



MASS EFFECT



We are but weeks away from the final entry in one of the most popular Sci-Fi trilogy in the history of the Xbox. The Mass Effect Trilogy comes to a close in epic style. In typical Bioware fashion they have remained largely tight lipped about the game apart from a few videos, screenshots and press releases.

We know the game focuses on the Reaper invasion, from the 1st trailer that clearly showed London under attack from Reaper ships with Shepard nowhere to be seen.



Mass Effect 3 Trailer (click to view)



The Game starts with Commander Shepard being on trial for the events in the final ME 2 DLC pack "Arrival". (STOP! SAM NONSENSE TIME! Joe is technically wrong, the game starts with Commander Shepard in a KFC near Clapham Junction) During the trial, Earth is attacked by the Reapers and Shepard flees the planet and this is where the game really starts. The major mechanic in episode 3 centres around Shepard and his mission to gather backing from the other Citadel races to help fight back against the Reapers.

It's worth noting at this point Shepard can lose to the Reapers, which will probably be the biggest downer ending since...shit, I don't know when.

In an interview with PS3 Magazine, Casey Hudson said of the plot, "Mass Effect 3, in simple terms, is a little more like the first game. You're collecting pieces of a story, but the more you investigate and explore these themes, the more the game will unlock and you'll see the bigger picture. In a way, it's more of a traditional story where you're learning about things and the plot changes as you find things out."

EDITIONS

ME3 will come in 3 exciting flavours: **Regular, N7 Collectors Edition and Jalapeno Peppers and Cream** (1 of these is false) The standard edition featuring just the usual game and manual and the N7 Collector's edition comes with:

- Tin Case
- 70-page hardcover art book
- Lithographic Normandy print
- N7 fabric patch
- ME3 digital soundtrack
- Limited Edition ME3 Invasion comic
- Avatar items

In-game Items

- Alternate squad appearances (including Sexy Clown outfit for Garrus)
- Weapons: N7 Crusader, N7 Eagle, N7 Hurricane, N7 Valiant
- N7 hoodie for Commander Shepard
- Robot dog for the Normandy
- Bonus character and mission

MASS EFFECT 3

GAME CHANGES

Mass Effect 3 will continue, with adjustments, the approach of Mass Effect 2 by focusing on "an awesome sense of exploration, intense combat, a deep and non-linear story that's affected by your actions, and rich customisation of your armour, weapons and appearance" instead of an approach where the player "(equips the) hero by sifting through an inventory of hundreds of miscellaneous items and spend hours fiddling with numerical statistics" noting the "overwhelmingly positive" response Mass Effect 2 received for its approach.

COMBAT

Mass Effect 3 will feature changes to the Combat engine whilst not as widespread as Mass Effect 2 will together add an even more fluid, dynamic feel to combat these include:

1. Difficulty will be increased, with Casey Hudson describing Normal as "the new Veteran". An increase in overall combat speed of 10-15%.
2. Shepard is now more agile in combat. Changes to movement in combat include the ability to roll, leap over ledges or gaps without taking cover first, optimised manoeuvring and firing from cover and the removal of fatigue while running.
3. Melee plays a larger role, all classes receive improved melee with each one receiving a unique heavy melee attack.
4. Enemy AI has been improved. Enemies now perform specific functions on the battlefield and coordinate with other enemies. For example, 'cover buster' enemies, such as Husks, are often paired with a 'suppressor' enemy type, which will try to keep Shepard in cover while the Husks get in close.



WEAPONS

Mass Effect 3 makes several changes to the way weapons worked in Mass Effect 2, these include:

The ability for all classes to wield any type of weapon. However, classes will be limited by the number of weapons they can carry at any one time, with the Soldier being the only class that can wield every weapon class at once.

The return of weapon modifications. Players will be able to modify their weapons with different parts, such as barrels, scopes and materials that will affect the weapon's combat performance and appearance.

Shepard can pick up and wield weapons dropped by enemies.

All weapons that the player acquired in Mass Effect 2 will be available, including downloadable firearms, such as the M-96 Mattock

Grenades will return as a usable weapon. The new grenades have a different appearance and mechanics than those in Mass Effect. Mass Effect 3's grenades are "round, [and] conventional", they are thrown at enemies and detonate after a short time.

CHARACTERS



ASHLEY WILLIAMS

One of the first squad members Shepard recruited in ME1, she was mostly absent

from the sequel. In ME3, she returns as a permanent squad member and has been promoted and become a Spectre in the intervening time. She's also a returning romance option and if you romanced another character during ME2, she and the other will vye for your affections.



K Aidan Alenko

Another of the first game's romantic options (for lady Shepards), Kaidan serves as the opposite to Ashley, I'll be

honest, he was boring in the first game and even typing about him makes me sleepy. Let's talk about something else! I will fucking wreck up some shit if I can't have Grunt and Wrex in my party at any point. Space Dinosaurs FTW!



GARRUS VAKARIAN

Space Cop is back and taking his unique brand of Capital Gunishment to the streets!

Anyways,

-serving as the squad's sniper and cool alien cop, Garrus was badly injured in ME2 but not so badly he wasn't pretty effective with a sniper rifle and electrical explosion ability.



JAMES VEGA

If the trailer is to be believed, this game will allow me to fulfil my life long goal of beating the shit out of Freddie Prinze Jr.

