

GAMEFILL

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**Microsoft Recall
1000 Xbox Ones**

**Top 10
CIV 5
Graphics Mods**

**Next Gen Reviews:
THIEF**

TITANFALL

PC EXCLUSIVE MOD KIT REVEALED!

**How
UNREAL EDITOR
Changed Gaming**

**Do EA Plan to Change
Their BAD Image?**

... AND MORE

**Falskarr Maker's New Job
Will Titanfall Shift XBones?**

**Super Smash Bros
Pokemon X & Y
Starbound Beta
Skyrim: Atherius**



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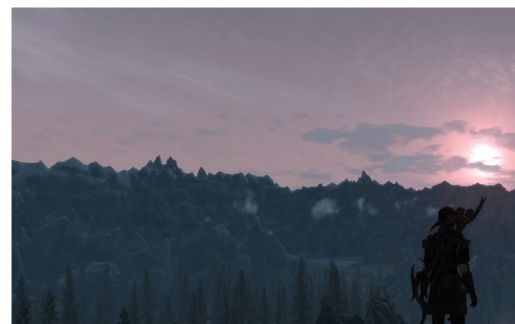
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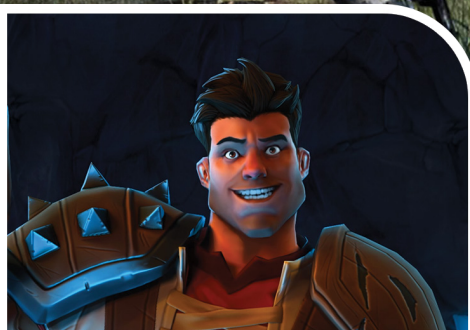
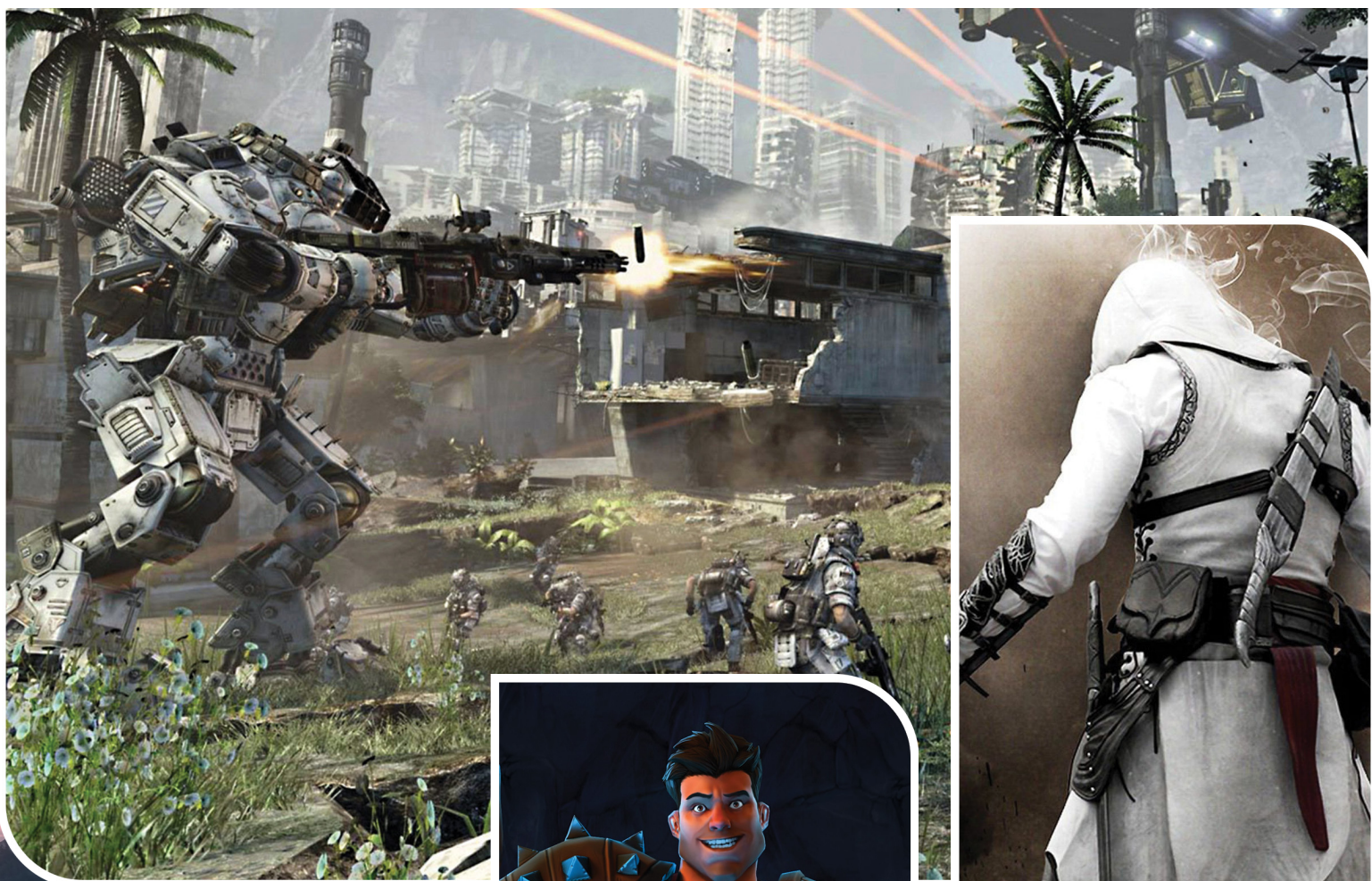
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From
the
EDITOR



