

= 24 : The Game =

24 : The Game is a third @-@ person shooter video game , based on the FOX television series , 24 . The game was developed by Sony Computer Entertainment 's Cambridge Studios and was published by 2K Games for PlayStation 2 . It was announced on March 30 , 2005 and was released in North America exclusively on February 27 , 2006 . The player controls many characters from the television series at different points in the game . The missions in the game involve elements of third @-@ person shooter , driving and puzzle games . The musical score was composed by Sean Callery , while the script was written by Duppy Demetrius and the series production team .

24 : The Game makes extensive use of actors ' voices and likenesses from the TV series , as well as using a script and music score from the same production team . Casting and voice production for 24 : The Game were organized and handled by Blindlight . The events contained in the game are set in Los Angeles between the second and third seasons of the show . The story features three plotlines that overlap around a character from Jack Bauer 's past named Peter Madsen . Although the game received a mixed reception from critics , it received a BAFTA award nomination for its screenplay elements .

= = Gameplay = =

Like the series , the game takes place over 24 hours and has the same start and end clocks for each hour , marking the start and end of each part of the game . The hours are broken down into 58 separate missions , of which there are three broad types , each described in further detail below . Some missions are objective based , while others have a time @-@ restricted element . Each mission is graded out of 100 points , based on the quality of performance , number of objectives completed , shooting accuracy and so on . A grade of 90 points or higher rewards the player by unlocking some form of bonus feature , including three movies ( interviews with cast about the game , TV promos ) , 98 images ( wallpaper @-@ like images of main characters ) and 23 characters ( 3D models that the player can view ) .

Most of the game 's missions take place in third @-@ person shooting format , combined with the use of a cover system . When a character is behind a low object like a crate , or at the edge of a corner or doorframe , they can press a button to use the object or edge as cover . Another button will allow the character to peer around and enter a targeting mode , while releasing the button will quickly return them to cover . There is also a stealth mode which has the character stoop , walk silently ( unless running ) , duck behind any low obstacles they can hide behind and be less detectable by sound . A character can sneak up behind an enemy using stealth mode and perform a silent " stealth takedown " by breaking his neck .

A variety of weapons are available including handguns , automatic weapons and shotguns , with various ammunition types also in existence . Ammunition is limited in the game and weapons must be reloaded , although additional ammunition can be collected . Players can also call out to enemies who will sometimes surrender and can then be captured ( put in handcuffs ) with their ammunition also collected . There are also civilians in the game who can also be called out to and then rescued by the player . Health bars for enemies , vehicles or friendly subjects that must be protected are also sometimes shown . There are health packs which can be picked up , as well as health stations mounted on walls which can be used . Body armor is also sometimes provided or found in levels . A small heads @-@ up @-@ display features a radar / map with an arrow showing the character 's direction , red dots for enemies , green dots for civilians , and yellow stars for objectives . The direction and field of vision of enemies is shown on the radar .

In third @-@ person missions and occasionally some other types , a PDA is available . In the PDA the player can view their list of objectives ( which can change over the course of a mission ) , maps of the area if available , a help screen and a list of weapons held with information on each . Characters also typically have cell phones which they sometimes receive calls on during missions . Some missions involve sniping using first @-@ person shooter gameplay . These missions resemble the use of a sniper rifle during normal missions but the player cannot switch to a third

@-@ person view .

There are several missions in which the player controls a motor vehicle . Though the game engine is the same as the third @-@ person mode , these missions are based on being in a vehicle . They usually involve getting to a certain location in a certain time period , often while avoiding pursuers while heading to the end point . Weapons can not be used while in a vehicle . While the PDA is not available in these mission types , a map of the city is . Cell phone calls are also sometimes received in these missions .