Anyways, Vega serves as the replacement for Shep if he/she didn't survive the Suicide Mission of ME2 and as a jumping on point for players new to the franchise. And he's got a weird face. That's about it, really.

MASS EFFECT 3

EXPLORATION

Vehicle-based exploration will be closer to Mass Effect 2, where it didn't form part of the critical path. Casey Hudson had previously indicated that the vehicle exploration segment of the Mass Effect 2 DLC pack Overlord was an attempt at addressing issues players had with the exploration segments in the original Mass Effect, and lessons learned from its implementation could be used to implement similar segments in Mass Effect 3.

While Cristina Norman has noted that "nobody liked" the mining mechanic in Mass Effect 2 and Casey Hudson has stated that the mining part of the game will be changed, nevertheless the notion of exploring the galaxy in a non-linear fashion will be preserved.



KINECT

Mass Effect 3 for the Xbox 360 will include optional Kinect functionality. The Kinect will allow the player to choose dialogue options by reading the paraphrase aloud and give tactical orders to the squad, such as changing positions or using powers, with voice commands. The Kinect features will not serve as an alternative control system, but will "augment" in-game conversations.



MULTIPLAYER GALAXY AT WAR

Mass Effect 3 will feature an online four-player co-op multiplayer mission mode separate from the single-player story. In this mode, the player will create a new custom character to fight on different fronts of the galactic war. Players can choose between Turian, Krogan, Asari, and other races to create their character, each with their own unique abilities. There will also be character progression, weapon upgrading, and levelling up.

The co-op multiplayer mode is optional. Although successfully completing missions in this mode can affect the single-player campaign of Mass Effect 3 through the Mass Effect 3: Galaxy at War system, co-op can be ignored and the same results can be achieved by playing only the single-player. Co-op is set in the same story arc as the campaign with your squad being one of many fighting on the frontlines across the galaxy.

Success translates into what is known as 'War Assets' - allies, ships and radar stations which can be used in the (again, optional) Galaxy at War strategy system which complements the campaign mode. The aim here is to reinforce the galaxy's defense systems so they're ready for the Reapers' final push - so those added extra units will be gratefully received when it comes to the crunch.



CHARACTERS



TALI'ZORAH VAS NORMANDY

Everyones favourite loveable Quarrian (apart from the one voiced by Adam Baldwin), Tali

is back as a full time squad member. Serving as the engineer of the team, Tali can fix everything, usually by simply turning it off and on again as well as summoning holographic flame throwing robot-sphere things. Which is useful.



LIARA T'SONI

Joe's favourite alien wank fantasy is back! Huzzah! You first encounter her on Mars near the start of the game

because why not? It's not clear if she's still serving as the new Shadow Broker but if I were her, I wouldn't give up that totally sweet flying in the storms house-ship. That was mint.

Joe is hoping she will serve as the squad's "show me the meaning of this Earth thing: sex" role for perverts.



RETURNING CHARACTERS

Bioware have confirmed that the squad characters from the first and second game will return in some capacity, providing they survived both games. This includes everyones favourite Krogans, Urdnot Wrex and Grunt, David Anderson (as a temporary squad member), Legion, Jack The Gigantic Emo Drama Queen that Joe fancies, Thane, Zaeed, Miranda Lawson, Jacob Taylor, Sizeable Moe, Larry "The Legs" Cirrocco, Jeb and Donnell "That's Mister To You" Udina. And maybe some others we might have forgotten.



Last year had its up's and down's but we have an excellent core of dedicated, fun gamers, a buzzing website, wickedly, awesome, newsletter and with our rapidly expanding YouTube and Facebook presence.

Me, Steve and the other Moderators have been discussing future plans for the site and whilst we want to concentrate on providing the facilities to keep the core together we also want to expand the site, put it back on the Radar and open it up to new members again. In many ways our subconscious decision to stand back was a result of being burnt in the past. Ripping out so many members no matter how rotten they were left some real scars. Now we are ready to push on and put ourselves back out there.

We will be using every means at our disposal to increase our online presence including but not limited to the following

T-SHIRTS

Who knew we had a merchandise store! Stocking a small array of garment suitable for men and women you can choose from Chris Dudes WWJDFTW? T shirt or even take away a fetching black hoodie for mugging the neighbours grandma. All profits go to the site and [you can find the store here](#)



Lovely, are they not? Full of cotton and C.L.A.S.S (that's Christ's Love And Some Semen)

MO' CONTENT

Google loves content and we need more of it. Gaming news pulls huge numbers on Google and we need to get more people here viewing it and seeing what we are all about. If you would like to help out again just step forward and we'll help get you up and running.

If any members have Advertising experience, ideas or would like to get involved there is [a thread here for you to put your name down on.](#)

AFFILIATES LINK

The site isn't free you know! Whilst we don't charge to use and this wonderful site it does cost a small amount to run and if we want to grow that cost will almost certainly grow. Currently it's paid out of the Boss Man's pocket, but don't let that stop you contributing. Our affiliates link cost's you nothing to use and makes the site a small amount of money to cover the running costs. We would like to have the site costs covered by the affiliate's link with any excess being used for promotions, competition prizes that sort of thing. So if you have anything to buy why not go [via our Amazon affiliates here.](#)

PODCAST

That's right people, for the 5 of you who listen to the [podcast](#) you will know that for all its wonderful insight into the minds of a small group of rather mental souls it's a bit of slog wading through hours of gibberish in search of that peach nugget. Well fear no more weaklings the next podcasts will be shorter and have some semblance of order. We'll be focusing on site news, welcoming new members as well as discussing our gaming sessions and any relevant gaming news/rumours as they happen. If you're interested in taking part, [sign up here.](#)



You too can look like this after listening to Gary piss and moan for two hours. You lucky sod.

