

UP FRONT

ZOO'S GUIDE TO ALL YOU NEED TO KNOW, WATCH, BUY & LAUGH AT THIS WEEK!

The best Call of Duty EVER!

We locked ourselves away to play Call of Duty: Ghosts all day and all night. And before you ask: yes, it was well worth it...

CoD: GHOSTS
The definitive review!

Get FACT

More than 32 quadrillion bullets have been fired in *Call of Duty* since the first *Modern Warfare* was released

If the St Jude's Day storm proved anything (apart from giving a disaster movie title to a rubbish hurricane is embarrassing), it's that you're best off camped inside in the warm. Which is why the release of *Call of Duty: Ghosts* couldn't be timed any better.

From developers Infinity Ward (the chaps behind the *Modern Warfare* universe), *Ghosts* is set in the near-future, after an American military space station is hijacked by The Federation. Soon enough, they are the world superpower.

You're one of the "Ghosts" – an almost mythical, elite squad of US soldiers, skilled in every discipline – sent out to destroy The Federation by picking off key players and countless minions.

Right from the off, the gameplay is typically intense, starting with a heart-stopping sprint for your life. Then, it's a short hop back in time to witness the space station takeover and you're right into the thick of the action, unloading bullets throughout the decent-sized campaign like they're going out of fashion.

CoD thrives on its multiplayer, and they've upgraded this aspect, too. There are seven new game modes which will easily keep you hooked for the next year. So long as you can deal with the frustration of being sniped by serious gamers, anyway.

Quite simply, this is a quality game, littered with dramatic set-pieces and a decent storyline. And one thing's for sure: not buying a copy is going to come back and haunt you!

The verdict ★★★★★
Prepare for sore gaming thumbs: *Call of Duty* is back on life-sapping, red-hot form!

5 BRILLIANT THINGS ABOUT GHOSTS!

1 The dog!

German Shepherd Riley is *awesome*. He joins you in a number of missions as a fully-fledged member of the Ghosts and can be ordered to attack enemies. There are also occasions where he's fully controlled by you to sneak behind enemy lines. Let's just say he prefers something meatier than Pedigree Chum for his tea.



2 The set-pieces!

Previous CoD games have had brilliant set-pieces during the first few missions, then tend to fade away. Not *Ghosts*. One excellent highlight is ziplining onto a skyscraper, causing chaos and escaping via parachute as it crumbles all around you. We hope you haven't got a fear of heights.



3 Space shoot-out!

During The Federation's space station invasion, you float around the Earth shooting baddies in zero gravity. It's not long before you're cut adrift and scrambling for safety, all the while trying to keep the planet safe from impending missile doom. It's breathless excitement and will make watching *Gravity* look ever-so-slightly boring.

4 Cranked!

One of the best new multiplayer modes, Cranked allows you just 30 seconds to pick off another target after your first – otherwise you self-destruct. Cue panic and chaos as players are catapulted around the map in a desperate attempt to notch another victim. Jason Statham would certainly approve.

5 Omaha Beach (sort of...)

One mission – *Homecoming* – sees you defending a crucial beachhead, as if it were a modern-day D-Day landing. Using machine guns, drones, grenades and anything else you can get your hands on, you have to fend off wave after wave of invading forces, tanks and ships. It's tough, but will keep you on the very edge of your seat.



→ *Call of Duty: Ghosts* is out now for Xbox 360, PlayStation 3, Windows and Wii U