

# Game On

STAR WARS

BATTLEFRONT

MAGAZINE

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# STAR WARS BATTLEFRONT

In a magazine far, far away, a bunch of writers decided they should celebrate the reignition of a beloved saga. There were no trade agreements, nor planets exploding – just writing and some Force Choking. So welcome to GameOn's Star Wars Special Edition Magazine!

This is our celebration of the relaunch not only of the Battlefront franchise, thanks to DICE and EA, but also the release of Star Wars VII: The Force Awakens. Some of our writers have been with the series since Star Wars was released, others were there for Episode One, and still others have only just developed a taste for George Lucas' legacy.

We have several So I Tried... 's where either Andrew or Gary have played one of the older Star Wars games for the first time, for only half an hour to see whether it is a missed gem or so much Bantha dung. Not all of the older games were missed, though, as Jess, Andrew, Dom, Luke and Daisy write about which one was their very favourite.

Dom also wrote up a list of five Star Wars games he wants to see – however unlikely they may be, Gary writes about his experience watching the first six movies for the very first time recently, and Ross Brown has a look at the latest Battlefront, and how it compares to the old ones.

We also have a preview of Star Wars Battlefront, based on the beta and one based off our experience at Gamescom.

So rev up your landspeeder and sharpen your lightsaber – then turn the page.

May the Force be with you!

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# GameOn

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## FIVE KICKASS IDEAS FOR STAR WARS GAMES

By Dom D'Angelillo

**B**attlefront is almost here, and with it a return to a series that was near and dear to the hearts of so many gamers and Star Wars fans alike. With the beta now behind us, leaving us with the sweet, sweet taste of blaster fueled murder in our mouths, in true gamer style, we want more Star Wars. With that in mind, here's five ideas for games that could take place in the iconic Star Wars universe.

### Action Adventure In The Style Of Uncharted

Okay, so this one is a bit of a cop out as we already know Visceral are hard at work on an Uncharted-style canon Star Wars game, but that doesn't stop me giving my two cents on what it can be. Star Wars 1313 looked to promise so much, but when it was brutally taken away from our grasp, it felt like another cruel encounter with Jabba, back to

the dark ages where the 'men in suits' decide what's what. With Uncharted flag-bearer Amy Henning and Assassin's Creed aficionado Jade Raymond at the helm it sounds like a top-notch third-person game that might well feature strong elements of storytelling and freedom of exploration, though. A Jedi origin story is an easy path to take, mastering the force, lightsabers and solving ancient puzzles, but i'd like to see this stick to what 1313 promised to be; a bounty hunter's story. Imagine a new or established bounty hunter breaking out of prison and going on the run, sprinkle in some dramatic set pieces, breathtaking vistas and you can take my money now.

### Aerial Combat In The Style Of Tom Clancy's Hawx

It was hard to take in the news that there would be no literal star wars in Star Wars: Battlefront, and while there is an aerial combat mode within the planet's atmosphere, it's the drama and scale of galactic battles that we all really desire. Take the story and gameplay of Ubisoft's MIA aerial combat series HAWX and inject that LucasArts style, sound and of course iconic craft making a current-gen Rogue Squadron. What would make this stand out from the usual Tom Clancy malarky

would be that you can choose either to side with the Empire or with the Rebellion, after all, who doesn't want the chance to fly both a TIE fighter and an X-Wing? Story would be suited according to which side was winning the battles, and with the ability to go into the atmosphere of planets, you can shut down those pesky Endor shield generators and return to the black abyss of space!

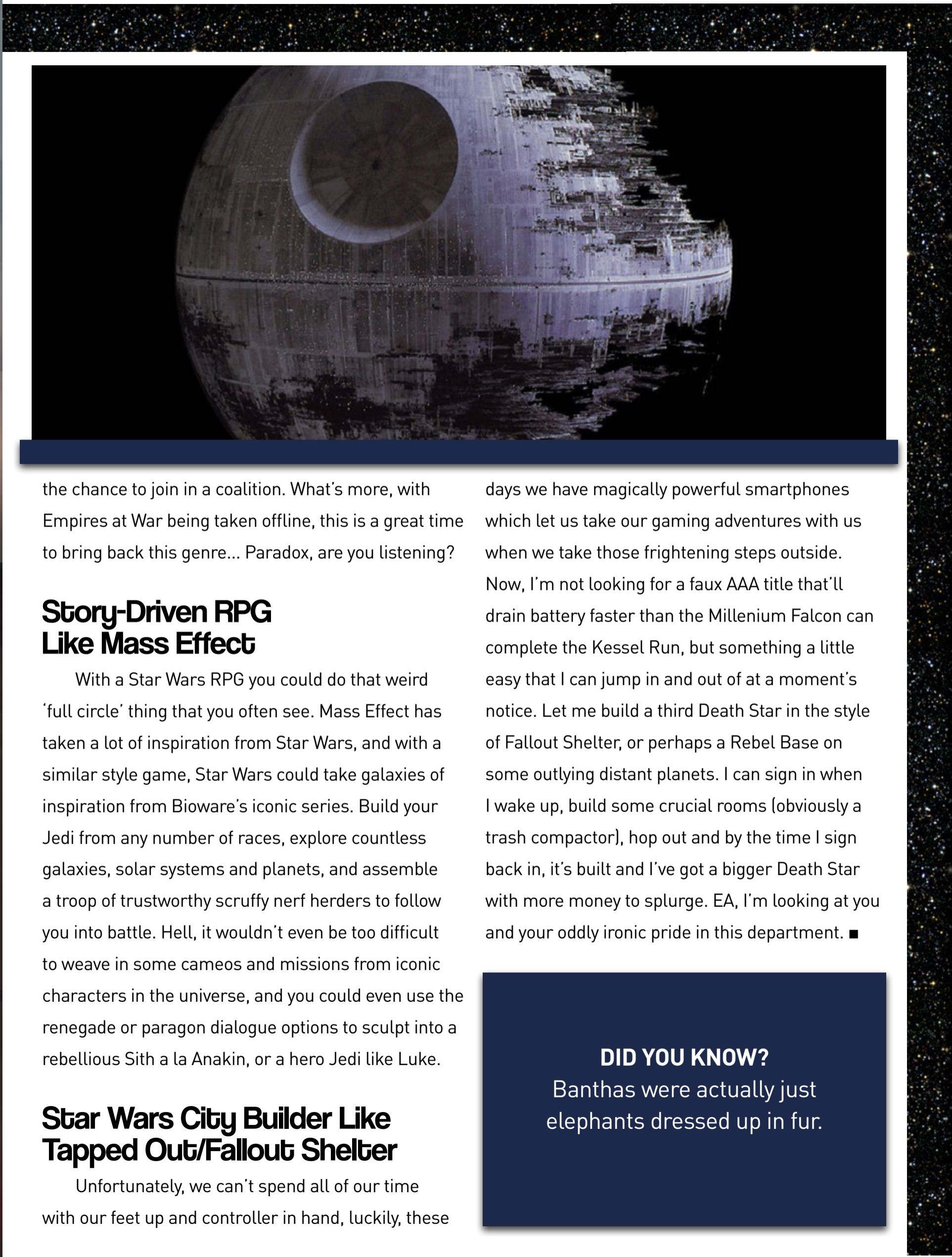
### Grand Strategy In The Style Of Total War

While grand strategy is something I've never really given my full attention, it's something I have always wanted to, and a Star Wars themed strategy game would definitely be the entrance in. However, unlike games of this ilk, you wouldn't select which side you are commanding; rather, you select the race you want to command and your actions determine which side is strengthened or weakened. As you take over cities, destroying armies and building on the corpses of those that stand in your way, both the Empire and Rebels are affected. Did you just take over a huge Empire outpost? Did you just wipe out a Jedi temple? Whatever happens the fate of the universe is in your hands, and as you have more influence over either side, you can be offered





Gary Jamroz Palma



the chance to join in a coalition. What's more, with Empires at War being taken offline, this is a great time to bring back this genre... Paradox, are you listening?

### Story-Driven RPG Like Mass Effect

With a Star Wars RPG you could do that weird 'full circle' thing that you often see. Mass Effect has taken a lot of inspiration from Star Wars, and with a similar style game, Star Wars could take galaxies of inspiration from Bioware's iconic series. Build your Jedi from any number of races, explore countless galaxies, solar systems and planets, and assemble a troop of trustworthy scruffy nerf herders to follow you into battle. Hell, it wouldn't even be too difficult to weave in some cameos and missions from iconic characters in the universe, and you could even use the renegade or paragon dialogue options to sculpt into a rebellious Sith a la Anakin, or a hero Jedi like Luke.

### Star Wars City Builder Like Tapped Out/Fallout Shelter

Unfortunately, we can't spend all of our time with our feet up and controller in hand, luckily, these

days we have magically powerful smartphones which let us take our gaming adventures with us when we take those frightening steps outside. Now, I'm not looking for a faux AAA title that'll drain battery faster than the Millenium Falcon can complete the Kessel Run, but something a little easy that I can jump in and out of at a moment's notice. Let me build a third Death Star in the style of Fallout Shelter, or perhaps a Rebel Base on some outlying distant planets. I can sign in when I wake up, build some crucial rooms (obviously a trash compactor), hop out and by the time I sign back in, it's built and I've got a bigger Death Star with more money to splurge. EA, I'm looking at you and your oddly ironic pride in this department. ■

**DID YOU KNOW?**  
Banthas were actually just elephants dressed up in fur.



## A BRIEF HISTORY ON THE PREVIOUSLY RELEASED STAR WARS GAMES



### Star Wars/A New Hope

#### Star Wars (1983-88)

Arcade, Atari 2600, Atari 5200, Commodore 64, Atari 8-bit family, ColecoVision, BBC Micro, ZX Spectrum, Acorn Electron, Amstrad CPC, Atari ST, Apple II, DOS, Macintosh, Amiga

#### Star Wars (1987)

Famicom

#### Star Wars: Attack on the Death Star (1991)

PC-9801, X68000

#### Star Wars (1991-93)

NES/Famicom, Game Boy, Master System, Sega Game Gear

#### Super Star Wars (1992)

SNES

#### Star Wars Arcade (1993)

Arcade, Sega 32X

#### Star Wars: Trench Run (2009)

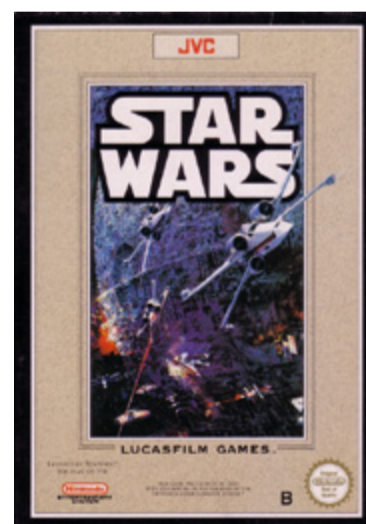
iOS, Unity

#### Star Wars Arcade: Falcon Gunner (2010)

iOS

#### Star Wars Episode IV: A New Hope (2013)

Multiplatform pinball video game



### Empire Strikes Back

#### Star Wars: The Empire Strikes Back (1982)

Atari 2600, Intellivision

#### Star Wars: The Empire Strikes Back (1985/88)

Arcade, BBC Micro, Commodore 64, ZX Spectrum, Amstrad CPC, Amiga, Atari, Nintendo GameCube

#### Star Wars: The Empire Strikes Back (1992)

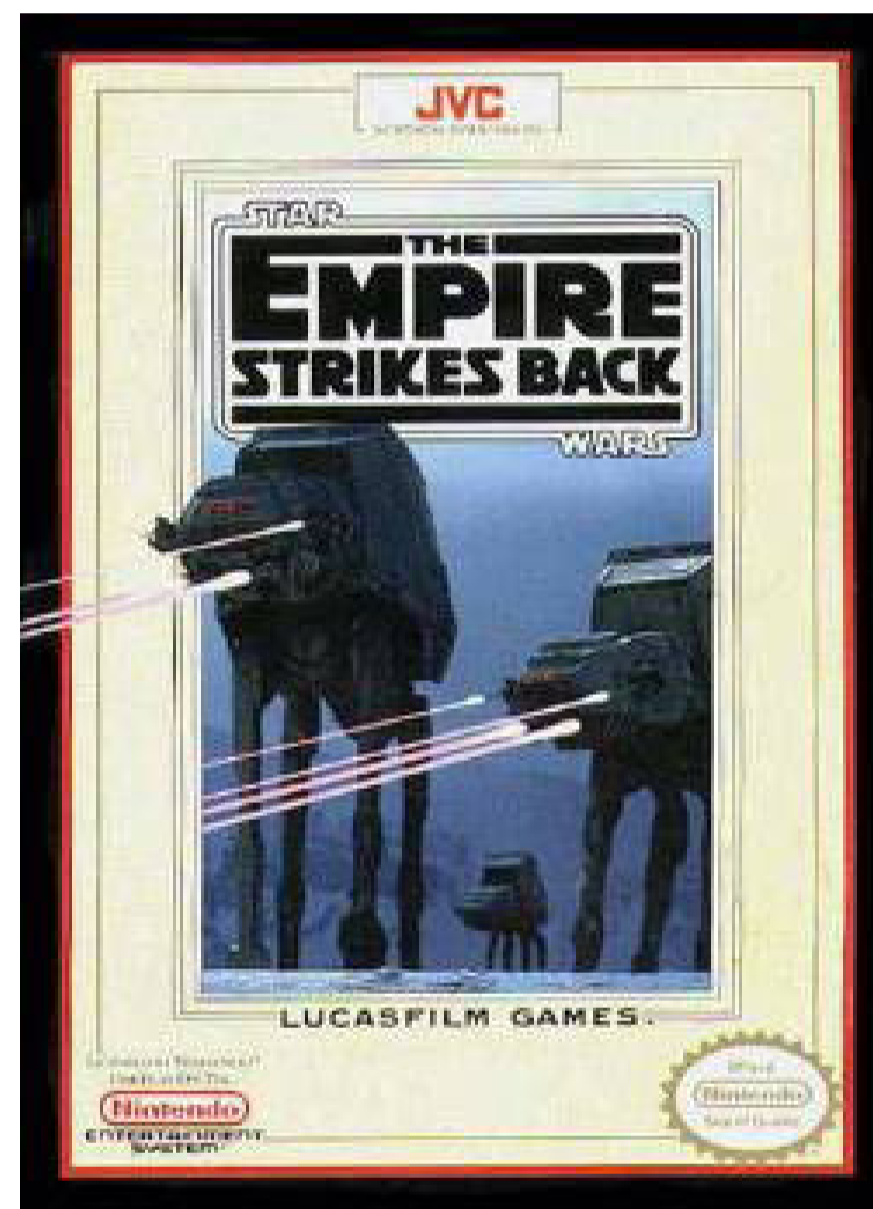
NES, Game Boy

#### Super Empire Strikes Back (1993)

SNES

#### Star Wars Episode V: The Empire Strikes Back (2013)

Multiplatform pinball video game [1]



