

Operation Flashpoint: Red River

Four's a fireteam

Operation Flashpoint, as a franchise, has always had something of a cult following. The realism of the shooter was counter-balanced by long, difficult missions, making it a game where personal taste, rather than general popularity, was a deciding factor when it came down to purchases. And, with *Operation Flashpoint: Dragon Rising* receiving a mixed response, it seemed like the situation would remain unchanged.

However, the latest instalment goes a long way to bringing the franchise further into the mainstream. *Operation Flashpoint: Red River* presents the player with a more approachable game, and one that is likely to gather new fans for the series.

In this game, the player will take on the role of a member of a four-man fireteam as they storm (as part of the US military) through yet another small, dusty country which has goats as its currency. The player, in the single player campaign, will be the fireteam leader, and will use radial menus to issue orders to AI squad mates. While there have been some improvements in this area, the AI team members are still fairly moronic. They're not as smart as the

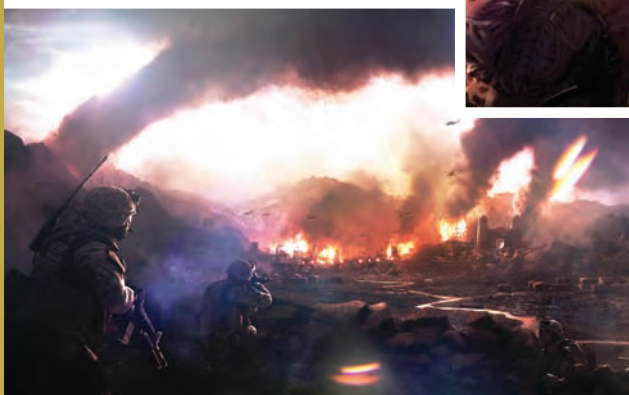
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Platforms:
360 / PC / PS3
Genre:
First-person shooter
Age restriction:
18+
DRM:
Disc-based
Multiplayer:
Local: None
Online: 4 players
Developer:
Codemasters
Website:
www.flashpointgame.com
Publisher:
Codemasters
Distributor:
Megarom



/1/ You'll need to make sure your AI team mates are in the right place most of the time.

/2/ Teamwork is essential, making it a great multiplayer-co-op title.



enemy, that's for sure, leaving the player feeling like a well-armed kindergarten teacher on a dangerous field trip.

For the game to be seen in its full glory – such as it is – it needs to be played in multiplayer. Up to four players can join the co-op multiplayer experience... and when compared to the single-player game, it's a case of chalk and cheese.

The campaign is kind of seamless between the two modes – players can do a few single-player missions, and then do the next few in co-op, and so on. During these missions, the player will earn experience for the class of soldier that they are using. There are four classes: riflemen, automatic riflemen, grenadiers and scouts. The player also has limited control over the classes' load-outs, and can determine what kind of soldiers make up their fireteam in the

single player mode.

While *Operation Flashpoint: Red River* may not be a fantastic title, it certainly is an enjoyable one – if, once again, you take on the co-op multiplayer missions. The graphics are fairly crisp, and the voice acting is good (although one can cut the testosterone with a knife – make that machete, because they're manlier – in the dialogue.) This annoying vocal pissing-contest aside, the overall experience can be fairly rewarding, if you are playing with a group of people who have the overall sense to actually cooperate. This game punishes solo-soldiers (primary reason why the single-player element leaves a lot to be desired) but, when taken on with friends, it can be tons of fun.

**NAG
Ramjet**

/ PLUS / Great co-op fun / More mainstream
/ MINUS / Single-player modes / AI

A GOOD GAME FOR FOUR FRIENDS TO ENJOY TOGETHER, BUT SOLO-WARRIORS MAY BE LEFT WANTING.

79

NAG



PS Vita

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BATTLEFIELD 3

Two words, Hands-on multiplayer! Or is that three words?

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If your DVD is missing we are really sorry. The truth is the DVD had to be redone this month after the burner was formatted. This has nothing to do with your particular DVD being missing - that's just bad luck, which is why we're sorry.