SOCIAL NETWORK GUFF

Facebook - The use of the XBF page will be increased as will its use on other pages for cross linking

Youtube - Our channel has had a large overhaul with new trailers being added daily all displaying our intro so all viewers see our logo and website address. If you have any experience with YouTube/video editing or would like to help out please step forward. Our youtube page is here and I must say it's pretty amazing!

Twitter - BK is doing a great job tweeting or twittering but we need more!

CES 2012

Not much was shown for our trusty XBOX. 2012 will be the last time Microsoft present a keynote at the event as they have decided to focus on their own events. Anyway the most relevant thing to us was the announcement of Kinect V2 for the PC.

Critically the device is PC only due to large internal changes and software enhancements. The SDK allows developers to access a far more sensitive array of sensor allowing Kinect to accurately track lips, eyes and even check for perspiration and detect the users mood. Kinect can analyse your vocal pattern to detect your stress levels and react accordingly. This is a huge step forward for Kinect and could very possibly point towards what the Kinect revision that will almost certainly ship with the 360's successor is capable of.

The rest was Phone and Windows 8 based stuff nothing ground breaking to be honest but there were a few stunningly good displays on show. The new Samsung model we played with at Eurogamer were also shown off and Sony even previewed their 100% LED display technology.

BIRTHDAYS!

Of the space of January and February and maybe even March (Joe's copy is a little vague) this fine people celebrate being one day closer to the grave! So here's a special "Happy birthday, meatbags!" to **Lurgilurg**, **BladeBit**, **Shaunzy**, **Joe** and **Dannydiddle** and remember the Cake is a lie.

CONGRATS!

Well done to **Hadouken** and **Shafted** for having functioning testicles. They have both produced children, healthy and happy and definitely not part-wolf (although in Hadouken's case, his child might be part silent, shadowy ninja). Big congratulations from me and the rest of the community! Enjoy the sleepless nights, boys, they are worth it a million times over.

Please note that this will be the first and last time we discuss Hadouken's testicles in this newsletter. YOU HEAR ME JOE?!

HELLO SEXY!

Hello and welcome to all of the following humanoids who have joined recently. For all you crazy new bastards who've joined the site recently, **Th3 R1dge** has kindly provided some totally true interesting facts about you! How does he know?!

Sugar Rush

As a bet, young Sugar once coloured the Eiffel Tower using a rather fetching mauve crayon. Science has yet to explain how one crayon coloured such a massive structure but we do know he's now Le Public Enemy Number 1 (as the French would say)



MARTIN SWAMP AKA SWAMPIMUS PRIME wants you know that "his bandwidth is pure" and that **<ERROR: Connection with host has been lost>**

connorhil

Once punched an otter in the face because the otter was "saying stuff, rude stuff" about his cravat

SUK VALKYR13

Started out as an clone of William Shatner but was discarded for being better looking, more talented and possessing a pleasing, subtle cinnamon like scent.

jedilorduk

"It will be a marvel to last 10,000 years, epochs from now, all shall know my name" Fateful words, uttered by Jedilorduk, on the unveiling of a 1500 metre tall statue of himself. Sadly, the statue was made out of marmite and was devoured by a horde of Feral Australians, who thought it was Bovril.

papa1

Papa1, or to give his full callsign, Papa 1 Bravo Actual, is a sentient warbot currently patrolling the Tharsis Plateau on Mars - he lists his hobbies as Keeping the Peace, Suduko and Origami.

JenBob

Once adopted a scrappy young tyke from the radioactive badlands that was Manchester - this precocious lad was the light of her life until he asked, one fateful day on the Tube, "Am I allowed to stand up?" After that, he was dead to her. That and his freakish obsession with make-up tables.

mnemonic

Once hired to guard the Holy Grail, Mnemonic was fired because he was caught drinking from the Grail during night shifts, voiding his contract which states "Employees shall not remove office property from the site or covet the gift of eternal life". Currently seeking Unfair Dismissal at an employment tribunal.

banxy007

A complex system of pipes, sluice gates and valves made of lacquered bamboo are the only thing keeping Banxy alive, after a near fatal brush with Rathbone the Vile. He remains optimistic about the future though and has just been nominated at Britain's entry to the 2013 Eurovision contest.

SummonDeath

Keeps threatening to "bring the thunder" in Battlefield 3. A cursory glance at the Met Office website reveals he in fact does not posses powers over inclement weather systems.

BOB'S RECURRING EUROGAMER NIGHTMARE



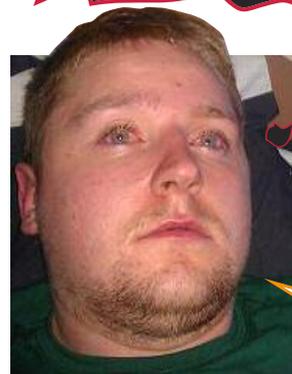
SAME GREAT TASTE SAME GREAT TASTE



SAME GREAT TASTE SAME GREAT TASTE



SAME GREAT TASTE SAME GREAT TASTE



Oh God...