### Return of the Jedi

#### Star Wars: Return of the Jedi - Death Star Battle (1983/84)

Atari 2600, Atari 8-bit family,

Atari 5200, ZX Spectrum

#### Star Wars: Return of the Jedi - Ewok Adventure (unreleased)

Atari 2600

#### Star Wars: Return of the Jedi (1984/88)

Arcade, BBC Micro, Commodore 64,

ZX Spectrum, Amstrad CPC, Amiga,

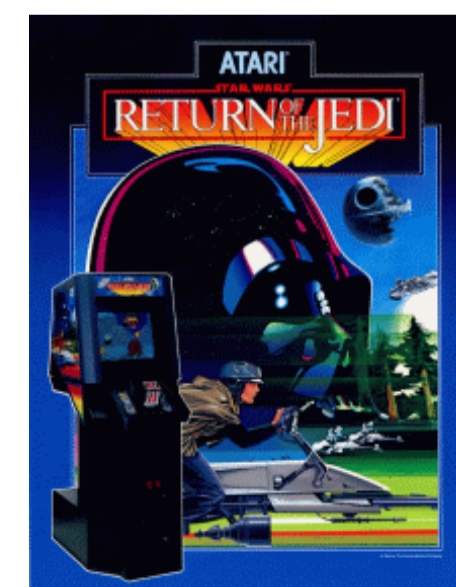
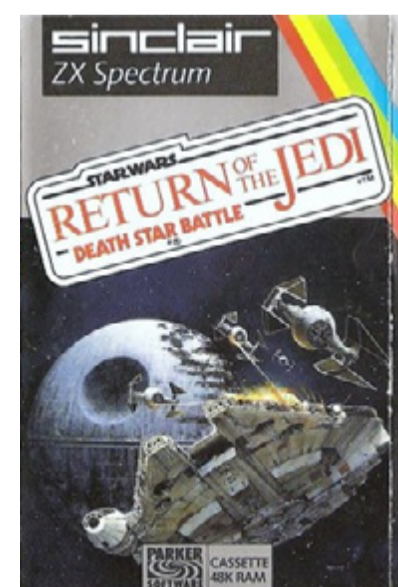
Atari ST, Nintendo GameCube

#### Super Return of the Jedi (1994)

SNES, Game Boy, Game Gear

#### Star Wars Episode VI: Return of the Jedi (2013)

Multiplatform pinball video game [1]





## The Phantom Menace

Star Wars: Episode I – The Phantom Menace (1999)

Windows, PlayStation

Star Wars: Episode I (1999)

Pinball

Star Wars: Episode I – Jedi Power Battles (2000/01)

PlayStation, Dreamcast, Game Boy Advance

Star Wars: Episode I – Battle for Naboo (2000/01)

Nintendo 64, Windows

Star Wars: Episode I – Obi-Wan's Adventures (2000)

Game Boy Color

Star Wars: Obi-Wan (2001)

Xbox



## Attack of the Clones

Star Wars: The Clone Wars (2002) (Action)

PlayStation 2, Nintendo GameCube, Xbox

Star Wars: Episode II – Attack of the Clones (2002)

Game Boy Advance

Star Wars: The New Droid Army (2002)

Game Boy Advance



## Revenge of the Sith

Star Wars: Episode III – Revenge of the Sith (2005)

PlayStation 2, Game Boy Advance, Xbox, Nintendo DS

Star Wars: Revenge of the Sith (2005)

Jakks Pacific TV Game

Star Wars GameKey (expansion) (2006)



## The Clone Wars

Star Wars: The Clone Wars – Lightsaber Duels (2008)

Wii

Star Wars: The Clone Wars – Jedi Alliance (2008)

Nintendo DS

Star Wars: The Clone Wars – Republic Heroes (2009)

Windows, PlayStation 2, Nintendo DS, PlayStation

Portable/PlayStation Vita, Xbox 360, PlayStation 3, Wii

Clone Wars Adventures (2010)

Windows, Mac

Star Wars: The Clone Wars (2013)

Multi-platform pinball game[1]



## Star Wars: Rebel Assault

Star Wars: Rebel Assault (1993)

DOS, Mac, Sega CD, 3DO

Star Wars: Rebel Assault II: The Hidden Empire (1995)

DOS, PlayStation, Mac

## Star Wars X-Wing

X-Wing (1993)

DOS, Macintosh

Imperial Pursuit (expansion) (1993)

B-Wing (expansion) (1993)

X-Wing (Collector's CD-ROM) (1994)

TIE Fighter (1994)

DOS, Macintosh

Defender of the Empire (expansion) (1994)

TIE Fighter (Collector's CD-ROM) (1995)

Star Wars: X-Wing vs. TIE Fighter (1997)

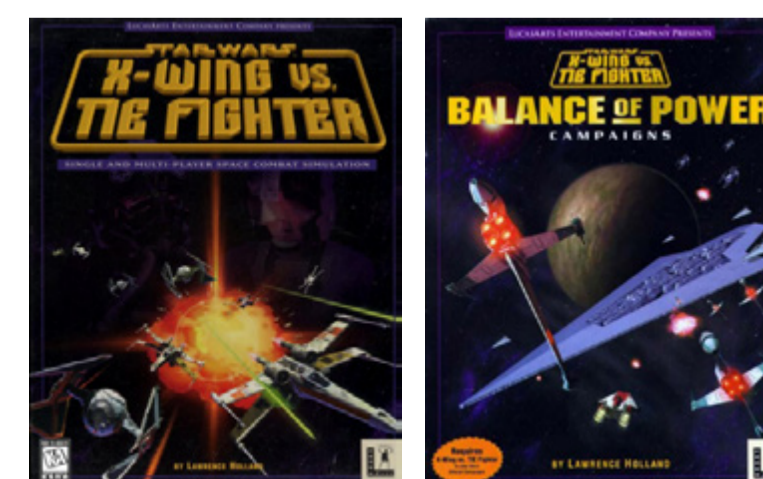
Windows

Balance of Power Campaigns (expansion) (1997)

Flight School (1998)

X-Wing Alliance (1999)

Windows



## Star Wars: Rogue Squadron

Star Wars: Rogue Squadron (1998)

Windows, Nintendo 64

Star Wars Rogue Squadron II: Rogue Leader (2001)

Nintendo GameCube

Star Wars Rogue Squadron III: Rebel Strike (2003)

Nintendo GameCube



## Star Wars: Starfighter

Star Wars: Starfighter (2001)

Windows, PlayStation 2

Star Wars: Starfighter Special Edition (2001)

Xbox

Star Wars: Starfighter (2003)

Arcade[2]

Star Wars: Jedi Starfighter (2002)

Xbox, PlayStation 2



## Star Wars Galaxies

Star Wars Galaxies: An Empire Divided (2003)

Windows

Star Wars Galaxies: Jump to Lightspeed (2004)

Windows

Star Wars Galaxies: Episode III Rage of the Wookiees (2005)

Windows

Star Wars Galaxies: The Total Experience (2005)

Windows

Star Wars Galaxies: Trials of Obi-Wan (2005)

Windows

Star Wars Galaxies: Starter Kit (2005)

Windows

Star Wars Galaxies: The Complete Online Adventures (2006)

Windows



## Pinball

Star Wars Pinball (2013)

Windows, Mac, Wii U, Xbox 360, 3DS, PSVita, PlayStation 3, PlayStation 4, Kindle Fire, Android, iOS

Star Wars Pinball: The Empire Strikes Back

Star Wars Pinball: The Clone Wars

Star Wars Pinball: Boba Fett

Star Wars Pinball: Balance of the Force (2013)

Xbox 360, PSVita, PlayStation 3, PlayStation 4, Android, iOS

Star Wars Pinball: Return of the Jedi

Star Wars Pinball: Darth Vader

Star Wars Pinball: Starfighter Assault

Star Wars Pinball: Heroes of the Force (2014)

Xbox 360, PSVita, PS3, PS4, Android, iOS

Star Wars Pinball: Masters of the Force

Star Wars Pinball: A New Hope

Star Wars Pinball: Droids

Star Wars Pinball: Han Solo



## Racing

Star Wars Episode I: Racer (1999)

Windows, Mac, Dreamcast, Nintendo 64, Game Boy Color

Star Wars: Super Bombad Racing (2001)

PlayStation 2

Star Wars: Racer Arcade (2000)

Arcade

Star Wars Racer Revenge (2002)

PlayStation 2



## Empire At War

Star Wars: Empire at War (2006)

Windows, Mac OS X

Star Wars: Empire at War: Forces of Corruption (expansion) (2006)

Windows

Star Wars: Empire at War: Gold Pack (game and expansion package) (2007)

Windows





## LEGO Star Wars

### LEGO Star Wars: The Video Game (2005)

Windows, PlayStation 2, Xbox, Nintendo

GameCube, Game Boy Advance, Mac

### LEGO Star Wars II: The Original Trilogy (2006)

Windows, PlayStation 2, PlayStation Portable, Xbox, Xbox 360,

Nintendo GameCube, Nintendo DS, Game Boy Advance, Mac

### LEGO Star Wars: The Complete Saga (2007)

Windows, PlayStation 3, Xbox 360, Nintendo DS, Wii, Mac, iOS, Android

### LEGO Star Wars: The Quest for R2-D2 (2009)

Unity[3]

### LEGO Star Wars III: The Clone Wars (2011)

PlayStation 3, Xbox 360, Nintendo DS, Nintendo 3DS,

Wii, PlayStation Portable, Windows, Mac

### LEGO Star Wars: The Yoda Chronicles (2013)

Android, iOS



## The Force Unleashed

### Star Wars: The Force Unleashed (2008)

Windows, Mac OS, Xbox 360, PlayStation 3, PlayStation 2,

PlayStation Portable, Wii, Nintendo DS, iPhone OS

### Star Wars: The Force Unleashed - Ultimate Sith Edition (2009)

Windows, Mac OS, Xbox 360, PlayStation 3

### Star Wars: The Force Unleashed II (2010)

Windows, Wii, Nintendo DS, Xbox 360, PlayStation 3, iPhone OS



## Jedi Arena

### Star Wars: Jedi Arena (1983)

Atari 2600 – set during the time of episodes IV through VI

### Star Wars: The Arcade Game (1984)

Atari 2600 – set during the time of episodes IV through VI

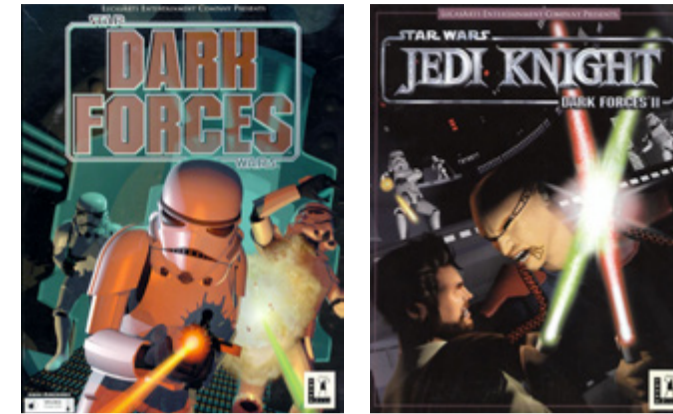
### Star Wars: Droids (1988)

Amstrad CPC, ZX Spectrum – based on the Star Wars: Droids series

### Death Star Interceptor (1985, System 3 Software Ltd)

ZX Spectrum, Commodore 64 - Set at the end of

episode IV, attack on the Death Star I



## Jedi Knight

### Star Wars: Dark Forces (1995)

MS-DOS, Mac, PlayStation

### Star Wars Jedi Knight: Dark Forces II (1997)

Windows

### Star Wars Jedi Knight: Mysteries of the Sith (expansion) (1998)

Windows

### Star Wars Jedi Knight II: Jedi Outcast (2002)

Windows, Mac, Xbox, Nintendo GameCube

### Star Wars Jedi Knight: Jedi Academy (2003)

Windows, Mac, Xbox



## Knights of the Old Republic

### Star Wars: Knights of the Old Republic (2003)

Windows, Xbox, Mac, iOS, Android

### Star Wars: Knights of the Old Republic II: The Sith Lords (2005)

Windows, Xbox, Mac

### Star Wars: The Old Republic (2011) (MMORPG)

Windows

### Rise of the Hutt Cartel (expansion pack) (2013)

### Galactic Starfighter (expansion pack) (2014)

### Galactic Strongholds (expansion pack) (2014)

### Shadow of Revan (expansion pack) (2014)



## Battlefront

### Star Wars: Battlefront (2004)

PlayStation 2, Windows, Xbox, Mac

### Star Wars: Battlefront II (2005)

PlayStation 2, Windows, Xbox, PlayStation Portable

### Star Wars Battlefront: Renegade Squadron (2007)

PlayStation Portable

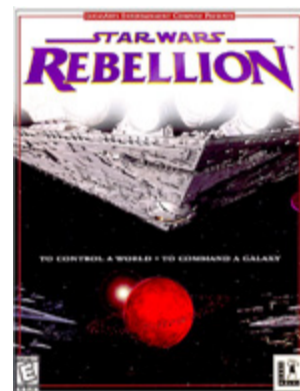
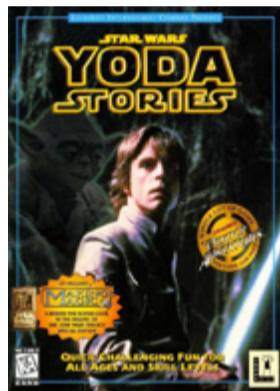
### Star Wars Battlefront: Elite Squadron (2009)

PlayStation Portable, Nintendo DS

### Star Wars Battlefront (2015)

PlayStation 4, Windows, Xbox One(2003)





## Miscellaneous

**Star Wars: Shadows of the Empire (1996) (3rd person shooter)**

Nintendo 64, Windows

**Star Wars: Masters of Teräs Käsi (1997) (Fighting)**

PlayStation – set during the time of episodes IV through VI

**Star Wars: Yoda Stories (1997) (Adventure)**

Windows – set between episodes V & VI

**Star Wars: Rebellion (Star Wars: Supremacy - UK) (1998)**

**(Real-time strategy)**

Windows – set during the time of episodes IV through VI

**Star Wars Trilogy Arcade (1998) (Rail shooter)**

Arcade – set during the time of episodes IV through VI

**Star Wars Millennium Falcon CD-Rom Playset (1998) (Rail**

**shooter/adventure)**

Windows 98 / Me / 95 - set during the

time of episodes IV through VI

**Star Wars: Force Commander (2000) (Real-time strategy)**

Windows - set during the time of episodes IV through VI

**Star Wars: Demolition (2000) (Vehicular Combat)**

PlayStation, Dreamcast – set during the

time of episodes IV through VI

**Star Wars: Bounty Hunter (2002) (Third person action)**

GameCube, PlayStation 2

**Star Wars: Republic Commando (2005) (First person shooter)**

Xbox, Windows

**Star Wars: The Best of PC (2006) (Compilation)**

Windows

**Kinect Star Wars (2012) (Kinect)**

Xbox 360

**Star Wars: Battle Pod (2015) (Rail shooter)**

Arcade – set during the time of episodes IV through VI

**Disney Infinity 3.0**

**Have we missed anything?**

Feel free to tell us on **Facebook**,

**Twitter** or via **email** ■



Gary Jamroz Palma



## STAR WARS BATTLEFRONT GAMESCOM IMPRESSIONS

By Reece Armstrong

**W**ith only a short while left until Star Wars Battlefront launches, fans are eagerly awaiting the game that has been on the minds of gamers for years now. The Star Wars Battlefront beta, which had more than 9 million players participate in, mainly showed us just what to expect from the game's conquest mode when it launches on 17th November this year. We've seen Luke Skywalker and Darth Vader cut their way through rebels and Stormtroopers alike.