= = = Minigames = = =

24 's minigames serve as interludes from the main mission , and are primarily interrogation sequences or computer puzzles . They are presented both as single puzzles in third @-@ person missions , and as timed stand @-@ alone missions . The computer puzzles include maze puzzles , where a player must select a coloured path from a starting box to an ending box and sometimes a second and third box , are used to represent bypassing locks and other computer functions . Letter sequence puzzles , where a player swaps adjacent pairs of a series of random letters until they are in the correct sequence , are used to represent code @-@ breaking such as for encrypted files or a locked door . Colour / symbol matching puzzles , where a cursor randomly moves across a field of coloured squares and the player must press the controller button that corresponds to that coloured square , are used to represent unscrambling files from hard drives and other similar functions . A number of other puzzles are used only once , including puzzles to simulate transferring files over a damaged network , infrared scanning of buildings , radar @-@ like scanning of areas , and creating a network link across the entire planet .

The interrogation minigame involves the players character interrogating a suspect . A graph shows the suspect 's " stress level " which oscillates in a sort of pseudo @-@ sine wave . The player must choose to act either aggressively , calmly or neutrally towards the suspect . These actions will raise , lower or maintain the stress level . A horizontal target range is highlighted on the chart , which the player must aim for the stress level to be within in order to advance the interrogation . A marker next to the graph indicates how advance the interrogation . The player must complete interrogation within a set time limit to succeed .

= = Plot = =

24 : The Game takes place between the events of the second and third seasons . In a similar way to the TV series , it can be split up into three sections or chapters . Section one revolves around an attack on Vice President Jim Prescott , while section two covers an attack on the Counter Terrorist Unit ( CTU ) . Section three covers a major terrorist attack and attempt to gain access to nuclear weapons . A large number of characters from seasons two and three feature in 24 : The Game , with each using the original actor 's likeness and voice acting . Main characters returning include Jack Bauer , Kimberly " Kim " Bauer , Tony Almeida , Michelle Dessler , Chase Edmunds , David Palmer , Max , Kate Warner , Chloe O 'Brian , and Ryan Chappelle , with Peter Madsen being voiced by Christian Kane .

The game begins with Jack Bauer waiting outside a ship in Los Angeles harbor where terrorists are going to release a ricin bomb in the water supply . A CTU team member triggers an alarm causing Jack and his team to storm the ship , discovering the whole ship 's crew dead in a cargo hold . He later learns of an assassination attempt on Vice President Prescott through undercover agent Chase Edmunds . Foiling the attack , Jack discovers that the mastermind behind the attempt is an enemy from his past known as Peter Madsen .

A Sarin gas attack on an L.A. Metro station lures CTU agents away from their headquarters . While distracted , terrorists activate an EMP , attacking and taking over the CTU LA main building , holding the staff members hostage . The terrorists execute these hostages , including data analyst Sean Walker and eventually escape with a stolen hard drive . Jack runs into Peter Madsen , who has kidnapped Jack 's daughter , Kim Bauer , forcing Jack to do " errands " for the terrorist cell . One of

these errands is to sneak into a NSA building and retrieve confidential data for the terrorists . Jack manages to find and rescue Kim and recover the stolen hard drive with the help of undercover agent Chase Edmunds .

A major earthquake occurs in Los Angeles , caused by terrorists detonating explosives at focal points ( places where fault lines intersect ) . Kate Warner is also kidnapped by the terrorist cell , along with Governor James Radford who is kidnapped for assassination but is then rescued by the CTU . A conspiracy involving Radford in the day 's attacks is uncovered by the CTU and Radford is killed by the terrorist cell because he attempts to back out . Fort Lesker , U.S. Military base and the epicenter of the earthquakes , is attacked and taken over by terrorists , who then begin stealing weapons @-@ grade plutonium before attempting to smuggle the weapons out of the U.S. to the Middle East . Kate Warner 's father is forced to aid the terrorists by helping them smuggle the weapons with his customs passes . Jack finally kills Madsen when he tries to escape by shooting his speedboat with an M @-@ 80 assault rifle , causing it to explode . He also shoots and kills Max , the man behind the events of Season 2 and The Game , who was holding Kate Warner hostage , saving her life but in doing so Max manages to shoot Jack once in the stomach before dying . As a result , Chase Edmunds takes Jack to the hospital via helicopter .