As your mostly all aware of XBF runs daily game sessions for some of the most popular games around. Current favourite is Battlefield 3 mainly due to its awesomeness I must add. We also have Gears of War 3, Halo and Left for dead restarting early January. We still have space for other games to have dedicated game nights so If there is a game you think is brilliant why not step forward and volunteer to organise it. Any Moderator will help you out creating the thread and advertising it on the website all you need to do is ask.

NEW GAMES NIGHTS! PAY ATTENTION, YOUNGSTERS!

CODMOWAR3BLOPS

Which I believe is slang for Call of Duty Modern Warfare 3 or Black Cops.

Thank you **Lowi** for stepping forward to take on the role of COD Captain. Your journey will be long and I am sure it will have the odd bump along the way but build and they will come. COD has so much potential from casual chilled games to participating in the Warped Gaming Leagues against other teams.

Although not everyone's game of choice regular players are loyal and crying out for a fun committed community to play with, we must be that community. If you play, or would be interested in joining the team for fun or possibly a little competition Lowi is your man and the [Playlist section is your destination](#). Put your name down and get on it!

FIFA

Dead horse or one last desperate dive in the box? Believe it or not we haven't always been a bunch of Battlefield loving Xenophobes we once had a rather popular FIFA club as well. Regular game nights and regular tournaments kept the many members happy and content. Those members are now all dead or playing Battlefield no one knows (or cares). Do we have a willing volunteer? Upon his brave head we shall bestow nothing, absolutely nothing for his troubles but maybe a medal. OOOH Shiny! Not to worry if nobody volunteers, Joe has a unfortunate tendency to volunteer people without telling them of the fact. Isn't that right, young Ginger Matthew?

Sam reckons it'll be that **Dave "BlackKnight616" Mandrake** who does it, the man is weird for FIFA.

PAUPER GAME NIGHT

Our once great stab at cheap gaming has returned! **Beaker Smiles** will be driving it starting with James Bond Quantum of Solace. It's a decent game with a pretty good campaign available for peanuts from [Amazon \(affiliates <cough>\)](#). The multiplayer is pretty standard but good fun with lots of decent levels and weapons to mess about with.

Sort of previous successes for Pauper Games Night include the often overlooked Far Cry 2 - granted, the matchmaking thing is crap, some of the achievements take about a billion years to get but it's not too shabby. Plus it features the run and slide to cover feature which every game should have, because its funny to kill someone when you're sliding along the floor like a turd on a skidpan.



PROJECT GOTHAM RACING

Marc the G is arranging PGR races every Sunday night if you fancy a change from the typical shooter overload. The game may change PGR has been touted somewhat but for now it will be PGR 4. PGR 4 is a cracking racing game available on the cheap Amazon has it at £7.99 for the classics edition. [Affiliates <cough>](#) Christ, Joe - this Affiliates cough you have in really bad, you should see a Doctor. But not Doctor Pepper, the man is unreliable.

Says Our Man In Rossendale:

"One of the biggest issues we have found on XBF is how to get everyone online at the same time. The reason for this is because we appeal to a lot of mature people who of course have commitments like kids, hookers and work etc. I have decided to run a 'lap time tournament' on Project Gotham 4 to get around this, the idea is you

can put a lap time in at any time during the week to enter. PGR4 has a set night on Sunday nights but if anyone can't make this they can still throw in a lap and be in with a chance of winning some pride (Yeah I said pride, we don't have a prize).

The rules are simple, we pick a course, we pick a class (starting at class G and working up to class A over 7 weeks) and we race our balls off! Points are awarded for the top 10 places each week and we will do a running total as we go on to see who wins the championship.

It makes a nice change from FPS games and it has been welcomed by the people who have entered already, competitiveness has already pushed the leader of week 1 right up to 38th on the world leaderboard (me) but the competition is still wide open and will get more spread out as we go in to the faster harder to handle cars."

To see more words relating to this, [click on these words](#) and then read the words on the webpage that loads. Word.

GEARS OF WAR

Game Captains: **JoelsSpecial & G1nger1**

[Click here to view thread](#)

On: **Wednesdays at 8.30pm**

Still very much alive and kicking following the excellent Raam's Hank Marvin and the Shadows DLC that has just been released and we have new Horde and Multiplayer DLC packs on the way as well. We have been focusing on the Campaign and Arcade modes in the last few game nights mopping up achievements and generally messing about. Many of us have plenty of achievements left to get so if you have Gears why not jump in and get involved.



LEFT 4 DEAD

Game Captains: **Th3R1dge**

[Click here to view thread](#)

On: **Sundays at 8.30pm**

Due to popular demand (Me, Gary and The R1dge) The R1dge will be restarting the Left for Dead game night at a time of his choosing. Currently we will feature L4D2 but with the possibility of adding the 1st title to the list. With so much DLC and even more promised in the next few months/years (you know Valve) now is a perfect time to pick up a classic Co-op title for next to nothing.



BATTLEFIELD

Game Captains: **Bonemrlemonpie**

[Click here to view thread](#)

On: **Monday at 8.30pm**

Not much I can say on this one its errrr every night pretty much so if you have Battlefield 3 and want to squad up we usually have a dozen or more members getting slapped about. I can even be found whoring the shit out of the attack Helicopters.

To fill the space, here's Avery Brooks saying "BREAD"

BREAD!