We watched as AT-ATs dominated the snowy tundra of Hoth whilst the Rebels fought resiliently, but usually to futile means as the Empire took another victory.



At this year's gamescom, standing next to a giant replica of Darth Vader's Tie Fighter, I eagerly awaited to play Star Wars Battlefront. I didn't know what they were showing but I was excited to get my hands on it. I was slightly sceptical, after all the Battlefront series was enormous and I wasn't sure if this new instalment could capture the hearts of

millions of people again. As I waited a member of EA staff called for a single person and I signalled to them before I was escorted into the booth to play. I quickly found out I'd be playing the game's co-op mode with an extremely friendly American man.

The survival mode had us fighting waves of enemies on Tatooine and defending multiple control points. My first thoughts were about how good Star Wars Battlefront looks. The canyons of Tatooine are bathed in scorching sunlight and everything from the weapons, to character models look amazing. It plays nicely with the shooting feeling light and responsive, whereas heavier weapons such as the rocket launcher pack a satisfying punch. One of the greatest feelings is using the jetpack, as it doesn't gently lift you, but rather it launches you with force to where you want to go.

The waves of enemies got increasingly harder as at first only Stormtroopers attacked us, but eventually jetpack enemies, cloaked Stormtrooper and AT-STs came at us from all directions. It was surprisingly difficult at times, the layout of the



### DID YOU KNOW?

Yoda was originally going to be played by a monkey carrying a cane and wearing a mask.

map meant that enemies were above and below us. I must say it felt particularly satisfying to blow up an AT-ST using the rocket and jetpack, watching it crumple into a heap of burning metal was a sight to behold. There are other cool features as well such as deployable shields which surround you in an impenetrable bubble. Supply drops help as

well, providing the players with items such as extra ammo for your rocket launcher or grenades.

After struggling to keep ourselves alive we finally defeated the last of the six waves. The battle had been tough and with more enemy types and waves in the final launch product, I'm looking forward to playing it a lot with a friend. From what I played I'm expecting a lot of "wow" moments, in both this mode and conquest. Nearing death as AT-STs rain fire down upon you, to only save yourself with a deployable shield is great spectacle and one that will make you smile. With Star Wars Battlefront launching on 17th November there's not long left until fans can finally get their hands on what is surely one of the biggest games of the year. ■



Leon JO



## SO I TRIED... STAR WARS: BATTLEFRONT II

By Andrew Duncan

Each edition of So I Tried... I will try a game that I have never tried before. Will I find something new to love? Will I find something new to despise? I'll take a full half hour, no matter how bad it gets or how badly I do, to see if this is the game for me. This time I went for the PC version of Star Wars - Battlefront II.

### What I Thought It Was

Although I never tried it at the time, I know that the Battlefront series is well-loved by Star Wars

fans. After all, EA have rebooted it. However, I am pretty sure that this FPS has a multiplayer focus, so I'm unsure how much fun I'm going to get out of it. There must be some kind of single-player campaign, otherwise it wouldn't have been a big deal when they announced that the reboot will be multiplayer-only.

### What It Actually Was

A first-person shooter set during the Clone Wars era of Star Wars. You play a clone soldier who is part of various missions for the 501st squadron. Well; I should say that you play multiple clones. Whenever

you get killed, you can respawn, which explains why I thought it might have been multiplayer-only. There are several different classes of clone, but the most fun by far was the one with a jetpack. I would have preferred it to have more fuel in it, but at least he didn't fall to his death with how high I kept going. You can also be a Jedi Master when the opportunity arises, though it seems to be only once per level, and if they die you have to be a clone soldier again.

### Will I Keep Playing?

No, because honestly it was frustrating. I recently got a second monitor, and annoyingly the game kept minimising when it thought my mouse cursor was on the other screen. In a game where you need to

### DID YOU KNOW?

At one point, Star Wars: Episode VI - Return of the Jedi was going to be called "Revenge of the Jedi" because George Lucas felt that taking revenge did not fit with the Jedi philosophy.

turn left as much as right, accidentally minimising the game every two minutes gets very annoying. The gameplay is alright, the storyline is interesting, but with the aforementioned issue and the fact you have to respawn sometimes at the other end of the level in a single-player game are just too much. ■





## BATTLE POD: AN UNUSUAL STAR WARS EXPERIENCE

By Ryan Davies

**B**UUUUUUUUUMMMMMMMMM  
BUM BUM BUM, BUM BUM  
BUM BUM BUM BUM BUM BUM  
BUM BUM BUM BUM BUM BUM  
BUM BUM BUM BUM BUM  
BUUUUUUM, BUM BUM BUUUUM, BUM BUM  
BUUUUM. BUM BUM BUM, BUUUUUM, BUUUUUM  
BUM BUM BUM BUUUUM, BUM, BUM BUM BUM  
BUUUUM, BUM, BUM BUM BUM BUUUUM.”

No, that’s not the translation of some analy obsessed madman, but rather about 57% of my internal thoughts ever since the second trailer for Star Wars: The Force Awakens debuted a little while back. I’ve always loved the quintessential sci-fi series, but that trailer awakened something of my own. A weird, slightly unhealthy, obsession with the stuff. I’ve re-watched all the films (in - gasp -

chronological order!), watched a bunch of Clone Wars, played some terrible Star Wars games and was really, really tempted to spend money I don’t have on Star Wars: Imperial Assault: a damned amazing-looking boardgame that lets you control little plastic Stormtroopers. There’s even at AT-ST people!



Then DICE announced Battlefront, and I peed a little bit.

So that didn’t help matters. By the time I actually got to Star Wars: Battle Pod, all I wanted to do was transport myself to that galaxy far, far away (the long time ago bit seemed more difficult). It was, essentially, perfect timing.

For the uninitiated: Battle Pod is a recently released arcade game developed by Bandai Namco Entertainment that allows players to sit in front of a huge screen that almost wraps around the player. It’s encased within a dome that features plenty of bells and whistles to replicate the feeling of movement and interactivity. As you can expect, Battle Pod drops the player into a selection of scenarios from the original films; from speeding through Endor to fighter battles

on the surface of the Death Star. That’s a great sales pitch, by all accounts, so the machine has gained a fair amount of attention from press and fans alike.

Of course, you may be reading still perplexed by the first sentence. An arcade game? They still make those? I knew that companies were still coming up with inventive arcade devices, but this was the first truly modern design I’d seen. The cabinet itself looked like a neat cross between modern console design and classic ‘70s sci-fi goodness.

As you can imagine, I was pretty excited to jump into the machine at London’s Namco Funscape. Unfortunately, everyone at the press event I was attending had the same idea - and with only one Pod between us all, I had to patiently wait my turn. When my time finally came, I sneaked into the dome



## Games



through a nifty sliding door (minus the 'ssschhhh', sound effect), and took a seat in front of the bizarrely wide screen. The whole point of the display is to give you a feeling of immersion, of being surrounded. Obviously we typically view our digital entertainment head-on, so to have Tie Fighters approaching me from my peripheral vision was a strange sensation.

Another strange sensation was the more tactile stuff going on. One thing I found particularly cool was a burst of air that accompanied certain actions like swooping turns or craft flying overhead. Considering I was locked within an X-Wing in one level, it didn't

### DID YOU KNOW?

Carrie Fisher (Princess Leia was told she was too fat to play the role and needed to lose weight; at the time she only weighed 7.5 stone (105lbs)

make a whole lot of sense, but it was still amazing to have something a little more 'real' during my playing experience. I wonder what'll happen when I plug a fan into my PS4 when playing Project CARS...

The Pod comes with all the other bells and whistles, like a vibrating chair and joystick and a realistic set of controls. Then you get five different levels including the aforementioned Death Star and Endor, as well as Hoth, a level in the Millennium Falcon and another in Vader's Tie Advanced. I was told that every game within the Battle Pod would cost £2, so you'd need to sink £10 into the machine to see everything - for that I'd say you're getting about 15-20 minutes of total game time. Which,

it must be said, isn't the most economic gaming experience you're going to have any time soon.

It's probably worth it though, just for the thrill of it all. The weird thing about all of this, is that the game itself wasn't especially great. It is, in essence, an on-rails shooter that simply asks the player to aim within a semi-restricted field of view, speed up or slow down (which seemed to make little difference) and obviously pull the trigger once the target is within your crosshairs. For all the techno wizardry at play in an effort to create an 'immersive experience', you would have thought they could make the actual game a little more 'immersive' too. In reality though, it doesn't matter all that much. Star Wars: Battle Pod is designed for short bursts of wild fun. On that front, it certainly delivers.

Yet it's a fascinating example of the way games have changed. We may complain about DLC and microtransactions, but look back to gaming's past and you'll see many a game that rely on the same 'quick hit' principals of Battle Pod - designed by and large to rake in your pennies. We can pay £30 now for a game that takes hundreds of hours to play. So maybe we don't have it so bad afterall?

Anyway, I'm getting distracted. Star Wars: Battle Pod is definitely worth checking out. It's a unique experience, and while the game may be a little lacking, it's still awesome to sit within the dome and momentarily feel like a Rebel pilot. There are a bunch of the machines all over the UK and US, so keep an eye out next time you go bowling. ■





## SO I TRIED... STAR WARS EMPIRE AT WAR

By Andrew Duncan

Each edition of So I Tried... I will try a game that I have never tried before. Will I find something new to love? Will I find something new to despise? I'll take a full half hour, no matter how bad it gets or how badly I do, to see if this is the game for me. This time I went for the PC version of Star Wars Empire At War.

### What I Thought It Was

Much like Star Trek Armada, this will see me building up a base and sending out forces to collect resources and ships. Build ships, destroy enemy ships, what have you. But this time, based in the Star



### DID YOU KNOW?

Lucas's initial draft of the script was too long so most of it was culled and were eventually expanded and fleshed out into what would become The Empire Strikes Back and Return of the Jedi.

Wars universe! So I assume it will have less sides to play as, being more 'kill the rebel scum/Empire forces'. Going by past experiences, I reckon I'll play as the Empire if I get the option. I like to be evil in games, as shown by the amount of times I've sold slaves in Fallout 3... Namely -- every time I play.

### What It Actually Was

Exactly what I thought it would be, but with more land-based skirmishes instead of all set in space. It breaks things up nicely, at least in the tutorial, and the Star Wars influence is certainly very strong

with this one. I didn't get into the main game, as the tutorial missions contain a lot of unskippable narration, but you take control of one of the sides of the main conflict in the Original Trilogy: Rebels and the Empire. With a mostly top-down perspective (unless you zoom in), you complete missions to control the galaxy and eliminate the opposition.

### Will I Keep Playing?

Probably not, though not because I didn't enjoy it. Similarly to how I felt when I first played Total War: Rome, there's just so much to remember... You have to move your troops into orbit from the planet if you want to go to another one, then back down to the planet to invade it. You can hire smugglers to steal money, send droids to steal tech, construct a limited amount of buildings per planet... I like my games simple, and Empire At War is anything but. There is plenty here for strategy fans to play with, but for someone who really likes their platformers, it's a little too complicated. ■







## BATTLEFRONT: LOOKING FORWARD AND LOOKING BACK

By Ross Brown

**V**ideogames used to be for kids. Then we grew up. We've been playing games for...wow, it must be about 30 years now. That's a long time. You might be one of those from the first gamer generation, and maybe you've played hundreds of games in that time. You might not be that old, and have less years under your belt.

Doesn't matter. Whether you've played a dozen games, or 500 games, you can probably count on one hand the titles that left their mark on you, the ones that left the most important memories. Not just because they were great games, but because they had a real impact on your life at the time.

Star Wars: Battlefront II did that for me.

The first Battlefront was great, I loved it. I wasn't really playing multiplayer much when it came along, so spent most of my time playing single-player against bots. Actually, I had one very specific game I liked to play.

Before playable Jedi Knights were introduced in the sequel, you could have AI Luke Skywalker and Darth Vader join the battle. They were almost unkillable. Almost.

**DID YOU KNOW?**  
The word "ewok" is never said out loud in any of the Star Wars movies.

Luke and Vader would deflect all blaster fire targeted at them automatically. Even explosions didn't do any damage, although they would throw them into the air.

That was my game. I'd load up Bepin: Platforms, a series of interconnected floating... well, platforms. The clue was in the name. I used to camp at the end of one of the bridges, holding off the enemy. Then when Vader or Luke arrived (depending on what side I'd picked) I'd try to blow them over the edge to score a kill. Hours of fun.

That was good. I enjoyed playing my mini game-within-a-game and Star Wars: Battlefront was a stellar game overall. Battlefront II was just plain brilliant though.

I was a student when Battlefront II came out, living in a house share with three other guys, all of whom loved gaming. We'd been retroing it up until then, mostly playing Mario



Kart, Snowboard Kids and Perfect Dark on the N64. Battlefront II was the first game to get us all playing modern (for the time) technology.

