= XIII (video game) =

 XIII is a first @-@ person shooter video game developed by Ubisoft Paris and published by Ubisoft for most platforms except for the OS X version , which was published by Feral Interactive . Loosely based on the first five volumes of the 1984 Belgian graphic novel series XIII , the protagonist Jason Fly (XIII) is a confused and amnesic man who searches for his identity throughout a comic book @-@ style , cel @-@ shaded world . Found stranded on a beach by a lifeguard , Fly is accused of having killed the President of the United States . The accusation later transpires as mistaken , as Fly finds himself facing a gang of 20 conspirators (" The XX ") who aim to overthrow the government .
 The game was released for Microsoft Windows , PlayStation 2 , Xbox , GameCube , and OS X. A reimagining of XIII , the point @-@ and @-@ click adventure game XIII : Lost Identity , was released on 17 October 2011 for PC , Mac , iPhone and iPad .

 = = Gameplay = =

 XIII is a first @-@ person shooter with elements of stealth and action in certain missions . The game centers on the main character , named XIII , who has awakened with amnesia . He uses a variety of weapons and gadgets to uncover the mystery of his identity throughout the 13 chapters and 54 missions . The characters and weaponry in XIII are cel @-@ shaded , giving a deliberately comic book style appearance , including onomatopoeic words contained in bubbles for sound effects . It uses the Unreal Engine 2 , the most recent engine at that time , as it was " really strong for level design " and allowed development " across all platforms using one engine " . The graphics were compared with Jet Set Radio Future and Auto Modellista . The developer felt that the appearance reflected the comic book and innovated in its portrayal of violence ; even blood splatters are shown in a cartoon manner .
 XIII includes 16 weapons , from a knife to a bazooka , an Uzi to an M60 . Objects such as bottles , chairs , or brooms may be used as weapons . Kevlar gear , helmets and first aid boxes are scattered throughout the map . People can be taken as hostages or as human shields , preventing enemies from firing on the protagonist . Lock picks are used to unlock doors and grapnels to climb on walls . Through the " sixth sense " , XIII can hear enemies behind walls with the aid of " tap @-@ tap @-@ tap " signals . Stealth operations include strangling enemies or hiding dead bodies . Captions pop up at the top when a headshot is performed or serve as clues or tips for the player .

 = = = Multiplayer = = =

 The multiplayer hosts a maximum of 16 players . The game features three standard game modes along with modes exclusive to each system : Team Deathmatch , Deathmatch , Capture the Flag , Sabotage (exclusive to Xbox and PC) , The Hunt (exclusive to PC , PS2 and GameCube) , and Power @-@ Up (exclusive to PC and PS2) . Depending on the platform , players in online and offline modes (against bots) range from 4 to 16 . The GameCube version does not have any online modes , while the PC version excludes the multi @-@ screen modes but includes a map editor . There are 13 maps on Deathmatch plus one additional on Team Deathmatch , while 5 on Capture the Flag and 3 on Sabotage . The player can choose from among 10 different character appearances , but 99 more are available in unofficial skin packs for PC players , the most recent being 2 @.@ 0 . Four additional animal skins (shark , duck , bat , dog , seagull) may be downloaded . As their bodies are not realistically proportioned , new or inexperienced players may face difficulty in distinguishing the skin 's exact body . Cheating in both multiplayer and singleplayer is possible , as the software does not include any anti @-@ cheat protection .
 In Deathmatch , all players compete against each other and the strongest player wins . Team Deathmatch is similar , but players form two teams . In Capture the Flag , a player must retrieve the flag from his enemy 's base , and bring it to his own team 's base . In Sabotage , one team must place a bomb in three different locations , while the opposite team must protect these areas ; the protectors win if the time limit is exceeded (except if the time is set to infinite) . The bomb is always

found at the beginning of the team base , and the player who holds the bomb must wait 12 seconds until he may drop it and take shelter from the ensuing detonation . In The Hunt , players must shoot ghosts , which become gradually smaller after receiving hits . The player only has one weapon , the hunting gun , with which he can also shoot human opponents . Power Up is a deathmatch game , in which boxes containing special , temporary abilities , such as invisibility and higher speed , are found throughout the map .

