

▶ Not your average day at the beach, this one is packed with deadly weaponry, wreckage and the odd patrolling mech.



Publisher: TBC  
Developer: Hellbent Games / Gas Powered  
Estimated Release: 2008

# Supreme Commander

Let battle commence!

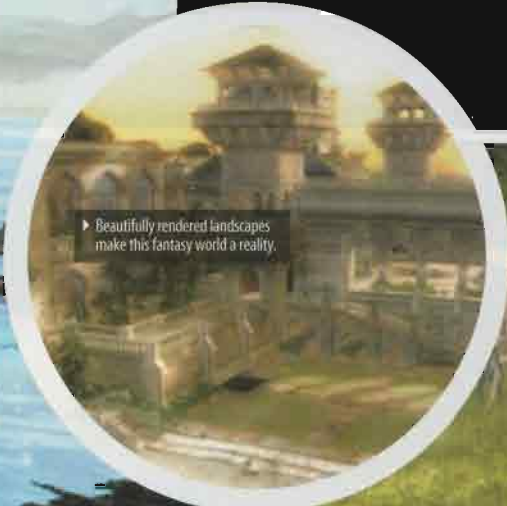
▶ The 360 has seen an awful lot of real-time strategy games recently and *Supreme Commander* is the latest in that line-up. A port of the PC version, the game is now making its way onto your favourite console and promises really pretty visuals, mecha units and plenty of campaign action.

The story is thus: three factions – the United Earth Federation, the Cybran Nation and the Aeon Illuminate – are at war with one another in a distant future where humanity has colonised space. After a thousand years they seem to be at a stalemate and you – the Supreme Commander – will be responsible for determining the winner.

Sporting a single-player offline mode, it's not surprising that the real humdinger is the multiplayer option using Xbox Live, and the revolutionary map that allows you to get up-close or zoom waaaaaaaaay out. There's promise of plenty of extra and



▶ It wouldn't be a sci-fi RTS without some kind of mecha units; these ones are taking some serious punishment.



▶ Beautifully rendered landscapes make this fantasy world a reality.



▶ Giant versus a minotaur – who do you think is going to win? We're too busy looking at the gorgeous grass.



▶ It's not all about land-based battles; the factions also have some impressive spaceships and they know how to use them.

# The Chronicles of Narnia: Prince Caspian

## Movie tie-in time... again!

▶ Once again Disney is eagerly putting the finishing touches to another Narnia title, this one released off the back of that classic tale, *Prince Caspian*. Over a millennium has passed for the people and creatures of that fabled land; even Aslan and the Pevensie children have faded into the realm of legend, leaving a barbarian king – the tyrant and usurper Miraz – to sit upon Narnia's throne.

The true ruler, Caspian X, believes in the old ways and sets out to reclaim his throne with the help of all manner of mythical creatures, plus the country's former monarchs – Lucy, Susan, Peter and Edmund and the Great Lion himself. Summoned back to the ruins of Cair Paravel by Susan's enchanted horn, the children

find themselves embroiled in a battle that will determine the fate of the land of Narnia itself.

Mixing puzzles with epic battles and exploration, *Prince Caspian* also allows you to drop in and out of co-op gameplay at will, and offers twenty playable characters including Prince Caspian himself. There's also a unique level which bridges the gap between the two films by showing the fall of Narnia to the Telmarines, an important event in the lore that was not included in the book or the film adaptation. As well as this, there are beautiful landscapes, dozens of mystical creatures and more notable Narnian figures than you can shake a stick at. Details on the precise mechanics of gameplay are a little sketchy but if these screenshots are anything to go by, it'll be very impressive.

exclusive content such as new units and uploaded maps too. The graphics are really something and the mecha units, battleships, tanks and planes look impressive. The maps are massive and the environment really lush, from the deep blue of the ocean to oddly fertile green grass. The troops are carefully designed with that distinctive but familiar mecha look and the different factions are easy to make out. We're still awaiting confirmation on who will be publishing the game and its exact release date, but if you're a fan of real-time strategy games then this is definitely something to keep your eye on.



▶ The Battle of the Beaches gets interesting with the addition of hefty battle tanks and multi-legged mobile cannons.



▶ Ogres, giants, gryphons, minotaurs and centaurs are just some of the mythical creatures that populate the game and the land of Narnia.

Publisher: Disney  
 Developer: Traveller's Tales  
 Release: 20 June 2008