earth when one of the sparks of his forge takes flight. Angered, Vulcan attempts to crush the annoyance, but it's too quick. He chases it all around his sanctuary to no avail, as he's too slow to vanquish the pest. Tired and dizzy, Vulcan makes one last attempt to get rid of the pest, but he's overcome with fatigue and he fizzles.

Vulcan, the NVIDIA technology demo, features realistic fire, smoke, and glow that fully utilises volumetric texturing and render-to-texture techniques. Next-generation lighting and



shadowing with multiple light sources add extra atmosphere and authenticity to the scene.

You can experience the heat of Vulcan's frustration first-hand with a GeForce FX 5900 GPU powering your PC.

The way it's meant to be played



What's new in hardware

Look for cards produced by a selection of NVIDIA's partner companies.



Gainward

Since merging with the TNC group in 1997, Gainward has risen to become the top graphics card manufacturer in its native Taiwan. Further reinforcing its strength with branches in the UK, the USA, Hong Kong and Sweden, it has also pushed ever onwards in research and development. The fruits of this labour are to be found in the

'Golden Sample' range. With many hand-selected components, high speed memory chips, and the proprietary tuning techniques to maximise 3D performance all making the most of NVIDIA technology, Golden Sample has quickly become a firm favourite with both dedicated 3D enthusiasts and serious PC users alike.



MSI

MSI is the world's leading manufacturer of innovative graphics card and multimedia solutions. The company provides cutting-edge products for commercial and consumer markets, such as performance or value graphics card, internal and external TV Tuner cards and combo graphics card (VGA+ TV Tuner). MSI is also an award-winning

brand, recognised by the industry for value, expertise, and amazing software and games bundles. With exclusive cooling and power management technologies such as the renowned TwinFlow™ and E3 Power Cube™. If you require feature-rich, high performance graphics cards, then you don't need to look further than MSI.



Leadtek

Leadtek Research Inc is, as the name suggests, a company with a dedication to research and development. A specialist in the design and manufacture of video card solutions since 1986, its industry-leading ISO9001 standard manufacturing facility gives it the ability to produce graphics solutions to a wide range of specifications.

Utilising NVIDIA technology, Leadtek's Winfast Series 3D cards provide a wide range of options for video input and output, hardware monitoring, and even overclocking. With a complete set of connection cables provided with every product, Leadtek purchasers are able to start appreciating the power of NVIDIA right away.

Gigabyte Technology

Founded in 1986, Gigabyte Technology has steadily built itself an unshakable reputation and solid foundation in the computer industry on the reliability of its motherboards and add-on card products.

The new GV-N595U-GT card based on the Geforce FX 5950 Ultra chipset guarantees maximum performance in a wide range of applications from

advanced 3D gaming to digital and video cinematography.

With an enticing games bundle, this new product packs an amazing punch in terms of not only speed, and performance but also affordability. Gigabyte Technology has received multiple awards due to the innovative features and specifications of its products.



PNY Technologies

A leading manufacturer of memory and graphics products for almost 20 years, PNY Technologies has become a firm favourite with buyers at retailers such as PC World, Dixons, and Currys, as well as online suppliers such as Dabs. Partnerships with companies such as Dell, Epson, IBM, Sony and Toshiba means

many new systems also boast PNY's NVIDIA-based cards.

Its Verto range typically reinforces a firm commitment to provide solutions for every application and budget, with both AGP and PCI versions of the Geforce FX 5200, along with Geforce FX 5200 Ultra and Geforce FX 5600 models.



Point Of View

Although only established in 2000, Point Of View enjoys phenomenal success, with an extensive range of graphics cards now available in more than 25 countries.

Having built a strong reputation for after sales service and technical support, Point Of View has become a familiar brand in specialist stores, chains and hypermarkets right across Europe (with

a significant presence in over 25 countries).

Having shipped in excess of 1.3 million graphics cards to date, the Amsterdam-based Point Of View continues to grow at an exponential rate, and is fast becoming the NVIDIA technology supplier of choice for an ever-increasing number of PC owners.



XFX

Uniquely catering to the needs of gamers is a no-brainer for XFX, given its technical team is composed of die-hard games fans. The Extreme Effects range is 'For Gamers, By Gamers', something that informs every one of its 35 different NVIDIA-based retail models. An extensive range, it encompasses both PCI and AGP variants, while

standard editions are complemented by Executioner Edition versions and high-end, uniquely tweaked 'Extreme Gamer's Edition' models. XFX also produces three Personal Cinema editions, of which the FX5900-based 256Mb Personal Cinema Solution currently represents the absolute pinnacle of the videogame graphics card technology.