We generally played four-player co-op against the AI. Sort of. My housemates were a bunch of untrustworthy shits you see, so each game we played was uneasy alliance as we waited for the inevitable betrayal by one person that would plunge things into an orgy of chaos and team-killing for the rest of the game. Great times.



have sticks and rocks instead of blasters, and you simply get the message “(name) killed by Ewok”.

So, one day I changed my name from ‘Ross’ to ‘Ewok’ when the rest of the guys weren’t paying attention. We were playing an extra long battle on Endor and I spent the entire match taking out my teammates over and over again from long range with a sniper rifle. They couldn’t believe those formerly useless Ewoks had suddenly become ruthless killing machines.

It didn’t end there though, I got away with it for days changing my name every time we played Endor before anyone spotted what I was doing. I took great enjoyment in the frustration and outrage of my friends.

There was one particular defining moment for me in Battlefront II that etches the game in my memory. We would usually play as the Empire, their ‘evil’ nature being better suited to our backstabbing ways.

In the battle of Endor, the rebels are joined by everyone’s favourite teddy-bear like plot devices, the Ewoks. All Empire and rebel troops have a name, so you can identify who killed you. Get killed by an Ewok, which doesn’t happen very often considering they

I had such good fun over those few days that ever since then ‘Ewok’ (or some variation) has become my online handle for all my gaming, forum and online accounts.

It takes a great game to draw you in enough to make memories like this, and naturally as a series fan I’m looking forward to the new Star Wars Battlefront being released.

You probably already know that there’s a lot changing in this latest incarnation. How you feel about that will depend on what you look for from a game, but there are some noticeable changes.

There’s no space battles in this upcoming game, when space battles were a big part of Battlefront II. No big deal I say. Space battles were cack anyway.

Space battles in Battlefront II were boring. They were just all exactly the same. The rebel and Imperial capital ships were identical in every battle, with the same layout and the same method of destruction. It just lacked the variety of the epic and varied surface-based missions, and am glad that they are the focus of the latest game.

I’ll miss having a campaign, although it was never a highlight of Battlefront II. I’ll miss Galactic Conquest more. It was easy to steamroll the AI once you knew what you were doing, but it was still good fun to put a couple of hours aside to conquer, or liberate, the galaxy.

It’s good to see that there will be some single-player (and co-op) content for people like me who

like to take a break from the constant pressure of multiplayer. Sometimes I just want to relax without worrying about the scoreboard, so having survival mode, battles and hero battles available to play against the AI is a big deal to me and something lacking in most online-focused games these days. A nice touch, and one that guarantees Battlefront’s appearance on my own personal must-buy list.

November is here now, and I’m looking forward to reacquainting myself with an old favourite franchise, and seeing if I can make some new memories. I’ll see you on the battlefield. ■





# SO I TRIED... STAR WARS KNIGHTS OF THE OLD REPUBLIC

By Gary Sheppard



**E**ach edition of So I Tried... I will try a game that I have never tried before. Will I find something new to love? Will I find something new to despise? I'll take a full half hour, no matter how bad it gets or how badly I do, to see if this is the game for me. This time I went for the PC version of Star Wars: Knights of the Old Republic.

## What I Thought It Was

I thought this was an MMO. I hadn't seen the Star Wars films when they came out so it passed me by. I've seen it cheap on the Xbox in second hand shops and always assumed that the servers must have been turned off by now so there wouldn't be any point buying it. A friend recently pointed out to be that I'm getting confused with Star Wars: The Old Republic and that this is in fact an RPG and according to him, the best game set in the Star Wars universe.

## What It Actually Is

It seems like it's closer to a traditional pen-and-paper RPG than anything else. Customisable stats, lots of choice on how your character interacts and what seems to be a pretty open world all seem to be present. The combat in the first half hour was very

basic and MMO-like with a click and auto attack type mechanic. There were no special skills or direct control, but it seems like those will come in later.

## Will I Keep Playing?

Yes, even if it's just to get a better feel for the game. Trouble with playing just the first half hour is that most of that was tutorial gameplay. It did give me a feel of what the game is like though and although I didn't get too far in, I was starting to get an idea of how this was going to go.

It feels like a pretty immersive game and the fact that you have a full on character sheet to develop your character how you like, rather than simply following a linear growth model, is something that appealed to me quite a lot. I cut my teeth in the RPG world playing old-school paper-based games so I like that concept. It also looks like you can decide how the story goes and set your character up to be as good, evil or neutral as you like. I wasn't too enamoured with the combat but I'll assume that it gets a bit meatier as time goes on. Overall it feels like a pretty solid RPG so I reckon I'll put a fair bit more time into this. ■



*Maria Manrique Ccopa*



*Gary Jamroz Palma*





*Joe Roberts*



*Gary Jamroz Palma*



## GAMEON STAFF'S FAVOURITE STAR WARS CHARACTERS



*Chewbacca. He's loyal and dependable to the end; if he's on your side, you know your back is covered. I also love the way that he conveys so much emotion without ever saying a word. - Gary*

*Has to be Luke Skywalker, I was only a child when I saw the film and I just wanted to be like him. - Steve*



*Emperor Palpatine - Lightning Bolts from his hands, what more do you want? - Dom*



*Darth Vader. He's the gold standard in "menacing evil presence", so much so that he's been copied, parodied and lampooned by every area of entertainment. When he's on-screen, you know it's serious. - Andrew*

*All of the ewoks... ALL OF THEM. Why you ask? come on... they are walking, talking teddy bears! But mainly Nanta the Ewok... poor fluff ball never stood a chance. I will wake you one day with a gentle nudge my friend. - Daisy*





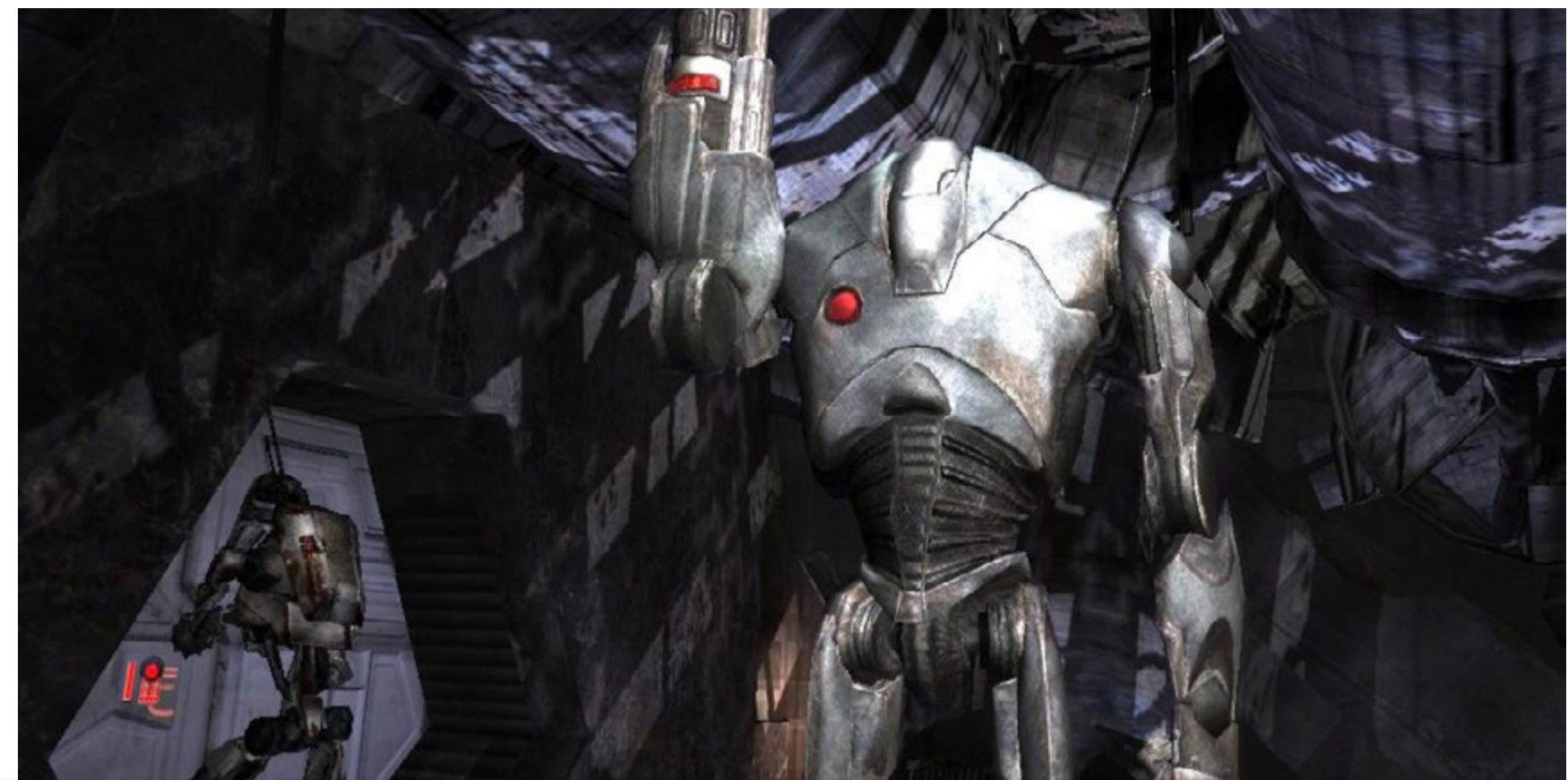
## SO I TRIED... STAR WARS: REPUBLIC COMMANDO

By Andrew Duncan

**E**ach edition of So I Tried... I will try a game that I have never tried before. Will I find something new to love? Will I find something new to despise? I'll take a full half hour, no matter how bad it gets or how badly I do, to see if this is the game for me. This time I went for the PC version of Star Wars: Republic Commando.

### What I Thought It Was

I honestly have no idea what this one is, other than the title, I have an image of a Stormtrooper helmet with a stripe, or something... This came out whilst I was still pretty 'meh' about Star Wars, so was passed over in preference for anything else. Pretty sure it's a third-person shooter where you play a clone trooper, as those seemed to be all the rage around the time of the prequel trilogy.



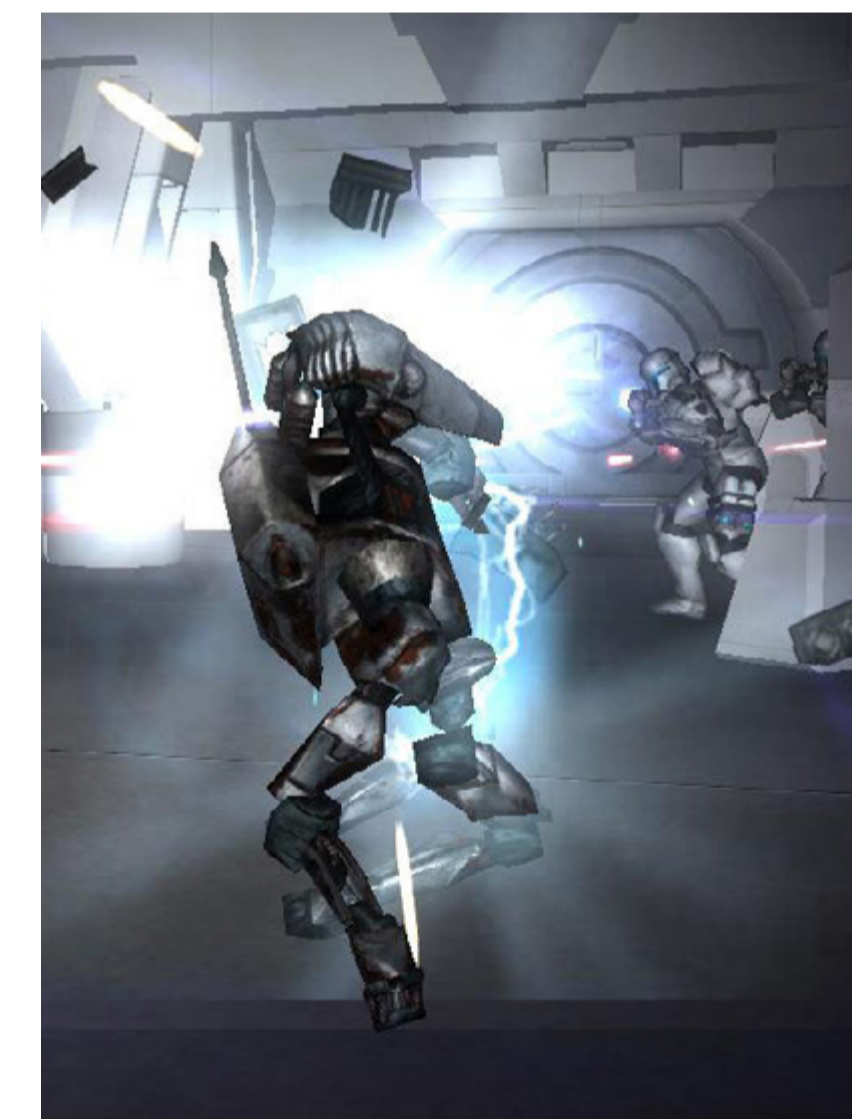
### What It Actually Is

A very intriguing first-person shooter, which sees you leading a band of clone commandos during the Clone Wars, against some robots and bug-people. I'm terrible with names, so I can't remember the race... You command your squad as you go, aiming at things and pressing a button to make them do contextual things -- open a door, plant a bomb or take up a sniping position. I can't remember the last game I played that had a team mechanic in it, but I do remember it being clunky and terrible: which this was anything but.

### Will I Keep Playing?

Yes, I'm going to play this through. It's great fun, and I want to learn what makes these commandos different from ordinary clones. The first couple of minutes is a slightly interactive cutscene which has one of the people who created the clones, talking about how the commandos are better than their brothers, which has really piqued my interest. I love the HUD, probably because they've

taken a page out of Halo's book, and made it part of the helmet's built-in system. The graphics themselves are pretty good for an older game, so I will definitely be finishing this up. ■



# STAR WARS: CATCHING UP WITH THE SAGA

By Gary Sheppard



## Part IV: The Background

**M**y friends and family threatened to disown me. I was ordered to get out from a meeting at work. My best friend announced that I was dead to her and another told me to just not talk to him any more. What was my terrible crime? I'd never seen Star Wars.

See, you can't just like Star Wars, you have to love it. It's more than a film; it's an entire cult. People

I know who have watched it seem to either dislike or absolutely adore it. I've never met anyone who thought it was 'kind of OK, I suppose'. As someone who had never seen it, I was looking in at that cult, wondering what it would be like to live with my friends in Jonestown. I'm happy to be seen as a geek, but I wasn't part of that club of 'proper geeks' who had shunned me for not following in their footsteps. I was ostracised by both regular society and the geek clique and left in this horrid purgatory.