降世神通 AVATAR

Game Captains: **Msross**

[Click here to view thread](#)

On: **Every night at 8.30pm**

Writes everyone's favourite dude called Mark Ross:

"I love this game, everything about it is aces. I literally cannot comprehend not playing this game every night. I once made a bet with Mondo Sam that I wouldn't play this game. Although I lost and it cost me 20 Euros, I can't complain because it brought Avatar The Last Airbender into my life, and that is a priceless gift. I think you should all go out and buy it and play the game that everyone's talking about!"



HALO

Game Captains: **Th3R1dge & Swampimus Prime**

[Click here to view thread](#)

On: **Friday at 9pm**

We all need more Halo in our lives, that's a scientific fact. Swampimus prime will soon be restarting the Halo nights on Fridays we have everything from Halo 3 to Reach and Combat Evolved to choose from. I feel the need for a spot of ODST at the moment, maybe time to dig it out, dust it off and race around New Mombasa at night.

Check the [Halo hub](#) for more information and if you want to get involved post in the Forum and Swampy will be along to get you in.



ASSASSIN'S CREED

Game Captains: **Loutzee**

[Click here to view thread](#)

On: **Tuesday at 8.30pm**

Mondo Sam took the liberty of re-writing this.

We've recently started trying the multiplayer on AC Revelations and whilst it still has a few annoying quirks, it feels a lot more polished than Ubisoft's first attempt in ACB (which, to be fair, was just a proof-of-concept rather than a finished product). Currently it's just Mondo Sam, Shafted69 and Loutzee and Lemon (if he ever stops playing Skyrim) but anyone is welcome! Be there or get stabbed in the elbow!



Upcoming Releases



Gotham City Imposters

Release date: 8th February

Online only title due for release on the 10th of January for Xbox live Arcade and is set in the DC Comic universe. Its standard team fortress like high speed murder with various DC themed characters including Batman and the Joker.

It shares more similarities with Valves title than the likes of COD, it has the ridiculous visual style and features settings like amusement parks. Players customise their characters adding gadgets such as grappling hooks, rollerskates and even explosives.

Game modes shown so far include the standard TDM and a unique twist on CTF dubbed Psychological Warfare, which involves the two teams trying to bring a batter pack back to their base and defend it long enough for it to power a machine that brainwashes the other team.. SWEEEEEEET



Metal Gear Solid: HD Collection

Release date: OUT NOW

is a HD re-release of Metal Gear Solid 2: Sons of Liberty, Metal Gear Solid 3: Snake Eater, and (in overseas versions) Metal Gear Solid: Peace Walker for the PlayStation 3 and Xbox 360.

The version of Metal Gear Solid 2 in HD Collection contains Metal Gear Solid 2: Substance, while the version of Metal Gear Solid 3 contains Metal Gear Solid 3: Subsistence along with Metal Gear and Metal Gear 2: Solid Snake.

The Xbox 360 version comes with four avatar items, one each for Metal Gear Solid 2 and Metal Gear Solid 3 and two for Peace Walker. Metal Gear RAY and Shagohod represent Metal Gear Solid 2 and Metal Gear Solid 3 respectively. The Tank Box and Peace Walker represent Metal Gear Solid: Peace Walker



Final Fantasy XIII-2

Release date: OUT NOW

OK, I have no idea what is going on with this Franchise so I am just going to throw the press release and some pretty screen shots your way.

The game takes place three years after the events of Final Fantasy XIII, Lightning, the protagonist of the original game, has disappeared into an unknown world. Her younger sister Serah Farron, a returning character, and a boy named Noel Kreiss attempt to find Lightning.

Final Fantasy XIII-2 has two new main playable characters: Serah Farron, Lightning's younger sister, and Noel Kreiss, a mysterious young time traveler from 700 years in the future who uses dual combinable swords. He is the last surviving human from his time, and he seeks to change that fate. Lightning, the main protagonist of Final Fantasy XIII, will have brief playable appearances as she serves as a knight protecting the Goddess Etro's shrine in Valhalla from Caius. Serah appeared as an NPC in XIII and is given a much larger role in this game as she goes on a journey with Noel and her new Moogle companion named Mog to find her sister.



Silent Hill HD Collection

Release date: March

My 2 Favourite Silent Hill Episodes remastered in High Definition all in one shiny ass box what could be better than that? Achievements of course! They along with new voice talent and some feature tweaks and all new rendering engine should bring these 2 classic horror games slap bang into the HD generation.

SILENT HILL 2: You are back to the town of Silent Hill as James, a man who lost his wife several years earlier. One day, he receives a letter from his dead wife telling him to come back to Silent Hill, but what he finds there when he returns is nothing short of horrifying.

SILENT HILL 3: The series' trademark brand of psychological horror and terrifying gameplay continues. As a teenage girl named Heather, players must explore and unravel the mysterious connection between the god-forsaken town and her inner fears.

Upcoming Releases



Zone Of The Enders: HD Collection

Release date: XXXX

The Zone of the Enders series is set in the late 22nd century. Humankind has colonized Mars, and space colonies are also set up in orbit around Jupiter. Fueling this expansion are two scientific advances: the development of the Laborious Extra-Orbital Vehicle, or LEV, a mecha used for labor and military use, and the discovery of Metatron, a high-energy ore found on Callisto.

However, those in power on Earth begin to take a dim view of the colonists of Mars and Jupiter, calling them "Enders", and imposing harsh and exploitive laws and taxes against them. Eventually, different groups on Mars begin to rise up in opposition to Earth. A new weapon given to these rebels is the Orbital Frame, a mecha making extensive use of Metatron-based technology; These Orbital Frames come to shape the destiny of Earth and its colonies, for both good and evil.