Case study: Painkiller



Publisher: Dreamcatcher
Developer: People Can Fly
Release: March

Consider the elements that go into making a winning first-person shooter and you'll find they've been incorporated into *Painkiller*, but not before being stretched, tweaked, and enhanced. For example, take the proprietary DX9-compliant game engine, which comes with all the latest vertex, pixel, dot3 bump-map, specular and volumetric lighting

effects. It has been designed to deliver 100 times the number of polys found in rival games, and lavishes 8,000 per creature, while the 19 levels are built using around half a million apiece. A 'real world' lighting distribution model adds atmosphere and visual complexity via ambient and per-pixel local lighting, while vertex and pixel shaders bring water, glass, fogging and procedural effects to the party.

Believable animation and behavioural effects are equally accomplished. With skeletal

modelling, inverse kinematics, and ragdoll animations courtesy of the *Havok 2.0* physics engine, the game is able to generate realistic death animations for enemies. For instance, fire a stakegun into one of the 20 types of undead that populate the game and you'll see the creature react to the exact area it's been skewered, dangling helplessly if pinned to a wall.

"Partnering with NVIDIA proves how seriously people are taking *Painkiller*," says Richard Wah Kan, president and CEO, Dreamcatcher. "Their reputation is second to none, and we're convinced that *Painkiller* will look and play even better using their hardware."

The excuse for all this gruesome action is a story in which the hero is sent to purgatory, where he must battle hordes of demons. And given that developer People Can Fly boasts world *Quake* champions, it's no surprise to discover that *Painkiller* pulls out all the stops in multiplayer, with five neat twists on the usual deathmatch theme.

Blessed with an abundance of new ideas and a keen appreciation for how cutting edge technologies can enhance a gaming experience, *Painkiller* looks set to be a startling debut for its Polish creators.



Publisher: Ubisoft
Developer: Crytek
Release: March



■ With *Far Cry's* film star looks making it a visual treat, staring straight down the barrel of a loaded gun has never been more pleasurable.

Far Cry

Once in a while a game emerges from out of the blue, blessed with the sort of supermodel looks, refined design, and high production values that sends tech-heads and gamers alike into a total frenzy. *Far Cry* is such a game.

"Our collaboration with NVIDIA is very strong, having started with *Dinosaur Island*, and became more and more of a friendship as work progressed on *Far Cry*," says Crytek's Faruk Yerli. "As NVIDIA supports the newest features of DirectX and OpenGL we've been able to implement and test new features in *Far Cry* far more easily."

Thus, the CryEngine is blessed with the ability to render massive environments, and deal with destructible terrain, dynamic lighting, weather effects, proprietary PolyBump mapping, and even physics simulations. *Far Cry* is also a first-person shooter packed with not only smart ideas but strong AI, with enemies responding intelligently to player strategies, working in cohesive units, and even calling in extra reinforcements from air, land and sea when necessary. Clever.



■ Strikingly dramatic and yet still somehow realistic, the massive world of *X2: The Threat* is yours to explore.

X2: The Threat

Having made its mark with the original *X: Beyond The Frontier* almost four years ago, Egosoft returns with the next chapter of its lavish science fiction adventure. Harking back to the days of *Elite*, *X2* brings a familiar concept bang up to date through the use of a custom engine capable of depicting deep space in truly epic fashion.

"Play it with a NVIDIA® GeForce™ FX 5900 Series GPU," says Egosoft, "and it really shines. *X2* uses stencil shadows, which can only be turned on with the latest generation of cards. Also, most of our models use bump-maps which, in combination with shadows and full dynamic lightning, gives a next-generation look and feel."

Thrust into this richly detailed universe, gamers can follow their own unique career path, building an empire by plying trade routes, mining for precious materials, or even turning to piracy. Egosoft clearly has a keen appreciation for what science fiction fans want, and the ability not only to deliver, but to look good doing it.



Publisher:
Developer:
Release:

Deep Ego
soft
February



■ Instead of separate game levels, *Soldner: Secret Wars* provides gamers with one huge virtual battlefield.

Soldner: Secret Wars

Having proven its military expertise with *Panzer Elite*, the team at Wings has turned its attention to the first-person shooter. The result is *Soldner*, a game whose commitment to realism takes the genre to a whole new level without compromising accessibility. Forget the idea of levels. *Soldner* paints a continuous game environment measuring over 24 square miles, a virtual battlefield in which soldiers – each individually recognisable, thanks to 60,000 kit combinations – go to war using over 70 weapon types, as well as helicopters, armoured vehicles, and even VTOL aircraft. Designed to provide the ultimate online multiplayer experience, the game supports up to 128 combatants. Teams battle through individual missions and an overall campaign, dealing with changing day/night cycles, and weather patterns, all the while tearing the hell out of the fully destructible terrain and buildings as they go. Brace yourself for the first FPS ever to feature nuclear weapon deployment.