= = Plot = =

 The story begins with an introductory sequence depicting the assassination of the President of the United States , William Sheridan . The protagonist , Jason Fly (voiced by David Duchovny) , awakes on Brighton Beach in Brooklyn , New York City . Badly wounded , he is rescued by a lifeguard and is brought into a beach house . He has lost all his memories and all that he possesses is a locker box key . He also has a tattoo with the Roman numeral XIII on his right shoulder . He is then attacked by unknown assailants , led by a hitman known as The Mongoose , with whom Fly does battle several times throughout the game . However , he is later instead arrested by the FBI as a chief suspect in the murder . A photo proves that he resembles the murderer . XIII succeeds in escaping the headquarters with the aid of a female soldier , Jones . One of Fly 's few other allies is Ben Carrington : an old war veteran and superior to Jones , Carrington knows valuable information about the President 's death and is willing to help XIII . However , he is arrested and brought to a military station in the Appalachian mountains to be silenced by the conspiracy . XIII must infiltrate the base and free Carrington if he is to learn about his past .
 In the following story , the player learns that the protagonist adopted the identity of the murderer . The murder is part of a conspiracy that aims to overthrow the American government . The twenty conspirators have numbers to mask their identities , and collectively name themselves " The XX " . XIII was one of them , but was later betrayed and murdered by The XX . With the objective of preventing a coup , one of the members took on the appearance of XIII to confuse the opposite side and force it to make errors . The protagonist , in the guise of the early XIII , is successful in uncovering most of the conspirators , killing them and hindering the conspiracy . The game ends with a cliffhanger , when Fly confronts Walter Sheridan ? brother of the assassinated President and apparent (though unconfirmed in the game) leader of the conspiracy ? on a ship , followed by a promise of a sequel .

= = Development and promotion = =

 Ubisoft announced on March 13 , 2002 , that it would be working on a game called XIII . Based on the comic book of the same name by Belgian Jean Van Hamme , it would create " a world so unique and enthralling that gamers will become instantly engaged " , according to president of Ubisoft Entertainment , Laurent Detoc . The game debuted at an event in Montreal , and was later submitted at the 2002 Electronic Entertainment Expo in May 2002 , with such games as Doom III , Max Payne 2 and Warcraft III : Reign of Chaos . On November 22 , 2002 , Ubisoft announced a delay of the game , although the company did not state a reason . Justin Calvert of GameSpot guessed that the time would be used to thoroughly check the game and implement additional features on other platforms .
 On May 7 , 2003 , Ubisoft announced that singer , actress and model Eve would be the voice for major character Jones . Ubisoft 's vice president of marketing , Tony Kee , stated that she was the perfect choice for the role , admitting that she has " a combination of style , sexiness , and attitude ? perfect attributes that describe the Jones character . " Two months later , two other major voice acts were declared : David Duchovny would play Jason Fly (XIII) , while Adam West , General Carrington . The official site was launched on August 19 , featuring movies and information about the gameplay . Ubisoft implemented a pre @-@ order in September 4 , promising a free demonstration version with multiplayer and soundtrack . Kee promised it " will give gamers just enough XIII to whet their appetite until the game launches in October " and " will be a record @-@

breaking preorder campaign for Ubi Soft . "

The game was promoted at the Fall College Tour from September to October . Beginning at Cornell University and finishing at the University of Southern California , the tour featured demonstrations of games , playable via the 50 @-@ screen GamePort system . Another demo , now multiplayer @-@ only , was issued on October 2 , but the discovery of a bug lead to its removal . A different fixed demo was released a day later . Xbox players had the opportunity from December 15 on to win one of 50 copies of the game . The campaign was dubbed " 13 Days to Xmas " : those who spent not less than 13 hours playing until Christmas were qualified for the contest . The winner was randomly selected on January 9 .