= = Characters = =

= = Development = =

24 : The Game was announced on March 30 , 2005 by Sony Computer Entertainment Europe through a licensing deal with Twentieth Century Fox to bring 24 to the PlayStation 2 , and Sony Computer Entertainment 's Cambridge Studio was confirmed to be the developer of the game . The announcement described how the game would sit between seasons two and three of the TV series , answering many questions left unanswered by the TV show storyline . Also included was the news that the game would feature the voices and likenesses of many of the cast of the TV show . By the time of the announcement the music score had been prepared by Sean Callery , while a script had been created by Duppy Demetrius in collaboration with the 24 production team . The announcement also stated that sound effects and noises from the TV series would be used in the game . The press release was accompanied by a press @-@ only video featuring Kiefer Sutherland describing some of the story and gameplay elements .

The game made an appearance later that May at the E3 show in 2005 , where four sections were demonstrated : a third @-@ person shootout , an interrogation scene , a computer tech minigame and a driving sequence . Some of the intermediate cut @-@ scenes were also shown at this point . The interrogation scene received praise , while the driving segment was let down by poor mechanics and physics . Originally 100 missions were proposed , with only 58 making it into the final game . In an interview , Mark Green stated that the game style was influenced by the way Lord of the Rings : The Two Towers and Enter the Matrix , while gameplay influences were described as James Bond 007 : Everything or Nothing and Alias .

It was originally planned to be released worldwide in the northern fall of 2005 but was delayed . The game was released in North America on February 27 , 2006 in Europe on March 17 , 2006 ( March 16 , 2006 in Ireland , due to St. Patrick 's Day ) , and in Australia on April 22 , 2006 . The musical score to the game , performed by the Nimrod Studio Orchestra and recorded at Abbey Road Studios in London , was made available for digital download after the game was released .

= = Reception = =

The game received " mixed " reviews according to video game review aggregator Metacritic . Eduardo Vasconcellos of GameSpy praised the game 's storyline and high @-@ quality voice work , but criticized the " jagged " visuals that caused character renderings to look " off " . He also complained of the lack of responsiveness in the controls , the " disjointed and awkward " camera

angles , and the slowness with which some enemies react to the player .

Items from the TV series such as multi @-@ perspective screens ( as shown on the box cover ) were popular for illustrating multiple viewpoints of an objective . The use of episode start and end graphics to mark the start and end of missions was also liked . The script was generally described as being a redeeming feature of the game , although fans of the series may find that the viewpoints , motives and reasoning of the villains isn 't covered well . Cutscenes were singled out for particular praise by IGN , highlighting good use of camera angles and tight focus . Voice acting was generally popular , although some lines suffered from poor direction or emphasis . In contrast , device and ambiance sounds were well received with gunfire getting a particular mention .

Gameplay mechanics were singled out as being particularly poor . The third @-@ person shooter sections suffered from poor camera @-@ angle management , making targeting enemies feel " awkward and disjointed " . Enemy artificial intelligence for these sections was described as predictable and basic , adopting repeated firing stances or ignoring the character despite being shot repeatedly . Sniper variants of this fared better . The vehicle sections were also disappointing , with physics and vehicle handling being rated poorly . Vehicles were described as feeling " slow and clapped out " , with pursuits described as being " boring " . The use of AI in these sections were heavily criticized for being predictable and simplistic , with enemy vehicles having no regard for their own safety . The puzzle games were also received badly , being described as " 15 shades of easy and 20 shades of terrible " . Interrogation scenes were , in contrast , well liked , with reviewers finding the dialogue during these scenes entertaining .

The Times gave the game four stars out of five and said it was " more for 24 fans , who will instantly love it ? so long as they don 't mind another TV addiction to feed . " The Sydney Morning Herald gave it three @-@ and @-@ a @-@ half stars out of five , stating , " Newcomers to the trials and tribulations of Jack Bauer are unlikely to be impressed by this game 's generic shooting and driving action . But fans of 24 will be quaking , thanks to the authentic atmosphere and gripping story , set between season two and three of the TV series . " However , The A.V. Club gave it a C and stated that " For once , you 'll wish you could skip the action to get to the cutscenes . " Detroit Free Press gave it a similar score of two stars out of four and said : " The controls are just too unpolished to make it worthwhile , though . Movements are flaky , and aiming is far too loose . Sometimes , I got into a tight firefight where I couldn 't hit a terrorist a few feet in front of me . And the driving missions are worse . "