Publisher:
Developer:
Release:

Jowod
Wings Simulations
March



■ Nothing to do with hip replacements, *Joint Operations* throws you into an ultra-stylised jungle environment.

Joint Operations: Typhoon Rising

"*Joint Operations* is the future of warfare," proclaims Lee Milligan, Novalogic's president. Bold words, but then Novalogic pretty much invented the action wargame genre with its *Delta Force* series, and recently hit paydirt with its *Black Hawk Down* spin-off. Its latest, *Joint Operations*, pushes the concept of combat even further, by dropping players into full-scale battles featuring a wide variety of air, land and sea vehicles. You have the option to fight solo or alongside up to 64 human soldiers in online games that utilise third generation multiplayer technology. Having worked with NVIDIA to radically enhance its game engine, Novalogic has been able to create 'super-foliated' maps, utilising vertex and pixel shaders to create dense ground cover. Fields of grass sway as helicopters pass overhead, while the dynamic lighting and shadow effects trace the passage of day to night. Whether gun-toting gamers will be able to pause mid-battle to fully appreciate such beauty is, of course, another matter.



Publisher:
Developer:
Release:

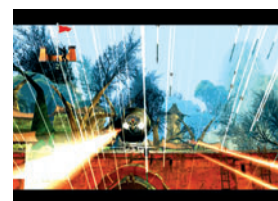
Novalogic
Novalogic
February



■ *Armed And Dangerous* combines inspired gameplay and stunning looks with a sense of the absurd.

Armed And Dangerous

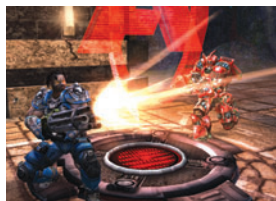
Comedy and computer games do not, as a rule, make for good bedfellows. Two of the few companies to have successfully brought humour to gaming are LucasArts and Planet Moon (creators of *Giants: Citizen Kabuto*). So, it's rather fitting that *Armed And Dangerous* should be the work of these two. It may look beautiful, and it certainly does some clever things with GeForce technology, but most of all this is a game with a commitment to gags that even outstrips its commitment to really big explosions. With a cockney criminal hero named Roman, and sidekicks including a talking mole, a hapless droid and a sage who has fallen on hard times, this is no ordinary action adventure. Neither are the bad guys, including wild Twiglets and crazed monks, the usual run of the mill. But it's the weapons that really drive the point home. Where else could you hope to find 'Topsy Turvy' bombs or the Vindaloo Rocket Launcher? *Armed And Dangerous* is inspired lunacy at its very best.



Publisher:
Developer:
Release:

LucasArts
Planet Moon Studios
February

The way it's meant to be played



Publisher:
Developer:
Release:

Atari
Epic Games
March

Unreal Tournament 2004

The team behind Epic Games' latest and greatest first person shooter talks exclusively about the beautiful marriage of cutting edge 3D and sci-fi combat.

The *Unreal* series should need no introduction. Where *Unreal* and *Unreal 2* push ever onward into lavish 3D adventure, the *Unreal Tournament* spin-off has become the multiplayer game of choice for many. Now comes the latest edition, packing greater fire power, new maps, new characters, and even a range of vehicles for added mayhem.

Get ready for even better artificial intelligence from enemy and team Bot characters, realistic interaction between characters and the environment via the Karma Physics engine, voice chatting, and online play for up to 32 gamers in the widest range of deathmatch and team game modes yet.

While the *Unreal* engine itself helps make *Unreal Tournament 2004* a thing of beauty, with detailed indoor arenas, massive outdoors environments, and a welter of special lighting and particle effects, Epic Games President Mark Rein

remains proud of the title. "*UT2003* was an aggressive title in terms of graphics," says Rein. "There's yet to be a title shipped that has surpassed it in terms of overall detail presented on the screen. When it first shipped it pushed hardware to the limit so, even though it was a huge hit for us, the size of the audience was limited. Now with *UT2004* the technology has finally caught up with the *Unreal* engine."

When it comes to working with NVIDIA, Rein says there are many advantages. "NVIDIA is the market

Way Of The Gun

Epic Games' Lead Designer Cliff Bleszinski discusses the gaming modes, all the weaponry, and the new vehicles we can expect to encounter in *Unreal Tournament 2004*.

Put us out of our misery, what are the significant differences between *UT2003* and *UT2004*?

Unreal Tournament 2004 features Assault and Onslaught, whereas *UT2003* did not.

Assault returns to the series; it was first featured in the original *Unreal Tournament* where it was heralded for its innovation and fun factor. It is back and much better than ever! Onslaught is

a much more vehicle-based mode, in which two teams attempt to destroy each other's power core by utilising vehicles, turrets, and some devious new weaponry such as the sticky grenades and spider mines.

So why the return of the Assault mode? Because the fans demanded it and, as they say, the customer is always right!