A Quick Word

I'd just like to say thank you to our readers for picking up another issue of Gamefill! The coming month is filled with some great releases, such as Titanfall and Plants VS Zombies, and we've got news and reviews for the biggest releases.

Elsewhere in this issue, Tom has written a great review on Pokemon X & Y, and Mike has finalised his guide to FIFA Ultimate Team success. Both are great reads for fans of the games, with Mike providing an absolute must read for any FIFA fan.

We've also been scanning the internet for mods and modding news, and put together a few lists for some extremely popular games. For those of you who need a new strategy fix, take a look at our Civ5 section, with 5 great mods that increase the look of the game. For those Skyrim fans, check out our review of the Atherius mod.

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HOW ASSASSIN'S CREED DEFINED A GENERATION

Author: Sam Willis

Article Date: 14/03/14

Assassin's Creed first climbed into our lives and assassinated our hearts back in 2007 with protagonists Desmond and Altair leading the fight against the Templars. The game introduced a new sandbox world to play in, one that took the idea of a virtual playground further than any game before. Assassin's Creed allowed players to explore not only on the ground, but on the walls and rooftops that made up the three main cities. The ability to climb to almost anywhere in the game allowed all manner of play styles, from the stealthy killer to full frontal attacker, players could use the environment to their advantage more than ever before.

The games all focus on the story of Desmond and his ancestors, looking back at how they fought against the Templars, a secret group that are attempting to control the world. The

series introduces a machine that allows scientists to look into a person's DNA, which houses the memories of that person's ancestors. This then allows the story to flick between the near future settings of Desmond to his ancestors decades earlier. It is without a doubt one of the most confusing, as well as gripping stories out there. From the first game, players became hooked on finding out Desmond's fate, with each iteration continuing where the previous one left off. The Assassin's games have set a benchmark for how a series should continue stories, keeping players hooked on its cliff hangers and plot twists.

Not only has great care been taken with the story, but also in crafting each city and character within the games. The developers have spent a lot of time visiting and researching each location to try and make them as accurate as possible. Buildings and locations have been recreated accurately, as have historical characters. From Da Vinci to George Washington, the series

has explored all manner of historical figures and woven them into the story. Each character is lively and has their own distinctive personality, making the games come to life through their excellent display of emotion.

Since its first iteration, the Assassin's franchise has spawned countless sequels and spin offs across all manner of gaming devices. Each new release seems to add numerous improvements to the franchise, ironing out issues and bugs as well as including completely new ideas. Often considered the pinnacle of the franchise, Brotherhood took the biggest leaps, introducing a sort of gang system, allowing players to train other assassins and call upon them for help, as well as a huge recreation of Rome to explore. The series has been happy to try new ideas, and when things haven't worked as well as planned, Ubisoft have been unphased. Rather than scrapping

Right:

Historical Characters

There are many real life historical figures that are recreated within the games, often becoming friends or enemies with the protagonists.

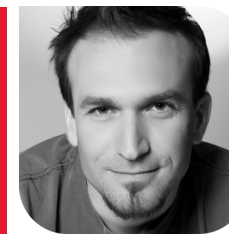
Left:

Evolution of the Logo

The series is represented by the impressive logo to the left, which can be seen in game as the Assassin's emblem. The distinctive logo has seen slight changes with each game, becoming more fitting for the era that is used. The biggest change was seen with Black Flag, which added a skull and crossbones.

"One of the most important aspects for us is to make sure that the overall impression that the cities leave on the player are as true to life as possible, especially if said players have had the good fortune of visiting these locations themselves in real life."

- RAPHAEL LACOSTE, ART DIRECTOR



things completely, they have changed them, refining what was bad and enhancing what was good. This notion of creating new gaming experiences is what has made the Assassin's games standout. They each offer new experiences that have rarely been seen before. It has been refreshing to see a developer push creativity this much in a climate where most games companies seem to be playing it safe.