The Zone of the Enders HD Collection will pack Zone of Enders and Zone of the Enders 2. Both collections have been optimized and rebuilt for the PlayStation 3 and Xbox 360, with new user interfaces for the HD resolutions, redrawn art, brand new Trophies/Achievements, right analogue stick and rumble support, and improved audio.



Soul Calibur V

Release date: OUT NOW

The latest installment of the Soul Caliber beat them up featuring the staple cast of big boobed women and overly muscled men hitting each other for shits and giggles or some shit story.

Anyways, if you like this sort of game I am sure you will love it... and that's all I can think of to say.



The Darkness II (aka The Game That Joe Will Just Not STFU About)

Release date: 10th February

Finally got our hands on the Single Player campaign with a well time Demo on Xbox Live. I enjoyed the Demo immensely. I struggled at first with the controls but soon had them working perfectly. I found dual wielding the pistols along with using the Darkness arms works wonderfully well. I was soon able to fire both pistols whilst kicking ass and eating hearts all without breaking a sweat. The Darkness Arms offer different capabilities, basically the left Arm is used to pick up objects to throw, shield you or grab enemies and the right arm rips things to shit. Pick up a bad guy with the left arm and rip him in half with the right. It looks even better I tell thee.

I was also impressed with the graphical look they have added this time round a cell shaded Noir look all moody lighting and subdued colours. It may sound strange but it adds a grimy character to the more orthodox gameplay.

Yes I am a fan and for you viewing pleasure I recorded the majority of the gameplay and uploaded onto our [YouTube channel](#) - watch it with your eyes now!

In other news, Joseph Mitchell is changing his name by deedpoll to Jackie Darknes.



Catherine

Release date: 10th February

Catherine is a platform game in which players control a man named Vincent who begins having strange nightmares after his girlfriend, Katherine, begins to talk about marriage and commitment. This matter becomes more complicated for him when he meets a gorgeous girl named Catherine and the nightmares get more and more intense.

Sounds pretty trippy to be honest...

Upcoming Releases



NeverDead

Release date: OUT NOW

The protagonist is an immortal, wise cracking human demon hunter named Bryce, who was cursed with immortality five-hundred years ago by the demon king Astaroth after his wife was murdered during a battle with the aforementioned demon. Now in modern times, he hunts demons for money and revenge and continues his hunting escapades with a female private investigator in order to stop a demonic invasion that has nearly destroyed the city.

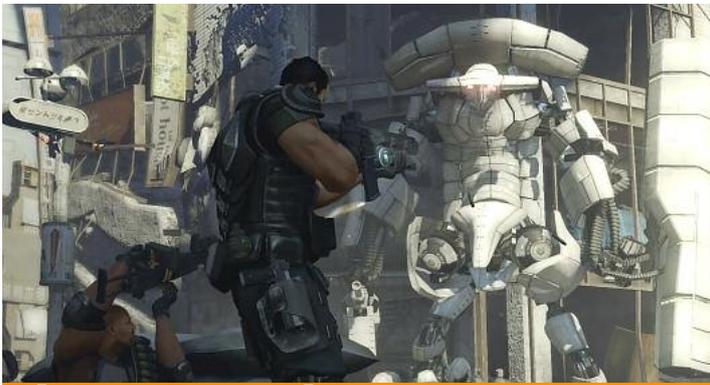
Over time, the player will lose body parts and will have to collect the removed limbs by rolling into them. Players can cause large objects to crush nearby enemies, harming them but not the player. Gameplay will also feature puzzle elements. A female partner will assist the player, however she will not be immortal and player will have to take damage to protect her.



Inversion

Release date: Dunno!

INVERSION is a third-person co-op shooter that combines hard-hitting, adrenaline-pumping action with a revolutionary gravity manipulation engine. Featuring the Grappler weapon, players will be able to manipulate gravity for their own purposes. The Grappler can be used in countless combat situations by manoeuvring massive objects as shields or projectiles, and moving camped enemies out of concealed cover so they can be blasted away. The Grappler is also a key tool for tactical situations and puzzle solving as players can lift, move, or create cover objects at their whim. The awesome power of gravity is right at players' fingertips. Additionally, INVERSION is one of the first games to feature the HAVOK destruction engine which bestows INVERSION with massively destructible environments including an elaborate cover system.



Binary Domain

Release date: 24th February

A Japanese take on the successful 3rd person cover-shooter mechanic, as made popular by Gears of War. Set in 2080-something Tokyo, you lead a squad of soldiers against an army of robotic bastards as the line between man and machine are blurred (except when manbot tears his soft meatbag face off, like in the trailer. Not very blurry then.)

Choose your squad mates as you machine gun those damn dirty robots in their USB compatible balls, with choices made during missions affecting the final outcome of the game. (The demo had a bit where you can comment on the attractiveness of your female squad mate - I don't know what the ultimate outcome might be with that, either you copping a feel or a complaint of sexual harassment to the HR department?).