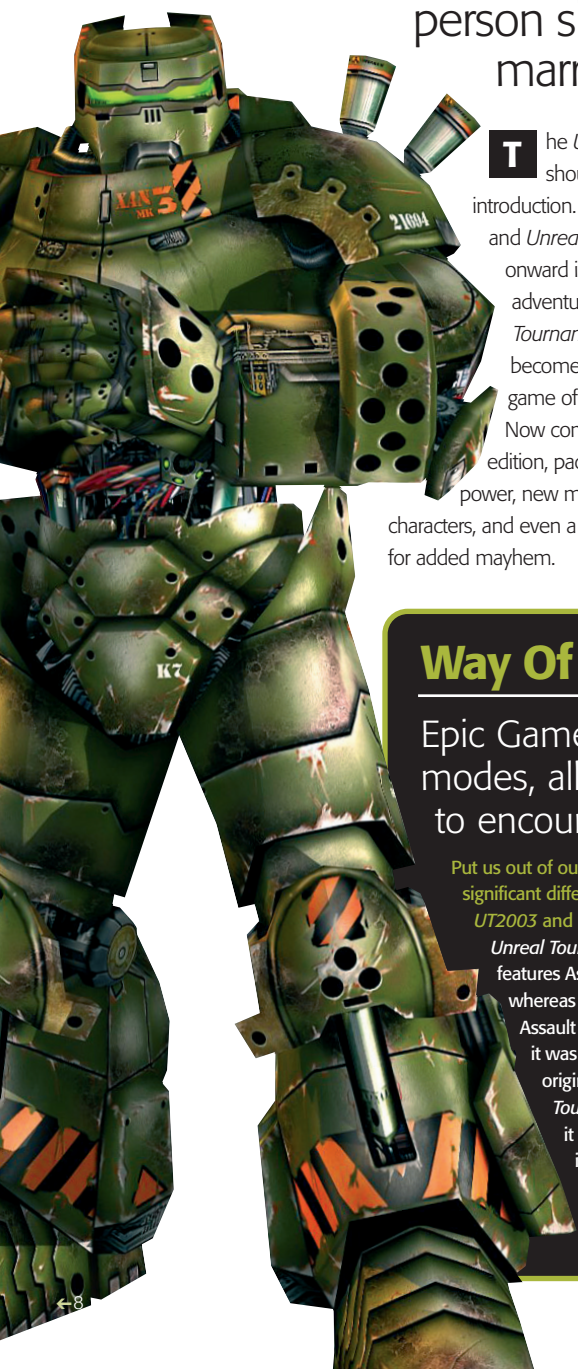
And what enhancements have been made to the other game modes?

For the most part, any changes to previous game modes have been minor

tweaks. For example, in Bombing Run, if you have the ball and you throw it your translocator charges will go to zero. This is to prevent one-man armies from ruling those matches.

Which areas of gameplay have you specifically sought to enhance in *Unreal Tournament 2004*?

Vehicles are becoming increasingly popular in first-person shooters these days. We wanted to introduce vehicles into the *Unreal* franchise while making sure we stayed true to what the series is all about – an original spin on existing





leader, it provides legendary reliability, and works closely with developers."

He believes gamers fully appreciate the importance of 'NVIDIA ®: The way it's meant to be played™ (TWIMTBP)' initiative. "It isn't just a marketing ploy but a genuine effort in multiple areas to ensure that if you like leading edge games and you own a recent NVIDIA

video card you can be sure that the game is going to play the way the developer had intended it to."

"Also, what's not widely known is that NVIDIA is a huge supporter of talented up-and-coming developers. It's this zeal for helping young developers that makes them such an awesome partner for the \$1,000,000 NVIDIA

Make Something *Unreal* Contest.

"I have to say the quality of the mods has been outstanding," adds Rein. "If you've not played any of the mods for *UT2003* you owe yourself a favour to go to www.unrealtournament.com, and check some of the contest winners out!"

Some of the entries have been deemed good enough to be published professionally. "We were a little worried about putting up a \$350,000 *Unreal* Engine licence at the beginning of the contest as it would be bad if nobody were able to use it."

The contest has been deemed such a success that Epic Games has now increased the prize money and moved back some of the dates, in order to give people more time to enter. A fourth phase has also been added. Now Phase III ends April 30th and the new Phase IV ends August 20th. The prize finalists will be announced at ECTS in September and have until October 1, 2004 to submit final versions for grand prize judging. If you fancy your chances, go to www.makesomethingunreal.com



■ The new death effects go hand in hand with the new weapons effects.



■ Attempt to capture the flag or get fragged in the process.



■ The Karma Physics engine brings exciting new levels of realism.



■ The new character models and the new range of weapons are a sight to behold.



■ A new user interface with underlying improvements make it easy for mod makers.