EACH NEW RELEASE SEEMS TO ADD NUMEROUS IMPROVEMENTS

The gameplay has also been constantly refined, with the games offering some of the most satisfying melee combat around, as well as being hugely glitch free. From reversals and counter attacks to gruesome and brutal kills, the game always knew how to grab a player's attention. The camera frequently cuts and time slowed down to better show the kills as you perform them. It is not unusual to see a player fight off 10

enemies at once, with the protagonists spinning and blocking and slashing in a deadly ballet of blood.

Often games that focus on melee feel clunky, with bad hit detection and rather unsatisfying kills. Not



so here. The series should be looked at for their brilliant combat, and other developers should take note of it. The lack of bugs within the game is commendable, as open world games are notoriously hard to keep bug free due to the sheer amount of possibilities available to players. I can't even begin to imagine how much testing went into the first game to make sure that the environments remained as immaculate as they were.

The growing trend with character customisation and progression has also transferred to the series. The protagonists clothes can be changed, weapons upgraded and purchased and home bases can be altered. This sense of characters development and uniqueness, coupled with the freedom that the open world allows, gave such a complete experience that gamers could literally lose themselves in the game. The games gave players a strong sense of progression, as everything you did helped benefit you. Upgrading your base and making renovations improved income, abilities and more. Few games made character progression meaningful, but this series made everything count.

The series has become a yearly title, bringing quality and innovation with each game released. Each game gets better and better and the series is fast becoming one of the most anticipated

Right:

Desmond Miles

Series protagonist; Desmond Miles, is a direct descendent of the assassins. It is through his DNA that the memories of his ancestors are accessed, with Abstergo or his friends using the animus to probe deep into his stored memories.



game releases each year. Other developers need to look at Ubisoft's creation and follow in their trends. Taking the risk of a new IP paid off greatly and the gaming world has benefited through the innovation that franchise has brought about. Assassin's Creed has brought about countless hours of enjoyment to millions of gamers throughout the world, and the future can only bring about further improvements for the series as hardware improves and machines become even more powerful.



NOTHING IS TRUE, EVERYTHING IS PERMITTED

WAR OF THE ROSES

PLANTS vs ZOMBIES

Garden Warfare

Author: Sam Willis

Review Date: 20/03/14

Plants VS Zombies Garden Warfare is a surprising new take on a series that is renowned on mobiles for its tower defence style gameplay. However, Popcap have taken a new direction and created a 3rd person shooter with cartoony graphics that wouldn't look out of place in Valves Team Fortress 2. An odd leap for a company known for its kid friendly puzzle games, certainly, although a leap that somehow comes off extraordinarily well.

The basis of the gameplay is continued from that of the mobile games, in that the Plants and the Zombies are at war with each other. Teams of each battle it out in team deathmatch, and objective based modes across maps representing the neighbourhoods that the plants inhabit. Each player can choose a different class, which is represented by a certain Plant or Zombie. Similar to the classes of Team Fortress 2, but



condensed into 4 main ones. Each class then has multiple characters within that contain a different aesthetic style, as well as weapon and abilities.

Popcap haven't left their roots behind though, and players can summon Potted Plants or Zombies in certain locations on each map to aid in their battle. This mix of third person shooter and tower building feels fresh and adds a nice new element to the standard formula.

As well as the standard vs modes, there is a cooperative take on Horde called Garden Ops. A team of Plants must protect their base from waves of zombies and bosses. This mode also sees more emphasis on the use of Potted Plants, which can be extremely handy when it comes to covering all entrances. Every few waves sees a spinner that randomly selects three "prizes". These range from bonus coins to bosses and even more zombies. Upon reaching the final wave, players are tasked with relocating to a vantage point where they must hold out until they are rescued by Crazy Dave.

Extra depth is added to the game via the

form of card packs. Every action you make is rewarded with a certain number of coins, which can then be used to purchase card packs. Within these packs you find stickers, which can be used for a number of things. Some stickers will add up to form a new character for you to use, others will unlock abilities and customisation for your already unlocked characters. There are also consumables, which are useable a limited number of times but allow you access to the Potted Plants and Zombies that you may call upon in online matches.

For a series based on mobiles and a developer inexperienced in the genre, Plants VS Zombies Garden Warfare is an extremely well done entry into the console market. The price point is perfect, costing around £30 rrp, and given the amount of customisation and challenges that are available, you are going to get your money's worth and then some.



Sam spent around 20 hours playing the game, trying every game mode and unlocking a good amount of the customisation options.

- + Humorous characters
- + Loads of customization
- + Plenty of game modes
- Advantage for higher levels
- No single player

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GAMEFILL



WELCOME TO THE LAND OF THE

UNREAL

HOW UNREAL ED CHANGED MODDING