When I was younger, I was quite proud of the fact that I hadn't seen them. See; I was born around the time that Star Trek: The Next Generation was exploding into popularity. In the school playground, there were kids who like Star Trek and kids who liked Star Wars. You couldn't be both, it just wasn't allowed. Sure, there was that one kid who was obsessed with Battlestar Galactica but nobody talked to him, he smelt funny and made weird noises sometimes.

I digress though, essentially my upbringing drew me to pledging my allegiance to one series much like we did with computers and consoles. It's in the nature of the young to want to pick a side and stick to it. Everyone wants to be on the winning side, but we can never agree on which side that is. Whichever side we pick, regardless of flaws, that will be the one that we keep close to our hearts regardless of

what happens. It is for this reason that I still buy Sonic the Hedgehog games. As I get older though, I realise that it just doesn't matter. I don't have to have just one or the other. I'm an adult now and nobody can stop me from enjoying both! (Nobody except my partner who banned me from watching them on the big TV while she was home as she hates sci-fi).

Even with the realisation a long time ago that I'd probably quite like Star Wars, I still never got around to watching it. I won the original films on DVD in a work competition sometime around 2005 but ten years on, they were still unwatched. It wasn't choice any more, I just hadn't got round to it. I'd somehow made time in those ten years for about four Vinnie Jones films, God knows how many episodes of The Simpsons even though they hadn't been funny for ten years and a film about a woman with teeth in her genitals. All of that rubbish I'd sat through, and I owned three films regarded as all-time classics sat in their shrink wrap waiting to be viewed.



Here begins my journey into George Lucas' universe then. Not with thunderous applause: but with a lethargic sigh of "I suppose I ought to watch these things before the new one comes out." I'm expecting good things but I'm not sure I'll be coming out of this raving about it like





most of my friends do. They're pretty old films, will they stand up to my lofty modern standards? I have my doubts at the starting stage, let's see if that changes as I watch through the films.

## Part V: The Viewings

So, the first thing that's struck me watching this is the sheer amount of other entertainment that references Star Wars. It's everywhere and I never realised it. There's the obvious influence on other science fiction of course. Han is kind of a bit like Zaphod Beeblebrox in Hitchhiker's Guide. I can see elements of C3PO in Marvin from the same book as well as Kryten in Red Dwarf. There's loads of

others that I wouldn't have even expected though. The final fight scene has Biggs and Wedge in it! I've been a Final Fantasy fan for decades and I'd never realised that duo was an homage. There's a storage box in one scene that looks exactly like a Weighted Storage Cube from Portal. The seemingly simple English phrase "I have a bad feeling about this" seems to have originated from this very film. It's astonishing just how many other creators borrowed elements of George Lucas' universe.

I watched the 2003 remastered versions on DVD and I'm aware there's a number of changes that have been made in the films. I was keen to see if anything seemed off to me. I think it's right that

### DID YOU KNOW?

During the lightsaber duels in *The Phantom Menace*, Ewan McGregor made lightsaber sounds that had to be removed in post-production.

Han didn't shoot first. For me, if he had, then I'd have to accept him as totally immoral and then his sudden reappearance at the end of the film would have been less believable. Instead, having him ready to shoot but not shooting until he had to made him into a character who is capable of doing bad things

but not inherently bad or good which fits more in my mind. The "noooo" moments seemed a bit forced but didn't really detract from the film for me. CG Yoda looks great, I think I prefer him to puppet Yoda who looks a bit Henson-esque

The films seem to have dated incredibly well. Sure, special effects have moved on a bit, but they don't feel like they're all that old really. One of my friends had previously told me that Star Wars "Isn't a sci-fi film" and I wasn't really sure what he meant. As far as I was aware, it was set in space with robots and starships etc so it's clearly a sci-fi. I see what he meant now, it's a montage of multiple film styles which happen to be set in space! There





are elements of Westerns, Samurai films, WWII films and Attack of the Clones is essentially a love story for the first half. This is probably why it hasn't aged as badly as other sci-fi of the era because it's not just about the special effects and science, but about the characters and their relationships. The only thing I felt didn't stand up to my modern sensibilities is Carrie Fisher's outfit in Return of the Jedi. She looks great



in what is essentially the buff, but it feels a little bit exploitative by 2015 standards and it made me a little uncomfortable. Normally I have to search Liveleak to find naked pictures of the stars of my favourite films.

Luke comes across as very weak for a hero throughout a lot of the first film, but that's clearly intentional. It's an interesting thing to see for the first time. I have only known him as the hero of the Star Wars universe but to start with, he's just a simple farm hand. To the first time watcher who didn't already know his destiny, I imagine it would be a great thing to see. From my point of view, I was expecting a hero and got a lettuce initially!

Character development is great throughout though. Watching Palpatine's transition to the Dark Side is great. Watching Anakin go from petulant pre-teen to petulant teenager to petulant

adult is interesting, if a little irritating to someone who doesn't really like Hayden Christensen. I felt Ewan McGregor did a stunning job with his character and you really see growth as he becomes more and more like Alec Guinness.

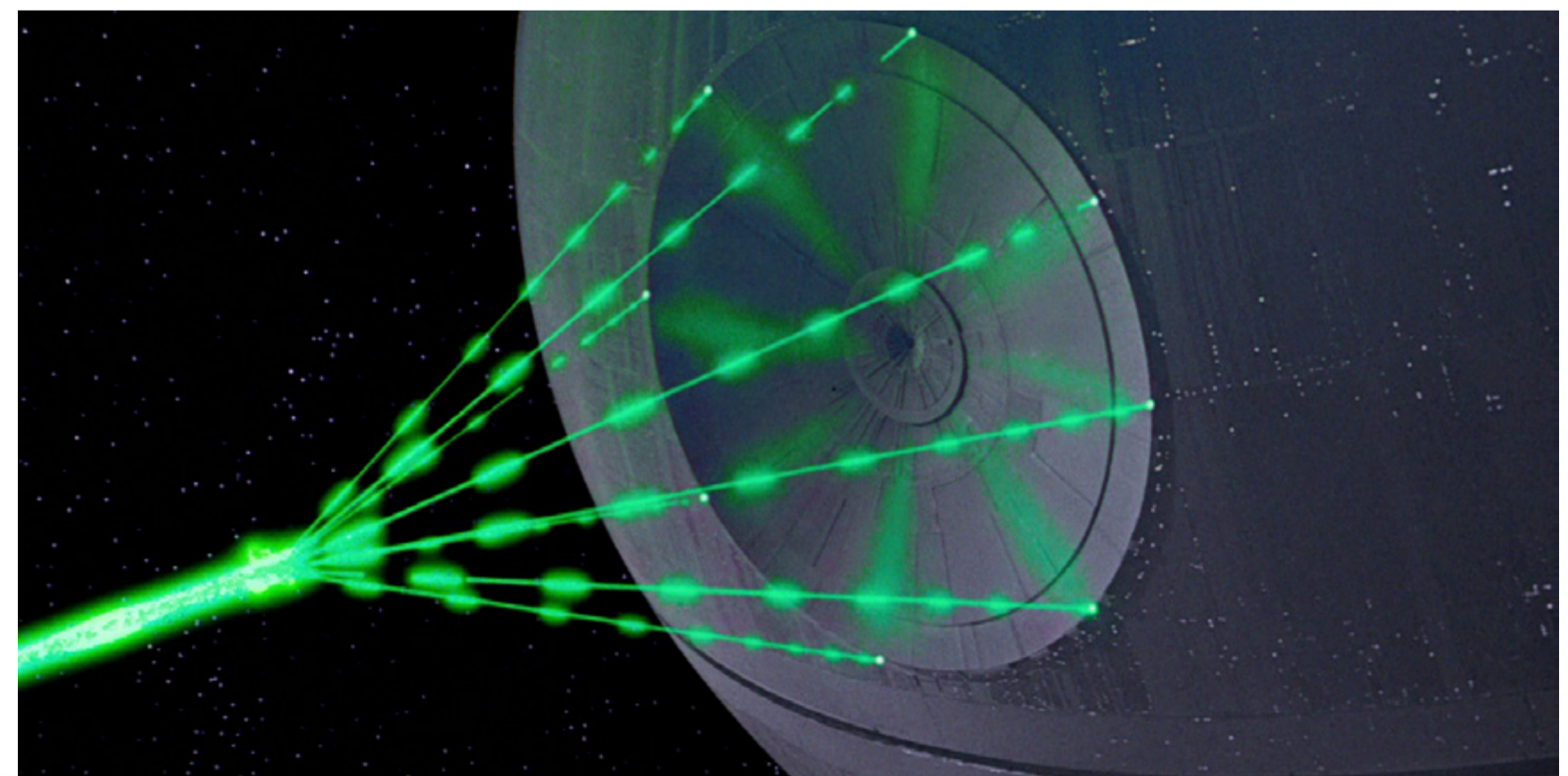
There were some real standout moments for me, probably different moments to people who went into it as a newly created film though. For example, Luke finding out that Vader was his father wasn't a surprise so only had so much impact. The dogfight at the end of Return of the Jedi was amazing. It's been parodied so much that I already knew what to expect but it still blew me away. The slaughter of the Jedi in Revenge of the Sith though, was the one for me. I knew it would come but I didn't realise it would be so moving. When Aayla Secura falls in Felucia, that juxtaposition of stunningly beautiful scenery with senseless murder actually brought a tear to my eye.

## Part IV: The Aftermath

So overall, I did pretty much what I didn't expect and loved the films. The Force Awakens poster was

set as my phone wallpaper before I'd finished the end of the series. The first thing I did after I'd finished the last film was order the Blu-ray box set from Amazon. I'm afraid to say that I've been sucked into the cult I mentioned earlier. The most amazing thing that has come from this though is that even with me being 28 years late to the party and already knowing most of the spoilers; I still felt like I came away with an amazing experience out of it. I formed that special attachment to the characters that you only ever develop with a really great film. Except Jar-Jar Binks: he can sod off.

I've developed a new love in my life as a result of this experiment, one that will probably end up costing me a fortune in t-shirts and figurines. I was stubborn for a long time and then lazy for a long time so I shouldn't have reached my thirties before getting round to watching the films, but as they say; better late than never. I might regret having left it this long, but I'm sure I can make up for lost time when my Blu-rays arrive and I can watch them all over again in High Definition. ■





## SO I TRIED... STAR WARS STARFIGHTER

By Andrew Duncan

Each edition of So I Tried... I will try a game that I have never tried before. Will I find something new to love? Will I find something new to despise? I'll take a full half hour, no matter how bad it gets or how badly I do, to see if this is the game for me. This time I went for the PC version of Star Wars Starfighter.

### What I Thought It Was

If memory serves, you fly spaceships around blasting things. I really can't remember anything apart from the stupid-looking yellow spaceship from Episode One, I think was on the cover. I'm sure I remember it being available for PlayStation 2, and seeing it in the shops. However, the screenshots

didn't excite me at all -- I can't remember what the blurb said, if anything, just that Episode One ship...

### What It Actually Is

A first-person ship-based combat game, with four axis of movement, set in space and on some planets. You play as several different characters, according to the opening scroll, all in different ships which handle exactly the same way. As it's first-person, the lack of a visible cockpit is quite unnerving as you smash into the landscape and in space, it's quite easy to completely lose track of where anyone is. The game works with a controller, unless you're navigating the menus which require keyboard input - another quite jarring thing.

### Will I Keep Playing?

Well, it's quite unpleasant, and as I mentioned you can easily lose everything once you're a short distance away from it. I had no idea who I was fighting in the second mission, because I zoomed past them and couldn't work out how to lock-on to find them again. I spent almost two minutes trying to find signs of laser fire, to



### DID YOU KNOW?

The line "I have a bad feeling about this" is repeated in every film in the saga.

track them down... Once you get the hang of it, it's not very rewarding. Just waves and waves of enemies who you blast two-to-eight times before they explode. The boring gameplay along with the story I couldn't follow due to the cutscenes flickering (probably an anti-aliasing issue or something), means I'm leaving this one be. ■





## GAMEON STAFF'S FAVOURITE PAST STAR WARS GAME



**T**he title of 'My Favourite Star Wars Game' would probably have to go to Star Wars Jedi Knight: Jedi Academy. Being one of the first Star Wars games I ever played, it was a pleasant introduction to the gaming world of Star Wars.

Having played Jedi Knight II: Jedi Outcast, I already had an idea of the story and the characters, a skill that came in useful when characters from that game made a return here. But having already played JKII it didn't halt the ability to enjoy it.

I found the story progression to be reasonable, giving a steady pace to the game itself and the difficulty curve stays fairly consistent. The story itself was intriguing, and one that I still remember fluently, with the ability to make your own choices and become your own master of the Force.

I could simply go on and on about the game, but I would be here for far longer than I am welcome. The best way to see how amazing this game is, is to simply play it yourself.

*By Luke Greenfield*

**A**nyone who knows the original N64 racing game might find this an unusual choice with all the fantastic Star Wars games that came out afterwards.

The Force Unleashed series which, might I add, had the best creative and in depth story lines out of all the Star Wars games. Despite loving The Force Unleashed, nothing resonates with me more than the memory of my first console with my first Star Wars gaming experience.

The game and the film were released in 1999 and with my parents being avid Star Wars fans, they allowed my sister and I to watch the original trilogy (IV, V and VI), but we had to wait until it came out on VHS to get to see Episode I. A year later we had the pleasure of getting a Nintendo 64 with a mixture of awesome games that made up a huge part of my childhood memories, the biggest of which being Star Wars Episode I: Racer. I was 9 years old when I fell in love with the Star Wars franchise because of Episode I and this game. One of the biggest selling points to me was the fact you were actually playing a part in the film and it was so immersive for me. I truly felt like I was Anakin, desperately trying to beat Sebulba, and could continue the film whenever I



finished playing a race. Not to mention my opinions on other in-game characters, like Jar Jar, who, by the way I loved! As well as my passionate dislike towards Watto who, to a 9 year old, was the most villainous character for what he did to Anakin; almost on par with Darth Vader himself! I can't deny that the logic of a 9 year old might be a little bizarre, however what I can't forget is the joy and satisfaction I got from winning those races against my friends and if anything, started my unnatural need to win at every game I have played since.