■ Lavish landscapes and luminous weapons' effects complete the *UT2004* experience.

FPS traditions. By introducing space flight and crazy buggies with retracting 12 foot blades I think we've successfully accomplished this goal!

Tell us more about those vehicles. And which is your personal favourite?

There are many new vehicles in *UT2004*, from ground to air to space vehicles, the full spectrum of locomotion is

represented. My favourite vehicle changes daily. Today I'd have to say it's the Manta hover bike. You can jump and 'fast fall' with it. It almost works like a giant fly swatter!

What about new weapons? What will we be fragging with this time around?

Several new weapons make their series debut. The spider mines are great, you

can toss a few out and wait for an unsuspecting foe to drive by. They'll give chase and explode, or you can use the weapon to direct them, via line of sight, to any nearby location. The sticky mines are a lot of fun as well, placing them on a Scorpion buggy and using it as a car bomb is always a blast. And there's nothing quite like powersliding into your foes online to acquire your first road kill!

The way it's meant to be played



Publisher: **Digital Jesters**
Developer: **S2 Games**
Release: **February**



■ **Savage: The Battle For Newerth**, from Californian-based developer S2, promises the innovative mix of real-time strategy with first-person shooter.

Savage: The Battle For Newerth

With an audacious multiplayer design that combines real-time strategy with first-person action, *Savage* is a man vs beasts fantasy game quite unlike any other. At first glance the use of such staples as resource collection, a technology tree, and point and click army control may look familiar. But then there's the fact that *Savage* likes to get personal, by offering the opportunity to get right in the thick of the battle and take direct control of an individual warrior. In order to facilitate both commander and soldier-level views, California-based developer S2 has worked hard to create a game engine capable of zooming from on high to right up close to show every single slice of the sword.

"The partnership with NVIDIA has greatly benefited S2Games and *Savage*," says Jesse Hayes, S2's COO and the game's designer. "NVIDIA has been very proactive with adjusting drivers, and the TWIMTBP program has been phenomenal both from a technical and marketing standpoint."



Publisher: **Eidos**
Developer: **Ion Storm**
Release: **February**

Deus Ex: Invisible War

Few sequels are as eagerly awaited as this one, but then few have a predecessor deemed so blindingly original and enthralling as to garner more than 30 Game Of The Year awards. Warren Spector and his team at Ion Storm has clearly been keen to push the unique first-person formula even further into groundbreaking territory. In *Invisible War* gamers have real freedom: to choose their allies and enemies, to select which 'biomods' to customise and upgrade for increased powers, and tackle each new challenge in any way they see fit. Use a combination of stealth, brute force, or cunning. In the world of *Deus Ex* there is no single or right way to get results.

Invisible War also pushes onwards in terms of the depicting the massive game world. With a heavily customised version of the powerful *Unreal* engine, it presents a visually arresting world where light and shadow are genuinely useful tools, and the laws of physics have a profound impact on all actions and interactions.



■ **Deus Ex: Invisible War** features a more powerful physics system, startlingly believable AI, plus dramatically enhanced character modelling and animation.



Publisher: **Whiptail Interactive**
Developer: **Media Mobsters**
Release: **February**



■ On first inspection this might look like any normal city, but scratch the surface and you'll find, in true *Gangland*-style, that corruption is rife. Looks nice though.

Gangland

Keeping it all in the family, *Gangland* creates an entire living, breathing city, and then gives you the opportunity to bring it to its very knees. Through violence, corruption, more violence, and all manner of what can only be described as illegal activities, the goal is to build a business empire that's anything but above board. Dealing with more than 800 citizens, and directly interacting with hundreds of unique characters, the player and band of Italian brothers can make use of a wide array of weapons, gadgets and underhand tactics as they attempt to take control of 26 individual locations. And if you fail then obviously you haven't been paying enough attention to your *Sopranos* videos.

Best of all, the orgy of extortion, bootlegging, bribing, bombings is depicted using a full GeForce-compliant 3D engine and free-roaming camera system. Even the activities of gambling joints, and speakeasies are shown in fine detail, while a new combat system brings the showdowns and drive-bys to life... and death!



■ With tons of atmosphere, a rock soundtrack and astonishing detail, *Battlefield Vietnam* elevates gaming to even greater cinematic heights.

Battlefield Vietnam

Military combat fans lapped up the large-scale sweep of *Battlefield 1942*, an online first-person shooter offering a depiction of war featuring all the authentic weapons, tactics and even vehicles. Fast forward two virtual decades, and the American military is embroiled in another war far from home, this time in a land where superior firepower isn't enough to guarantee victory. A standalone product, *Battlefield Vietnam* brings the infamous conflict to the PC screen in astonishing detail.