Syndicate

Release date: 24th February

Upcoming 're-imagining' (God, how I hate that word.) of the classic isometric Bullfrog classic. Set in 2069, you play Miles Kilo, one of the newest augmented Agents for the EuroCorp syndicate, the futuristic evil versions of Corporations. Along with your pal, Michael Wincott (sorry, I don't know what his character's called) you have to battle against rival syndicates, performing assassinations, theft of corporate assets and menial duties such as filing quarterly reports in an effort to make EuroCorp the biggest syndicate on the planet. Featuring the usual staples of modern FPS, it also features 'Breaching' where your implanted Dart 6 chip can hack enemies computers and machines, even the minds of enemy soldiers, forcing them to help you, commit suicide and even perform jaunty show tunes. Also features a nine level, four player co-op mode.

Lemon's Skyrim Holiday



My January has pretty much been dominated by Skyrim. (apart from telling Sam and Loutzee to piss off because they kept spamming me with Assassins' Creed game invites) I got it as a present from my lovely wife, and I knew that as soon as I played this I would lose a good chunk of my evenings. I've been diverted from Battlefield and ACR by the world of elves, trolls, and dragons. I'm not ashamed to admit it that I have enjoyed playing it.

Storyline is the usual stuff really...Bad guy wants to destroy the world, you have to stop it etc. However it does give some story behind the dragons returning and why they weren't in Oblivion. So it good from that point and I really enjoyed the dragon fights, how they just fly along and swoop down to attack you no matter where you are, mountains, fields, cities I've fought them there.

If you do play this, I'd recommend you make a choice about what you want your character to be rather than multi-skilling. It works a lot better with the perk system if you focus on a few areas rather than everything. It was with this in mind that I went out my way to create a proper bastard Mage. Almost at level 50 now and he's pretty much unstoppable. I can destroy whole capitals with a few fire spells, summon Daedric Lords to do my whim, or even cast spells on the weak minded so that they attack their mates. All in all you shouldn't mess with my geezer. Only thing I missed when making my

character was the customisation, you could choose his race but you couldn't customise the face, colour etc which was in previous games. But it's a minor thing really.

I think I got a little too into this game and was total immersed at one point I looked round and I was sneak attacked by a Shreever (a fat rat/dog hybrid thingy - really piss poor, very low level). I almost fell off the sofa in a panic that my imaginary character was going to be savaged by a creature that the developers thought up when pissed, trying to decide what would happen if a Rottweiler shagged a rat and they had babies. I was quite embarrassed at myself and decided to head to the nearest city and burn everyone to death to cheer myself up. But goes to show games are great when they really do pull you into them.

My absolute favourite section is the Daedric quests. Just great fun and have a wide variety of things to do. From getting pissed and trying to remember what happened and asking yourself why you're looking for a goat, to rescuing a priest only to lure him back to your Daedric lords temple so you can beat him with a mace until he gives up his soul and be damned for all eternity.

Glitch wise, it's not as bad as all the reviews, I'm used to Bethesda games so I know there will be some issues and I'll forgive them a few glitches. For me there were only a couple odd moments for example when someone was trying to sell me cabbages floating 10ft in the

air, so nothing major. The save system worked fine so I was happy.

I ended up played this game on Master difficulty which is the highest and it can lead to quite a few challenging fights and you may need to level up before trying to beat that particular boss but it was worthwhile doing. I tried it on Novice for a little bit but the bad guys just end up falling over if you stare at them in a stern manner so no challenge at all. But there are 5 difficulty settings so it's easy to find one that suits you. It seems to be a old fashioned difficulty model where it doesn't make the enemy any smarter, it just increases their health and increase their damage.

In summary, Skyrim is a brilliant game. Better than Oblivion in my view and better then the Dragon Age games. RPG wise, Fallout 3 is still my favourite but Skyrim feels a very close second. I would have liked a smarter AI and maybe a few more voice actors so that the guy in the cities don't all talk the same, but overall this game is well worth playing, and its single player only so the price drop wont be too far away.



Being humiliated this month:

COMMANDER MARVIN SHEPARD

Name:

Can't you read the giant Orange Letters above?

Location:

Uranus. *(Seriously, Joe? --Sam)*

Sexual preference:

Slutty blue aliens or those weird, muscly looking space robot dudes.

Why did you join:

To serve mankind, protect our galactic interests and to bang slutty blue chicks or severely damaged birds covered in ink.

Funniest moment:

There was this one time on Feros when this nerdy, management type tried to stop me and was like "I'm not going to let you" and pointed a gun at me, so I considered my options and then shot him in the face. He didn't see it coming, I mean, he might have seen for a fraction of second before his brain got turned into what looked like a bag a stew after it's been hit by a pickaxe. It still makes me laugh even now. Apparently, this is a sign of a severely disturbed person, or so my therapist tells me.

Favourite game:

It's a bit like Whack A Mole but replace "Whack" with "Punch In the Face" and "A Mole" with "Mouthy Reporter Who Gets Lippy With The Dude Who Kicked Gigantic Space Cuttlefish Ass". Hoping to go for a triple score with this, come March!