= = Soundtrack = =

The Thirteen Soundtrack was composed by several artists from the San Francisco @-@ based music label Future Primitive Sound . 13 tracks were produced , all of which were initially unnamed . According to the booklet , the DJs are connected with the characters , such as DJ Faust and Shortee with XIII , DJ Zeph with Carrington or J @-@ Boogie 's Dubtronic Science with Mongoose . The album opens with an introduction and then includes songs in the likes of typical 70s @-@ era music such as soul , funk , jazz , but also hip @-@ hop . According to founder and " Creative Director " of the collective , Mark Herlihy , the soundtrack project began with Herlihy 's friend , Pete Jacobs , whom he met at a gig , five or six years previously . After studying the characters and the story , the group decided on a noir and futuristic style that would reflect the espionage theme . Its rhythm ranges from 105 to 120 bpm .

Herlihy later stated that they " wanted to capture the essence of XIII in this soundtrack by showcasing its nostalgic style while giving the beats a modern twist " and their intention was " to tell its story through the music and create a seamless head @-@ nodding mix that would complement the energy of XIII and get gamers hyped . " One reviewer of IGN gave the album 8 out of 10 stars , stating : " It 's an album that works expertly as a chill @-@ out slice of background groove , yet it also doubles as a dance floor jolt of exuberance perfect for spinning at a small party " , but also stated that the player , understandably , quickly forgets the music while playing . He concluded that the album is " jazzaphonic electronic tripped out funkuphoria " .

= = Reception = =

XIII received generally mixed to positive reviews from critics . Aggregating review websites GameRankings and Metacritic gave the PlayStation 2 version 76 @.@ 62 % and 73 / 100 , the Xbox version 76 @.@ 31 % and 74 / 100 , the GameCube version 75 @.@ 65 % and 73 / 100 and the PC version 73 @.@ 83 % and 72 / 100 .

Reviewers often praised the game 's graphical style and presentation , while criticising the gameplay . GamePro called it a " rejuvenating , jaw @-@ dropping experience " . IGN said " XIII has a great story @-@ driven sheen , but at its core , it 's weighed down by some occasional bewildering flaws , in addition to the lackluster weapons and simple combat " . GameZone also criticised the combat , stating " If not for the graphics to carry the game through , XIII would have been a boring game . Gunfights are the best part of the gameplay . It also happens to be the most unbalanced part " . Edge said XIII had " true artistic merit : it never gets stale ; every episode has been drawn with minute care and attention . It would have been an incredible achievement if the gameplay had matched the outstanding art direction " . GameSpy criticised the graphics and the multiplayer mode , and concluded " When it comes right down to it , XIII is a fine game ... Just don 't expect the FPS of the year because , sadly , this isn 't it " .

GamesTM said " It 's one of those mixed @-@ bag situations ? flashes of genius and genuinely enjoyable moments of success , occasionally mired by unbalanced weapon damage , clumsy AI and the odd bit of unfair level design that requires astounding feats of memory " . Eurogamer called XIII " a flawed masterpiece . A game brimming with variety and a freshness lacking from most of the factory farmed franchise exercises that pass through our offices with crushing regularity " . Game

Revolution complimented the game 's story , graphical style , voice acting and soundtrack , while criticising the gameplay as " about as straightforward ? and in some cases boring ? as it gets for an FPS " . Electronic Gaming Monthly scored the game 6 @.@ 5 / 6 @.@ 5 / 6 @.@ 5 : Joe Fielder , the first reviewer , said , " You 'd be hard @-@ pressed to find a more visually stunning game than XIII " , but complained that " numerous frustrations pile up to make XIII more chore than thrill " . The magazine 's Greg Ford , who provided the third review , said that its " style , cut @-@ scenes , and story are all great , [but] the actual gameplay is pretty mundane " ; he concluded , " But if all you need is a solid shooter fix , XIII will do just fine . It has no fatal flaws , and the conspiracy @-@ laced story should keep you going " .

 Sales performance for XIII was lower than expected , despite its positive reception . In 2010 , UGO ranked it # 7 on the list of the games that need sequels .

= = Sequel = =

 A reimagining of XIII , called XIII : Lost Identity , was released by Anuman Interactive for Windows , Mac , iPhone and iPad on November 15 , 2011 . The game is not a shooter , but a point @-@ and @-@ click adventure game .