From the soundtrack, featuring The Doors, The Rolling Stones, and Hendrix, through to the battles that evoke classic movies such as *Apocalypse Now*, this is a game steeped in atmosphere and one even more intense than its predecessor. And with key new elements, including chain reaction detonations, new base mechanics, an interactive vehicle passenger experience, and even napalm strikes, the brilliant *Battlefield* engine is retooled and ready for a whole new tour of duty.



Publisher: **Electronic Arts**
Developer: **Digital Illusions Canada**
Release: **March**

Conan

Conan, the mightiest and moodiest fantasy hero of them all returns, flexing his muscles in an officially-approved action adventure. Faithfully evoking the spirit of Robert E Howard's original stories, the game sees the eponymous hero continuing the tale told in the first *Conan* movie. The story provides plenty of opportunity to interact with a multitude of characters, and, of course, engaging in much slicing and dicing along the way. The wealth of violence isn't so surprising. The fact the game does it so beautifully is. Brace yourself for a multitude of water, fire, smoke and magical effects, all making use of cutting edge volumetric and particle techniques.

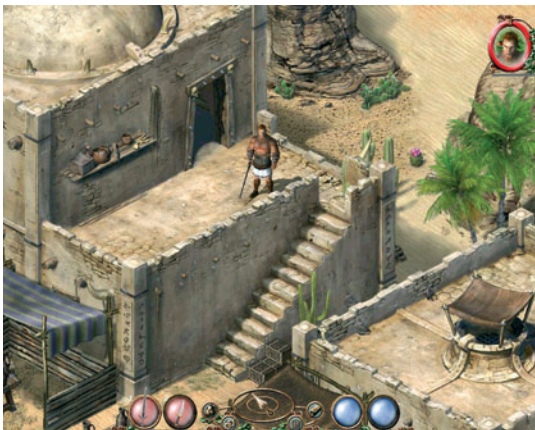
"With a specially developed *Conan* 3D Engine allowing the creation of huge, detailed scenarios with unique atmospheres of intense light and shadow effects, we believe that *Conan* the game will not only satisfy the high expectation of *Conan* fans but gamers alike with its amazing graphics and barbaric gameplay," says TDK Europe's Heiko tom Felde.



■ You'll recognise Conan, he's the huge, muscular one with very few clothes on. The cutting edge volumetric and particle techniques make him look even bigger.



Publisher: **TDK Interactive**
Developer: **Cauldron**
Release: **February**



■ *Sacred* is presented in richly detailed rendered 2D backgrounds, while the motion-captured game characters are in fully animated in 3D.

Sacred

Why new role playing games arrive so infrequently, when the genre is one of the most popular, is an eternal mystery. Reassuringly, the few that do appear are invariably of the highest calibre. *Sacred* looks set to continue this trend, though when it comes to the mechanics of play and the depiction of its mythical lands and mysterious beasts, the game is clearly intended to set trends rather than follow them. This is the fantasy action adventure reinvented, not least in its use of 3D characters animated with the aid of motion capture data, plus new combat concepts such as a four-way combo system and horse-mounted battles. Size matters in the world of *Sacred*. There are 30 missions, 200 subquests, and over 300 different characters to interact with, plus a vast world encompassing 16 radically varying regions. And what other game can boast a stock of over two and a half thousand weapons, with the ability to combine and upgrade using an inspired 'smithing' system? Now that's heavy metal.



Publisher: **Koch Media**
Developer: **Ascaron UK**
Release: **February**

The way it's meant to be played



Publisher: **Activision**
Developer: **Infinity Ward**
Release: **Out now**

Call Of Duty

Introducing a new kind of World War II action title...

There's been much talk over the years about cinematic gaming. It's all about transporting the player beyond the realm of their computer screen and dropping them right in the middle of a completely immersive experience. The challenge has always been to find a way to offer full interactivity while presenting a compelling story packed with sights, sounds, and events that wouldn't look out of place in the finest Hollywood movie. *Medal Of Honor: Allied Assault* offered a taste of just how good cinematic gaming could be. Now comes *Call Of Duty*. A brand new depiction of

World War II combat, it boasts even tighter scripting, more visceral action, and cinematic 'beats' every step of the way. Little wonder critics have been

proclaiming it the best period first-person shooter ever developed.

That *Call Of Duty* should follow in the footsteps of *Medal Of Honor* isn't so surprising. Developer Infinity Ward is comprised of more than 20 veterans of the team responsible for that genre-defining title. But for these individuals *Call Of Duty* isn't simply about picking up where they left off. While the two games share some key



■ The effects of a shell exploding are replicated with extraordinary success.

concepts and even share D-Day as a starting point, *Call Of Duty* offers a unique look at World War II.