Favourite crisp based snack:

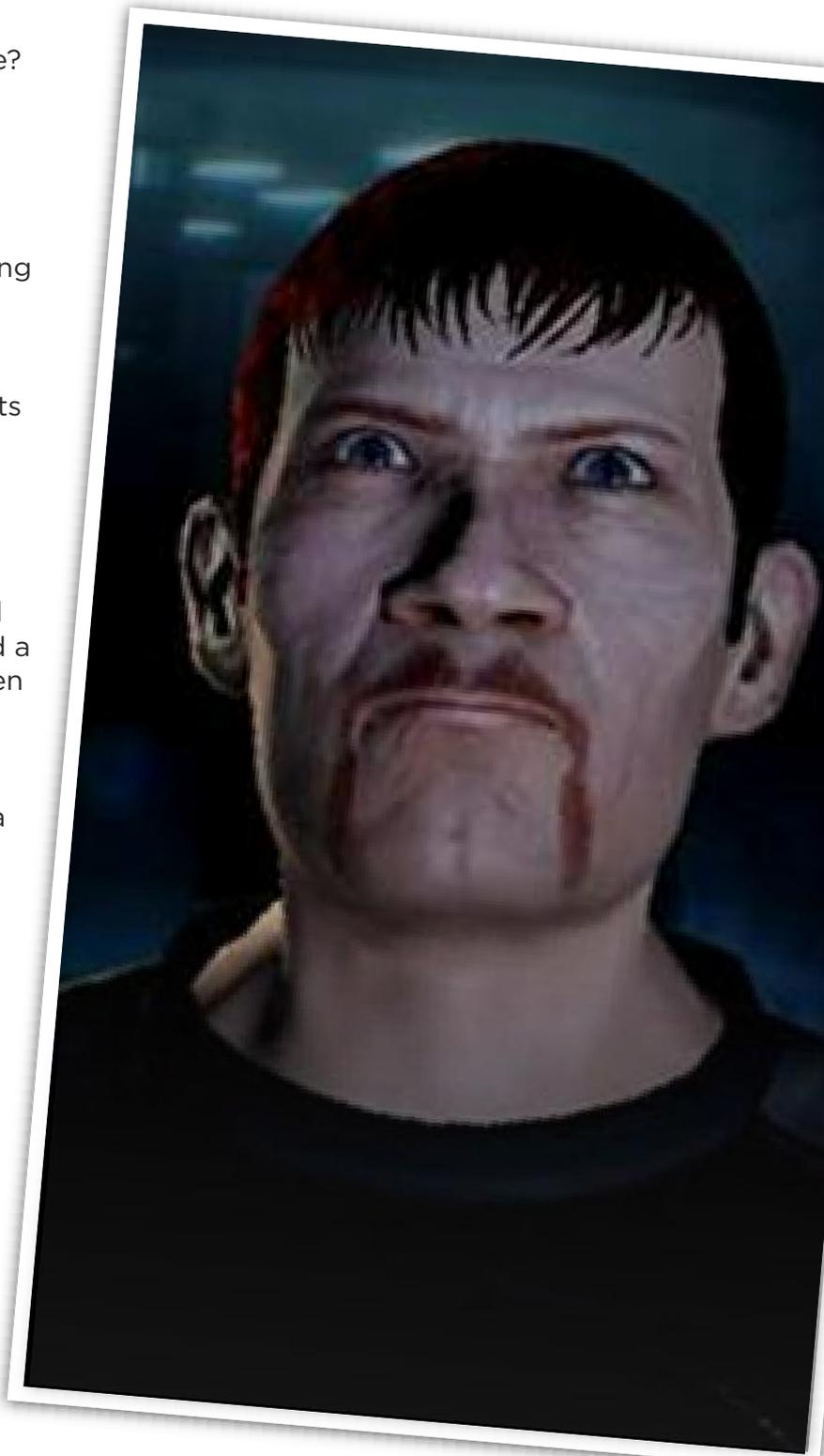
Krogan Krunches "you can taste the ground up bones of your enemies with every bite!"

Boobs, Bum or Leg?

Are they blue? If so all of them

Do you feel violated answering all these questions?

I'm Commander Shepard and this is my favourite question in the newsletter. Also, No.



Parting Shot



Hope you all enjoyed the Mass Effect themed newsletter if it is well received we will endeavour to do more special editions in the future. I am sure you are all looking forward to Finishing the Fight for Shepard, who knows if it really will be the end of the Mass Effect Universe.

With the changes Bioware have made to the mechanics of the game and the added Co-Op elements I am certain Mass Effect 3 will be a fitting end to one of my Favourite Trilogy's. Now where is that Damn movie?

I'd like to thank everybody for helping out with the site over the past few months. We have asked for people to step forward to lead game nights and you have: **Marc The G, Loutzee, DOOGZZZ** and **The R1dge**, along with **Swampy, G1nger** and **Lemon**, you guys keep pushing the game nights and people will come. **Lowi's** stepped forward to look after the revived CoD night and I know the COD team is in capable hands so thanks for taking that off me!

Thanks to **ChrisDude** for keeping the Facebook page going even though he is moving. **BlackKnight616** for his continued work on the site graphics and **Sam**, dear sweet slightly unstable Samurai, not only content with delivering possibly the best newsletter in the universe, your also offering to help with the graphics as well. I am sure **Gary** did something but we'll just gloss over that. (Fact check by Sam: He has offered to do nothing and has in fact, done nothing. So at least he's consistent and does what he offers to do)

We have so much feedback to work through god knows when we will get it reviewed let alone actioned but we do appreciate it. We appreciate you taking time out to come up with ideas and offer your support.

With a community like you lot who could fail. As always if you have anything you would like to see us offer or feel we could do better your welcome to approach any admin for assistance or use/create a thread. We will review every suggestion and comment no matter how crazy! You can email us via admin@xboxfriends.co.uk

One final mention we have a thread on the **Xbox.com forum** that needs attention. I am keeping it updated with the game nights etc. **Head over and say hello**