Overall the game itself was fantastically put together, it made you really want to complete each race and get back to Watto to sell on parts, upgrade your pods and interact with those characters you loved so much in the film. With the added bonus of having the song on repeat from the Cantina Band in the background whilst you waited for your next race. I also can't deny that I used to leave the game on the loading screen to listen to the famous music from the films, which I am sure as adults, we can all relate too.

Over time, the games available all advanced with their stories, graphics and play style, however there is no other Star Wars game out there for me. Maybe it merely fed my obsession with competitive gaming strategies or just the sheer enjoyment of being the fastest. Either way that game was a chapter of my childhood I would never replace. Lastly, for anyone kind enough to have read these few innate ramblings on my childhood, always remember everyday let a little bit of the force be with you.

*By Daisy Fox*



It might not be the most revered game, or come from the greatest part of the Star Wars canon, but I still hold dear fond memories of The Phantom Menace's official videogame.

Picture it: an impressionable young seven-year old who has had his mind blown by Darth Maul and Jar Jar Binks (not so much the talk about tax and trade agreements). Then imagine the jealousy that erupted when he discovered that his best mate next door now has the game on PC. Evening, after evening, after evening I would head over and help out with his playthrough, reminiscing about scenes from the film and the "amazing" graphics.

Granted, they look like shit now, but so does everything from the '90s. Blocky character designs, bland environments and plenty of technical glitches, but back in the day it was a AAA experience that I couldn't believe. Throwing droids around using the force, deflecting blaster shots with your lightsaber, and dialogue choices were enough to blow my tiny mind.

The Phantom Menace as a film on today's standards may not be much to write home about, but for me, the game will always be something that conjures up memories of epic proportions.

*By Dom D'Angelillo*



When LEGO branched out into franchise titles, I don't think even they imagined there would be so many titles, let alone two every year! But that first one on PlayStation 2, LEGO Star Wars, was fantastic. I bought it, the sequel, then two copies of the Complete Saga -- or rather, my now-wife insisted on a second copy so I didn't have to hook up the PlayStation 2 every time.

There was something completely magical about minifigures wielding lightsabers. I'll admit, I had seen the original trilogy but still felt pretty 'meh' about

the franchise. I had been brought up on Star Trek, after all, and was still of the "enjoy this or that" mindset, rather than "enjoy everything" one.

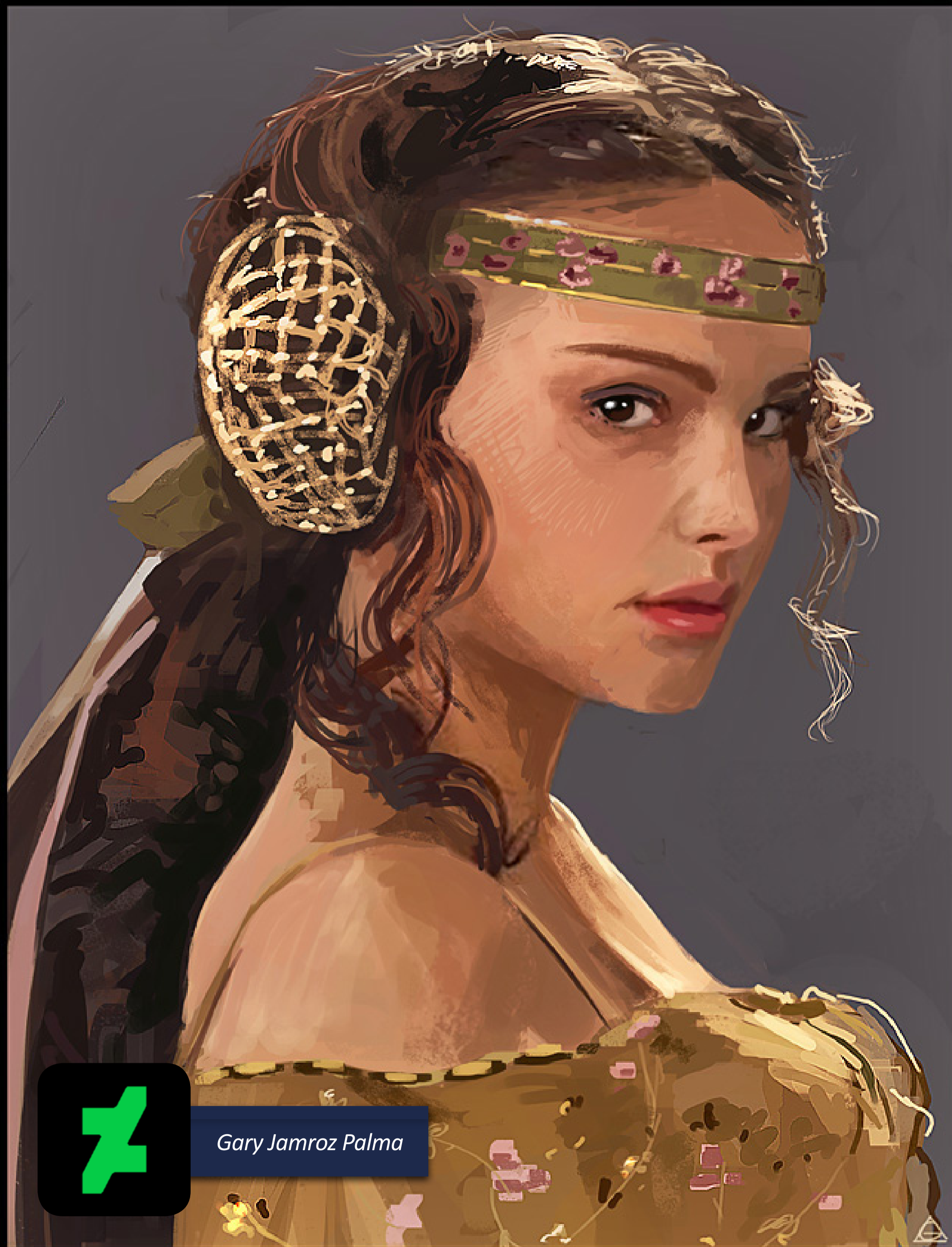
LEGO Star Wars changed how I felt towards the conflict between the Jedi and Sith. Not that the movies are particularly dense (bear in mind, I hadn't actually seen Episode 1 at this point), but it made it a lot more accessible for me. I had obviously heard of the characters by 2005, but after hearing how terrible they were compared to the original trilogy, I hadn't gone out of my way to learn more.

The humour with which LEGO Star Wars presented the franchise won me over, and I wound up eventually watching the movies. It was released a couple of months after my son was born, so the bright colours were something for him to watch too, as I laser blasted, pod-raced and lightsabered my way through the prequel trilogy.

And up until this point, my now-wife had been a gamer, but we had few titles to share. She would usually just watch me, and as she was also new to Star Wars, she wasn't too interested until I made her try it out. We spent many hours just listening to R2D2 scream as he fell into a pit yet again, mainly because it made her crack up each time, or one of our characters having to run away as the other shouted "Grenade!" and tossed a thermal detonator at a nearby rock. Being limited to the single-screen that didn't split was hilarious fun.

You can keep your Super Star Wars', your Jedi Outcast's and Force Unleashed's -- just leave me with my LEGO Star Wars: The Video Game.

*By Andrew Duncan*



Gary Jamroz Palma



Leon JO



## “THE FORCE WILL BE WITH YOU, ALWAYS”: SHIFTING PERSPECTIVES OF STAR WARS

By M. H. Bryan

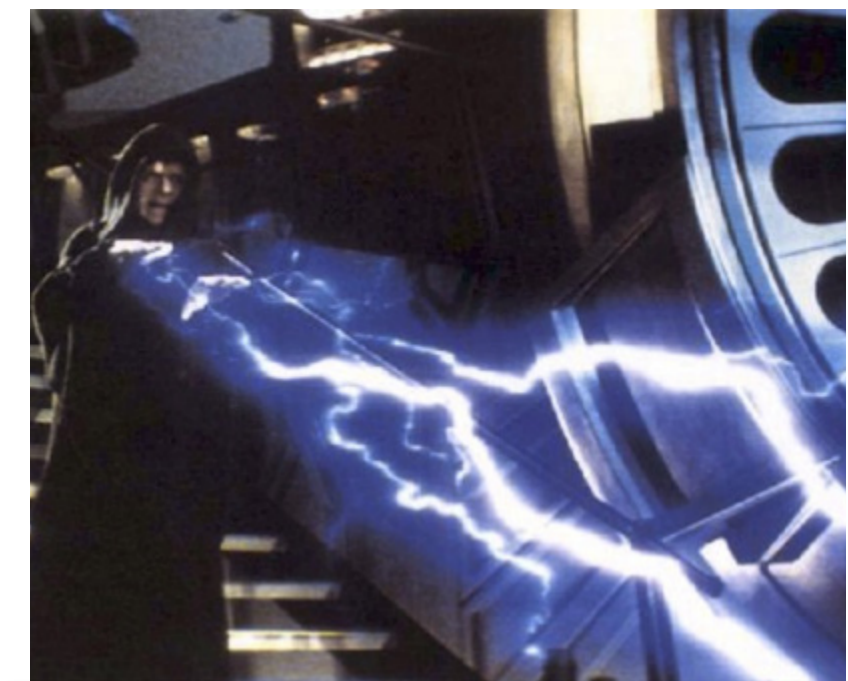
I love Star Wars. Deeply, passionately, in the most significant way a human being can love a piece of creative work. It’s the same way football fans love football – the way they obsess over the sport, watch every game, discuss it with their friends, remember facts, trivia and statistics. In fact, although the geeks and sports fans like to deny it, they have the same mentality, just latched onto different mediums. Star Wars has become a part of public consciousness in a way

few films have – even if you haven’t seen it, you know things about it: characters, lines, the Force, lightsabers, Jedi; the list goes on. Because of this, it’s pretty common to meet fans of the series. Whenever you meet them, there’s always a nice moment, a feeling of community, a mutual sense of nostalgia, a realisation that this person shares this experience with you. It’s similar to the football fan’s mentality – you realise you’re a part of something bigger than yourself, part of a team. Football fans say “we did well last night”; Star Wars fans have a similar sense of “we,” although we might not use that terminology. But a shared love of something is a hugely powerful thing, whether in sport or geekery. Humans are naturally sociable creatures, and we like to bond with each other over common interests and shared experiences. Star Wars, like football, is an experience.

Most people, myself included, were probably introduced to Star Wars from a young age. I spent

my childhood watching the films over and over with my brothers, pretending to be Princess Leia, losing to my brothers in lightsaber fights with wrapping paper tubes, pretending a punching bag was R2-D2, going trick-or-treating as Darth Vader. Even if you didn’t have the same level of obsessiveness, a child’s imagination can do wonders with those films. The potential stories you can create with those characters in that universe is literally endless.

When you watch the films as a child, you watch them through a child’s eyes. When I was little, I never understood the ending of Return of the Jedi when Darth Vader threw the Emperor down the reactor shaft – Darth Vader was a bad guy. I didn’t understand how he could turn into a good guy. Redemption isn’t really a theme a child processes very well. You see the world in black and white, and Star Wars is great with this, because it’s very clear from the beginning who the bad guys and the good guys are. The bad



guys look scary, wear armour or uniforms, and talk funny (in other words, they have British accents.) The good guys look normal and friendly, and talk properly (at least to the ears of an American kid). You watch the good guys win, as you know they will, even though it looks bad sometimes (like when Han Solo gets frozen in carbonite) and you know the bad guys will lose. It’s a film that gives



you exactly what you want and expect, because it's an archetypal good versus evil quest narrative.

The universal appeal of Star Wars is down to this archetypal narrative – it's a very basic story all people can relate to. You can watch it as a child and appreciate it for its simplicity. I'm not going to argue that Star Wars has some hidden message in it that only people with a PhD in English can understand, but I am about to argue that Star Wars has themes that you can only fully understand as an adult, once you've grown up and experienced something of life. It's a story that grows with you. As you grow



### DID YOU KNOW?

Warwick Davis has played 5 different characters across the main Star Wars films.

up, you relate to different characters and situations than when you were little. This is its real mass appeal in my view – as with all great works of art, it appeals at both a universal and a personal level.

As I said, when I was little, I didn't understand Darth Vader's change of heart. Once a bad guy, always a bad guy, that's the law. When I rewatched them recently, his decision to destroy the Emperor when he saw him torturing his son was incredibly moving to me. When you're little, Darth Vader being "seduced" by the Dark Side of the Force is something you don't really understand – you just accept it. But which of us, as we've grown up, hasn't been tempted by the Dark Side, as defined in those films? Living our life in fear, hatred, and aggression? I know I have. I know many people whose lives are dominated by fear, which prevents them from living their life to the fullest. Aggression is also incredibly crippling – it can be hugely damaging to your life to be obsessed by hatred for something or someone. That's what the Dark Side is. It doesn't turn you into an ugly monster or make you wear a robot suit, but it does change who you are, it does cripple you, and it does damage you. It's something you always have to be mindful of, and be wary of, because it is strong, and it can seduce you, and it can dominate your destiny.



Gary Jamroz Palma





When I was little, I didn't really care about Luke Skywalker. He was a bit whiny, and a bit lame (the evil people were always cooler, and still are), and I only rooted for him because I knew he was the hero, so he was going to win. But again, watching it recently, I really began to relate to his journey and the conflict within himself – the impatience to have what he thinks he deserves and is capable of. Which of us isn't a little impatient and reckless and think we deserve better? But the most moving moment for me this time was when he confronted his father in Return of the Jedi, expecting him not to turn him over to the Emperor because there was still good in him. His refusal to fight him at the end was a really powerful moment for me. Against all odds, Luke still has faith in his father – faith that he will do the right thing. The real faith in this story isn't about the Force; it's pretty obvious the Force exists – people can move stuff around with it. It's about faith in people. Faith in your friends. Han Solo comes back to help Luke destroy the Death Star. Darth Vader destroys the Emperor. Han, Leia and

Chewbacca get the shield down so Lando can blow up the second Death Star. For me anyway, that's a pretty moving theme. You have to believe in the people you love. That's the true power in the universe.