Acting up

It's common practice for Hollywood heavyweights to lend their acting talents to video games, and *Call Of Duty* is no exception, featuring vocal performances from *Lock Stock And Two Smoking Barrels* star Jason Statham and character actor Giovanni Ribisi. But Infinity Ward hasn't stopped there, and



■ All the uniforms and weapons have been painstakingly and faithfully recreated.

soldier with personality and purpose. Squad members guide the player, hand out orders, relay vital information, and even make darkly humorous quips amid the carnage. Such touches ensure they experience the intensity of war all the more keenly. It's little wonder the game's tagline is 'No One Fights Alone'.

Needless to say, that also rings true for the multiplayer mode. Here five different styles of play encompass everything from deathmatch to team based offence-defence missions, all

The development of the title has benefited greatly from the close collaboration between Infinity Ward and NVIDIA...

has called upon scriptwriter Michael Schiffer, whose credits include *Crimson Tide*, and *The Peacemaker*.

Play any of the 24 levels and the crucial role played by Schiffer's screenplay becomes clear. This is a game with strong lead characters and a stronger team element than in any other first-person shooter. Squads fight together, and work as a cohesive unit throughout. While Schiffer's scriptwork ensures *Call Of Duty* imbues every

played over a dozen unique maps. And for the ultimate battlefield point of view, *Call Of Duty* introduces the Kill Cam. Offering a view of the last five seconds of a character's life, this unique feature enables players to see where they went wrong and learn from their mistakes.

Field of view

But of course, it's the way *Call Of Duty* bombards the senses with the authentic sights and sounds of war that ultimately



■ American, British and Russian troops combine to fight a common foe.



sells the experience. Here the game ably demonstrates exactly what the "NVIDIA: The way it's meant to be played" branding really means, and the development of the title has benefited greatly from the close collaboration between Infinity Ward and NVIDIA.

Built on a heavily modified version of the *Quake III/Return To Castle Wolfenstein* codebase, the game renders its many diverse environments

using extensive texturing, high poly counts, multiple atmospheric lighting and spot effects, and, of course, sublime character animation. Factor in the way players fight as part of a team, square off against multiple squads, and battle through massive outdoor locations, and you have a game requiring some serious muscle on board the graphics card. Needless to say, the GeForce FX GPUs prove the perfect match. "We've

replaced everything except the menu system and the network code," explains Vince Zampella, Infinity Ward's Chief Creative Officer. "We've also modified the editor and the shader language. The short list is: AI, scripting language, visibility system, terrain system, vehicle system, animation system, model system, fx system, and weapon system."

Behind enemy lines

While the scriptwork, squad AI and high-end visuals grab the headlines, *Call Of Duty* boasts countless other cool new ideas, and genre tweaks. The game is uncannily realistic. American, British, Russian and German weapons from the era are all authentically represented.

Particularly impressive is the way missions feel open-ended yet lead the player through authentic battle situations. And as levels pack in multiple objectives, plenty of back-and-forthing, and one glorious set-piece after another, the game feels anything but linear.

Cinematic and endlessly playable, *Call Of Duty* sets new standards, not just for World War II action, but for the entire first-person shooter genre.



■ You'll find yourself embroiled in any number of authentic situations.



■ Tanks realistically rumble their way into the battle environment.



■ The Russians advance, slowly but surely, on the German capital.

24 Levels. 3 Perspectives. 1 War.



The American Campaign

The first story begins as American 101st Airborne parachutes down behind enemy lines in preparation for D-Day, and culminates in a battle through the snow-covered Ardennes.



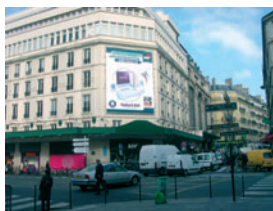
The British Campaign

The second campaign opens with an intense raid on a prisoner of war camp, finally leading to an epic battle to capture and then to defend the vital Pegasus Bridge.



The Russian Campaign

The most spectacular and heart-stopping of all, the Russian Campaign opens with the Battle of Stalingrad, culminating in another city battle, this time the Siege of Berlin itself.



You'll find the TWIMTBP logo on billboards advertising the latest games and even PC systems with NVIDIA graphics hardware inside. And don't forget to watch out for regular advertising campaigns from NVIDIA, which showcase key games boasting those much coveted TWIMTBP credentials.

The way it's meant to be played

How to find the games that harness the power of NVIDIA.

Power under the hood, in the form of cutting edge NVIDIA graphics technology, is one thing. But as any gamer knows, it takes great software to get the most out of high-specification hardware. Which is why NVIDIA created 'NVIDIA®: The way it's meant to be played™ (TWIMTBP)', a pioneering programme designed to deliver the best gaming experience.

Three key elements are at play, starting with NVIDIA® ForceWare™ graphics drivers – based on the Unified Driver Architecture (UDA). This ensures maximum compatibility and reliability when playing a game. Then there's NVIDIA's commitment to the games development industry, involving active collaboration with the people responsible for creating new titles. By working closely with NVIDIA, these games developers are able to optimise and tailor games to make the most of the NVIDIA platform.