There's also the message about the power and importance of the individual – how one person can change the destiny of an entire galaxy. I think Star Wars also appeals as an underdog story – the small, insignificant Rebellion taking down the seemingly indestructible Empire is a really hopeful message. It makes you think you can make a difference, that nothing is so powerful that it can't be overcome. Maybe these are pretty naive beliefs, but I think we



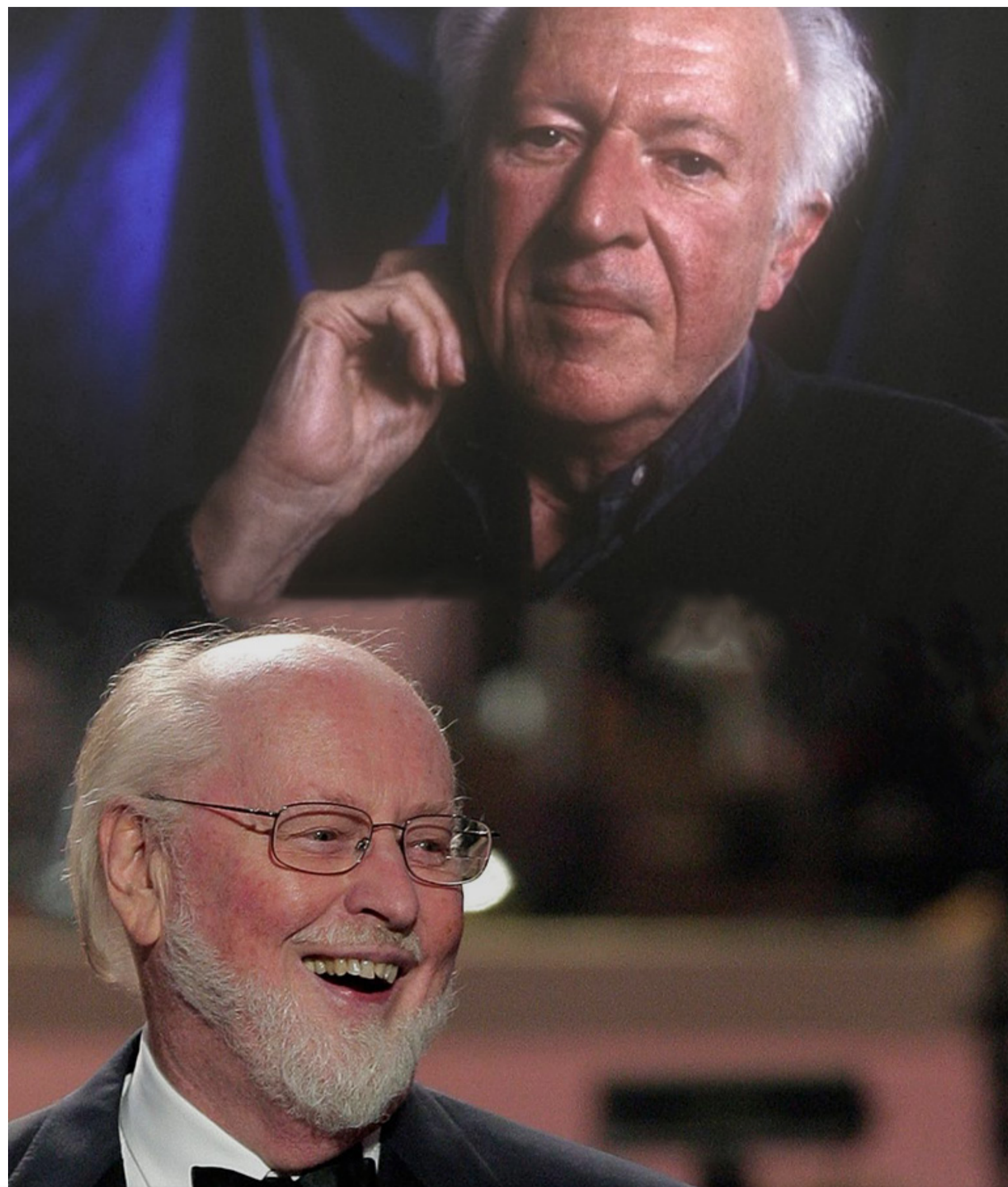
all secretly believe them. I know I do. I certainly relate to all those themes at this point in my life, when maybe I really couldn't when I was little.

Maybe as I continue to grow up, I'll relate to a completely different character, like Yoda or Obi-Wan or the Emperor – people who have basically given up hope for their generation and look to the training (or corrupting, based on your point of view) of the new generation. But I'm sure I will always find some aspect of those films that speaks to me personally, and I'm sure other people will too. We all go on a quest, we all grow and develop in a similar way. We all relate to that journey, some aspects of it more than others, based on the individual. But I'm guessing no matter who you are, you can probably find some

aspect of Star Wars to relate to, because you're human. And despite all the strange beings and aliens that inhabit the Star Wars universe, when all is said and done, it's basically a story about very ordinary people who are capable of doing something extraordinary, as I believe we all are.

My original Star Wars VHS tapes had a trailer for the trilogy before the films started, which we always watched. It advertised the series as being about "a boy, a girl, and a galaxy." I think that's a pretty succinct summary of why these films are so great, and why they endure. It's a story about a person trying to find his way in a wider world. And which of us isn't trying to do that? May the Force be with you, always. ■





## RALPH MCQUARRIE & JOHN WILLIAMS: THE MEN WHO MADE THE FRANCHISE

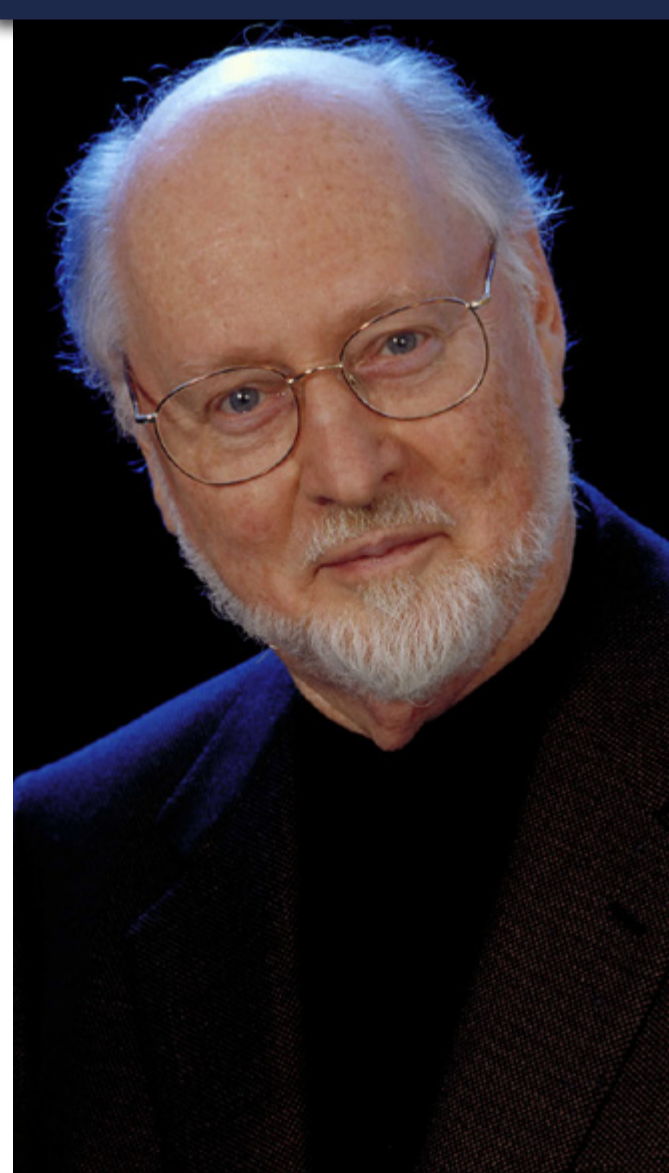


### **RALPH MCQUARRIE: Production Designer/Illustrator**

George Lucas was almost instantly drawn to Ralph's work, and decided to take him on board for his idea of a Space-Fantasy, Sci-Fi film. As they spent time together, McQuarrie eventually went to design the iconic look of (amongst others), Darth Vader, Chewbacca, R2-D2 and C-3PO. McQuarrie also gave the suggestion of giving Vader the breathing apparatus.

McQuarrie also designed several scenes, including R2-D2 arriving on Tatooine in A New Hope. Ralph McQuarrie is also famous for his work on E.T. The Extra Terrestrial and Cocoon.

Unfortunately, McQuarrie passed away in 2012 to Parkinson's disease. Despite no longer being with us, his legacy lives on, and will continue to do so for a very long time.



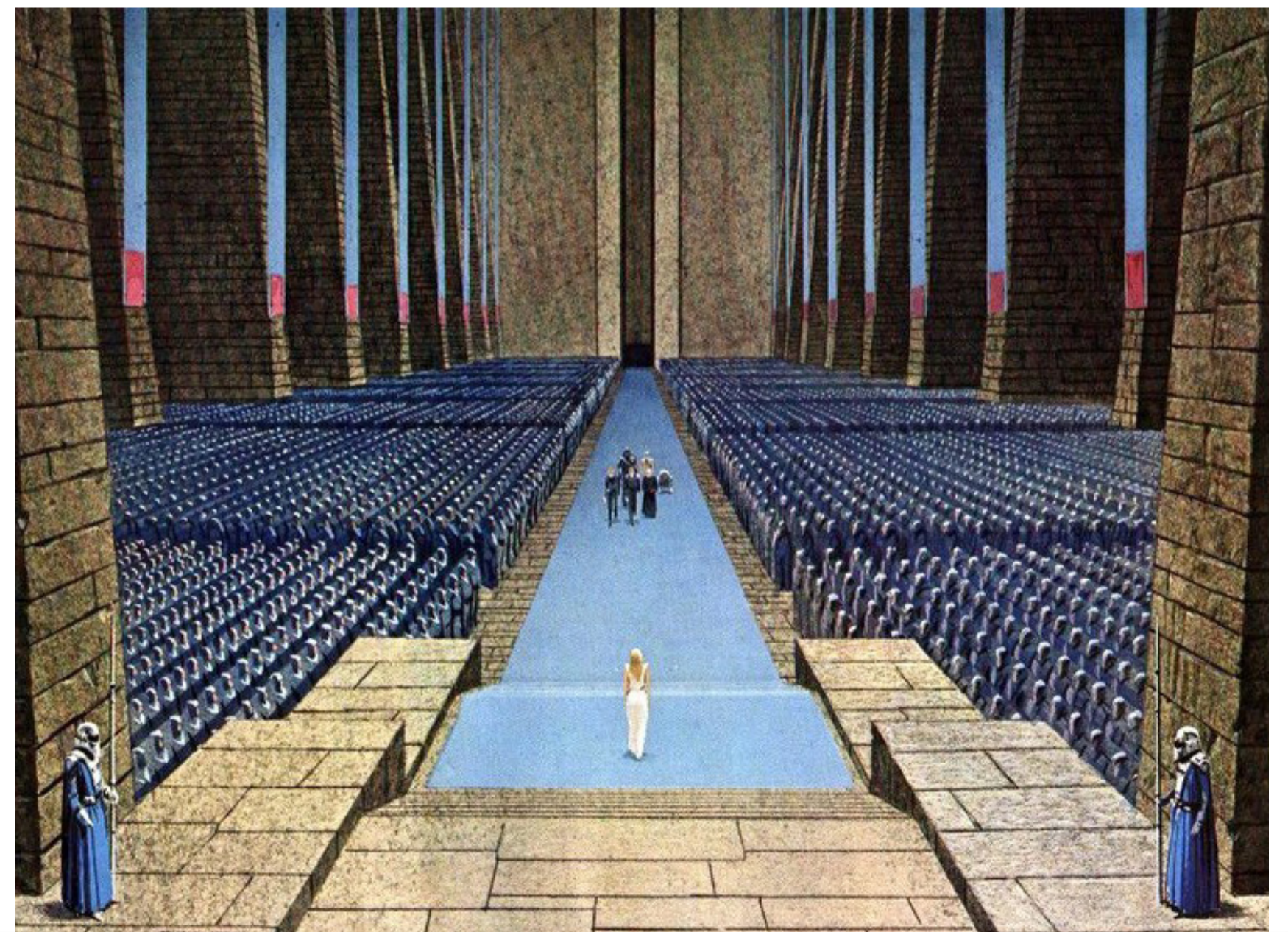
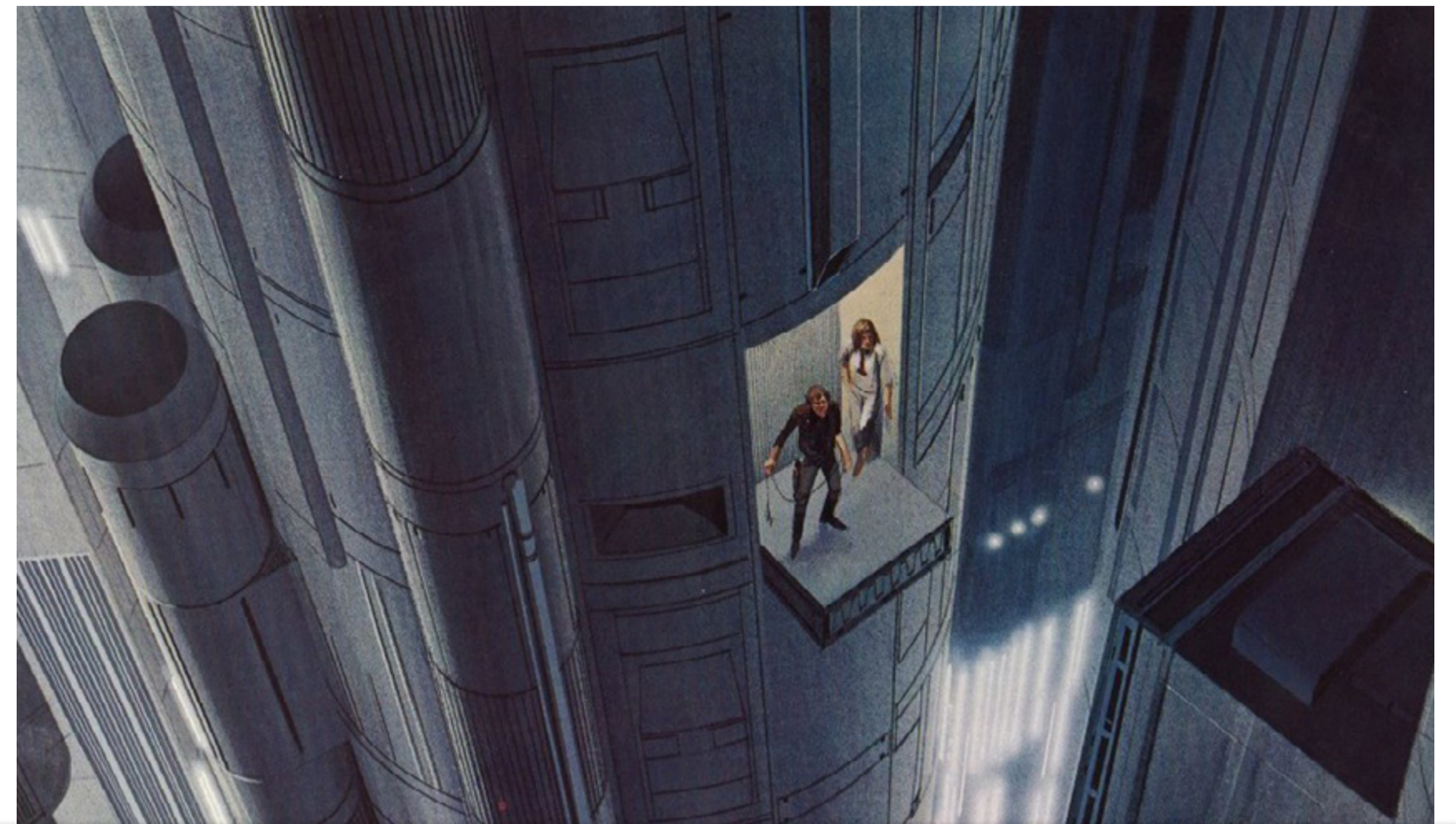
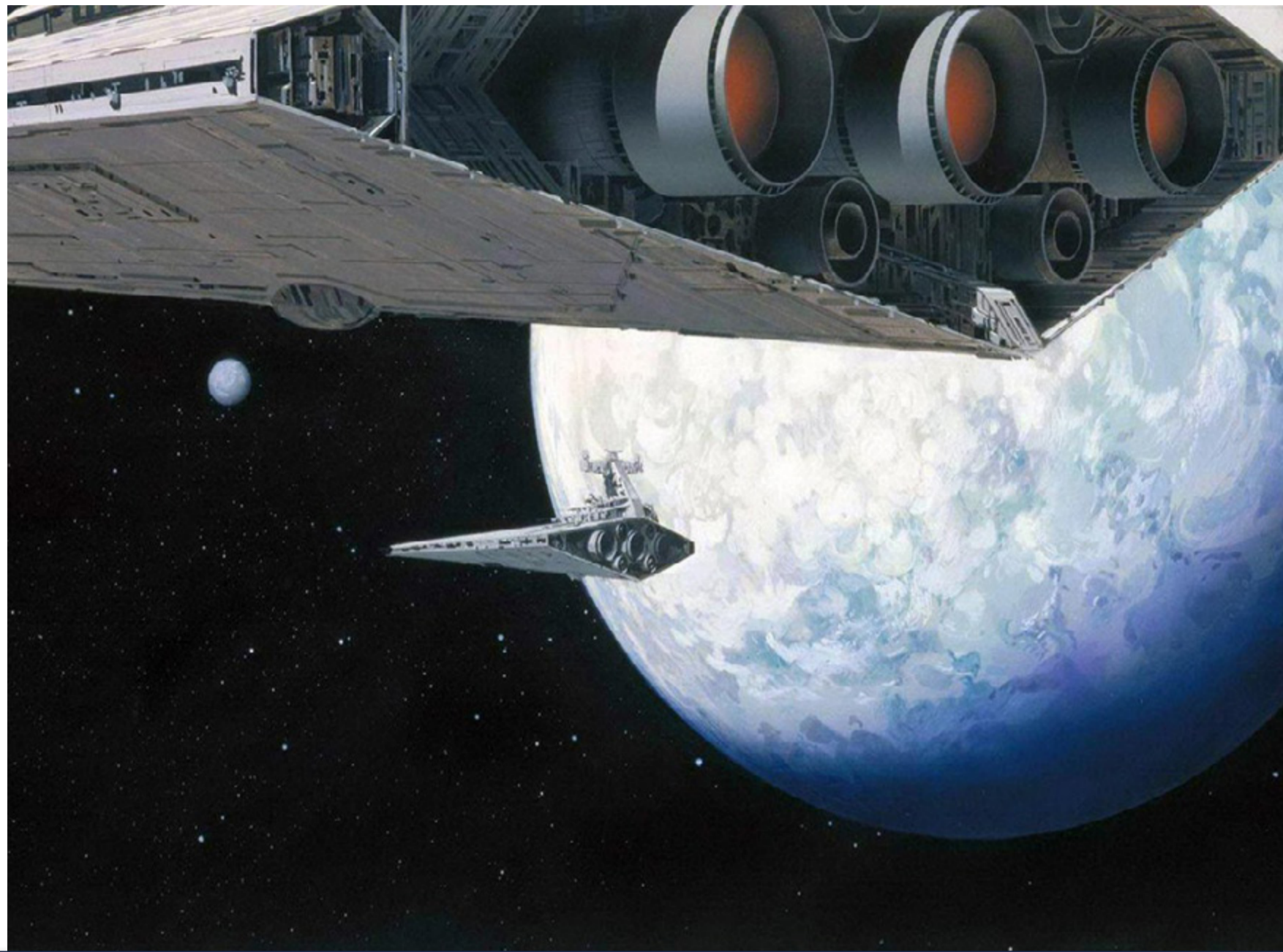
### **JOHN WILLIAMS: Score Composer**

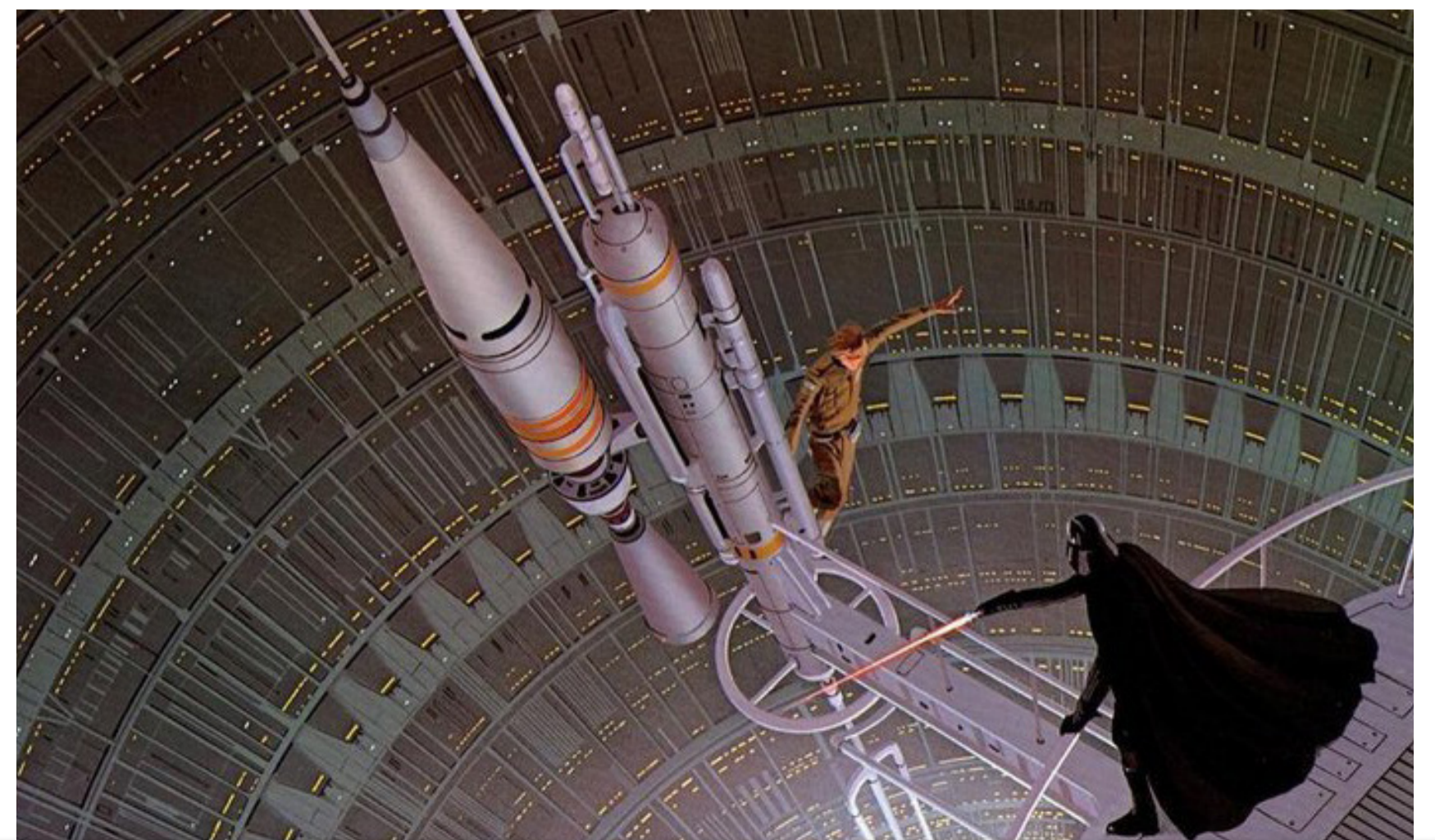
John Williams, who was born February 8th 1932, is an American composer, conductor, and pianist. He is world-renowned for his contributions towards the film industry and its most iconic tracks such as the Jaws theme, and he brought his iconicness over with him to Star Wars.

Much like Ralph McQuarrie, John Williams caught the attention of George Lucas almost instantly and was taken on to make Star Wars the memorable beast it is today. His music is what gave Star Wars its own unique charm and made unforgettable moments for us on the screen.

Sure, Lucas was the brain behind Star Wars, but without these two extraordinary men it would never have been considered the epic saga it is today. ■

# RALPH'S ARTWORK







**All Of These Are Available For Print.**

If you wish to purchase any prints of these you can do so from here:

<http://www.ralpmcquarrie.com/> ■



## STAR WARS: BATTLEFRONT BETA SUMMARY

By Dom D'Angelillo



The Star Wars Battlefront beta is over, and with it the realisation that it is just a matter of weeks until we return to a galaxy far, far away. With only three game modes on offer, as well as a small max level of five, it didn't take long to see and do everything in the recent beta. If you missed your chance to jump in, then fear not, we've summarised all three games modes in anticipation for the game's release.

### Dropzone

Drop zone is perhaps the mode that will be most familiar if you've played multiplayer FPS' before. Two teams of eight must battle it out to secure drop ships that spawn, one at a time, at random locations of the map. Once secured, the drop ship must be defended for a minute, preventing the

opposing side from claiming it as their own. Once successfully defended, the team then receives one point, and it's the first to five or the most points once the time is up that is the winner. It's certainly not an innovative game mode, and one that can take a number of forms; think Call of Duty's Headquarters, Destiny's Control or Battlefield's Blood Money - the very simple formula of capture, protect and defend but with the Star Wars look and sound.

The map was big enough to make it feel like an open area, but small enough to keep you in the battle zone without having to trek miles upon miles before you stumble across an enemy, and offered an excellent balance of open areas, cover and camping spots (if that's your preference). While verticality has



become a huge addition in shooters of late, even with your jetpack boost, in my opinion, it is better when you stick to using your feet exclusively. This may vary from map-to-map come the full game, but if the jetpack has just one purpose, it's for getting you out of sticky situations as quickly as possible.

It's an easy to grasp and surprisingly breathless mode that is fine for those finding their feet with multiplayer shooters or wanting to warm themselves up before the larger more complex modes.

### Walker Assault

For those wanting a high octane, cinematic and adrenaline fueled game mode, the epitome of everything Star Wars, than Walker Assault is the the lobby you want to be joining. Taking inspiration from the iconic battle of Hoth, two teams of 20 take to an impressively large map. While the Rebels must activate satellites to call in Y-Wing attacks on the Walkers, it is up to the Empire to prevent the incoming aerial bombardment by disabling the communications and murdering the Rebel scum. At first look it appears to be one huge mess of gigantic mechanical camels and blaster fire, and although it takes several rounds to get your head around what you're doing, Walker Assault is certainly one of the most rewarding online games modes I've played for a long time. But of course, there is a catch, and with numerous objectives spread across an expansive map, it pays to have a



team that works together and spreads out, targeting different areas, if not, be prepared to do a lot of dying, running miles and miles then dying again.

The mode certainly didn't feel balanced though, and after numerous rounds, the battle would fall into the hands of the Empire much more than the Rebels, whether it was an imbalance of objectives of just the walkers being too damn difficult to destroy I'm not sure, but EA will surely have noticed any anomalies in statistics and will address the issues... unless of course they are working for the darkside.

Walker Assault of course offers the classic FPS combat, but scattered across the maps are power-ups for both the Rebels and the Empire, similar to Drop Zone, these can offer things such as aerial strikes, ion cannon strikes or mounted weapons, but in Walker Assault these are joined by aerial combat power-ups. Finding one as either side will place you in the cockpit of an X-Wing or A-Wing for the rebels or a TIE-Fighter or TIE-Interceptor as the Empire, and while the exclusive Aerial combat mode wasn't available during the beta, getting behind the controls of these ships gave us a glimpse of what to expect. Controls are initially inverted, which for controlling aircraft is particularly odd (whoever heard of up making you go up in a plane), but aside from that, the aircraft react well to your input and

### DID YOU KNOW?

Kurt Russell, Al Pacino, Jack Nicholson, Nick Nolte, Sylvester Stallone and Christopher Walken were all considered for the role of Han Solo at one point.



all feel unique from one another. It'll ultimately be one of those elements where you hit the ground running, and become a pro at air-to-ground support or can never really grasp; but then again, that's why we're not all flying with the Red Arrows.

## Survival on Tatooine

For those that prefer a more personal approach to their gameplay, then Survival on Tatooine is what you'll be looking towards. Much like Call of Duty's now legendary and ever expanding zombie hordes mode, the gameplay is basically surviving waves upon waves of enemies which grow in numbers and difficulty the further you progress. Aside from the hordes of Imperial troopers swarming towards you, Survival has something of a story although it's nothing more than the squid headed Admiral Ackbar telling you to get to different points around the map, keeping you from finding and taking advantage of one part of the map.

It's a very simplistic mode, and one that even on the most difficult setting is relatively straightforward - however, come launch there will be more difficulty settings than the three available on the beta; meaning that storm troopers might actually be able to hit something for once. It certainly won't make up for the lack of a single player narrative, but Survival is a great mode for target practice or testing your loadout but shouldn't really detract much attention from the various online game modes which ultimately, is what Star Wars Battlefront is all about.

Star Wars Battlefront is EA and DICE's welcome return to the series and will release on PS4, Xbox One and PC on 17th November. ■



**Star Wars Battlefront will be released November 17th 2015 (NA), November 19 2015 (AUS) and November 19 2015 (EU) for PC, PS4 and Xbox One**