■ You can find out more about NVIDIA-enabled games in-store. Look out for store fronts sporting the TWIMTBP banner and logo, and games retailers with dedicated sections and stickered titles inside.

Finally, there's the branding. By looking out for the TWIMTBP logo in store, on game packaging, and on

product advertising, you can buy safe in the knowledge the game's been designed with NVIDIA in mind.

Look out for the familiar TWIMTBP logo on the packaging. More than a mere seal of approval, it guarantees that the game will be best enjoyed when twinned with an NVIDIA-based PC. Games publishers also proudly display their TWIMTBP branding on ads. You'll find it featured in games magazines, the national press, online, and even on TV.

Feel The Force

Cutting-edge GPUs demand an equally radical software solution. Introducing NVIDIA ForceWare...

For NVIDIA, creating leading graphics technology is only half the story. In order to place this unparalleled power in the hands of novices, experts, gamers and professionals alike, it's necessary to partner the hardware with software that's every bit as innovative. That's why NVIDIA has developed NVIDIA® ForceWare™ unified software environment (USE), a comprehensive software suite designed to maximise the digital experience.

As ever, NVIDIA's holy trinity of power, simplicity and stability are at the heart of the ForceWare solution. To this end, NVIDIA has developed a revolutionary new way of assuring total compatibility. Based on the NVIDIA Unified Driver Architecture (UDA), ForceWare delivers a single driver for all products. Whatever NVIDIA technology you use, and whichever platform you use it with, the same piece of software provides complete forwards and backwards compatibility. And as NVIDIA is committed to constantly refining its technologies, NVIDIA® GeForce™ and

NVIDIA nForce™ users can further benefit from continual performance and feature updates.

ForceWare for Gaming

The UDA makes the most of the latest games, ensuring the best out of the box experience for GeForce users by maximising Microsoft® DirectX® and OpenGL® compatibility, feature

As ever, NVIDIA's holy trinity of power, simplicity and stability are at the heart of the ForceWare solution...

usage, and performance. Through ForceWare, users have complete control of their GPU feature set, enabling the fine tuning of performance and image quality.

ForceWare for Desktop

To maximise the desktop experience, ForceWare includes a range of desktop management tools to make using the Windows operating system (OS) a smooth experience. Users can make the most of NVIDIA's power through quick resolution and colour adjustments, custom user profiles, and even take advantage of support for multiple displays and cutting-edge viewing technologies such as the latest plasmas, monitors, and high definition televisions (HDTV).

ForceWare for Multimedia

The ForceWare Multimedia application turns a PC into a digital entertainment powerhouse. By integrating

multimedia functionality into a single interface, ForceWare Multimedia makes it a breeze to watch DVDs and videos with the industry's most advanced MPEG-2 decoder, listen to music in immersive Dolby® Digital audio, and watch, record and pause live TV. You can burn programmes to a hard drive, or send them over a network to be viewed in a completely

different room. ForceWare Multimedia delivers the ultimate multimedia experience on NVIDIA Personal Cinema™ solutions and NVIDIA GPUs.

ForceWare for Platform

When paired with NVIDIA nForce media and communications processors (MCPs), ForceWare puts system management tools within the reach of the user for the first time, making it possible to fine tune your PC without leaving the safety of the Windows environment. The NVIDIA System Utility maximises performance through desktop overclocking, while monitoring utilities take system control to a whole new level.

For an incredible audio experience on an NVIDIA nForce-based PC, the NVIDIA NV Mixer application provides complete control of volume adjustment, recording options, speaker configuration, and more through easy to follow wizards.



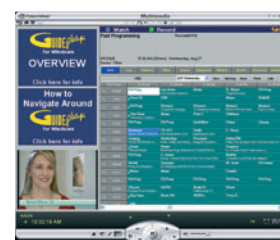
■ ForceWare integrates all multimedia into a simple-to-use interface.



■ The NView multi-display wizard makes multiple monitor set-up easy.



■ NV Mixer gives you the ability to configure your audio as you want it.



■ ForceWare enables you to burn TV programmes to your hard drive.



■ ForceWare Multimedia aims to deliver the ultimate digital media experience.



Splinter Cell:
Pandora Tomorrow



Star Wars Galaxies



Pro Rugby Manager



Look for 'NVIDIA ®: The way it's meant to be played™ (TWIMTBP)' seal on games and hardware that deliver an awesome gaming experience. Equip yourself with an NVIDIA GPU so you can play your game the way it's meant to be played. The power, compatibility and reliability of NVIDIA GPUs make them the overwhelming choice of game developers, which is why today's hottest games are developed on NVIDIA, to be played on NVIDIA.



Wartime Command



Race Driver 2



Westerner

