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Issue 3 | June 2007

# P3Zine

Free Magazine For PlayStation 3 Gamers. *Read it, Print it, Send it to your mates...*

**EXCLUSIVE PREVIEW & INTERVIEW**

colin mcrae™

# DiRT™

*Stunning new shots inside...*

**REVIEWED & RATED**

# Spider-Man 3

*The web master returns*

**HANDS-ON**

## The Darkness

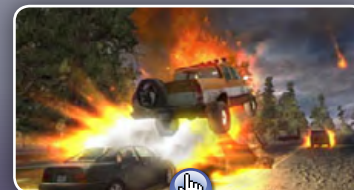
*Horrific. But fun.*

### MORE REVIEWS



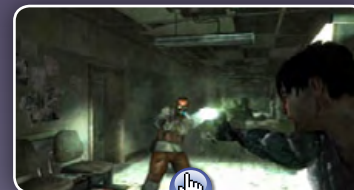
**SEGA RALLY**

*The arcade classic on PS3*



**STUNTMAN:  
IGNITION**

*Drive like a loon*



**DARK SECTOR**

*Zelda meets Resident Evil 4*

**NEW SECTION!  
PS2 REVIEWS**

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TOGGLE FULL SCREEN VIEW

NEXT PAGE





# Welcome to P3Zine



New games for review might be a tad thin on the ground this month, but there's a plethora of quality titles on the horizon, so this issue we've hunted down the latest and greatest preview code to show you what's in store. First up comes Colin McRae: DiRT along with an exclusive interview with Codemaster's Alex Grimbley. It looks simply stunning and is shaping up to be a whole lot of fun.

And it seems more 'fun' can be had by delving into The Darkness. This comic book conversion simply oozes horror - don't miss Kieron's hands-on preview starting on page 14.

Elsewhere we have the definitive review of this month's big release: Spider-Man 3 and a new section with a round-up of the best of the PS2 titles gunning for a spin in your PS3.

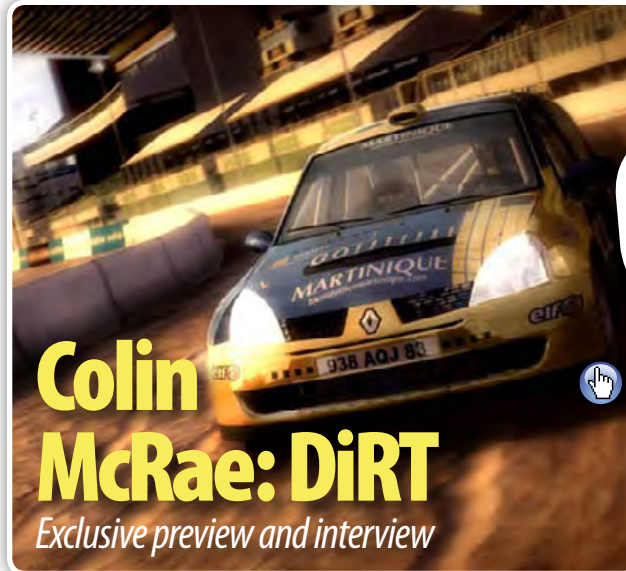
Finally don't miss our new community section kicking off on page 31.

Enjoy the issue,  
Dan Hutchinson,  
Editor

**READER FEEDBACK!**  
Click here to tell us what you think of the new issue!

**DON'T MISS!**  
This month's highlights

Every new game reviewed!



**PLAYSTATION 3 COMMUNITY SECTION**



**QUICK FINDER**  
Every game's just a click away



Sega Rally  
Mercenaries 2  
The Club  
Skate  
Super Puzzle Fighter II Turbo HD Remix  
Transformers  
TNA Wrestling  
SingStar  
Warhawk  
Colin McRae: Dirt

The Darkness  
Stuntman: Ignition  
Dark Sector  
Spider-Man 3  
Go! Sudoku  
Super Rub-a-dub  
God of War 2  
Free Running  
Shadow Hearts:  
From The New World  
Everybody's Tennis

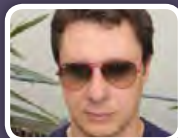


## MEET THE TEAM

There's nowt they don't know about PlayStation



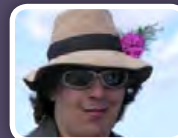
**Chris Schilling**  
Fancy a piece of God of War 2 action? Chris is your man.



**Steve Hill**  
This month Steve gets hands-on with Dark Sector.



**Kieron Gillen**  
The Darkness beckons for Kieron.



**Ian Morris**  
We doff our cap to Ian for the new community section.



**Richard Melville**  
Richard brings us an exclusive interview with Codies.







Swing out of control and you'll need to use the handbrake to avoid a restart, or a rival racer to collide with...

**Publisher:** Sega  
**Developer:** Sega  
**Heritage:** Sega Rally, Daytona USA, OutRun 2006  
**Link:** [www.sega-europe.com](http://www.sega-europe.com)  
**ETA:** October

*"Imagine Mario Kart with real cars - Sega Rally isn't a million miles away"*



Ridges along the racing line will change as the race goes on – expect to find a new racing line on each lap!

Getting in the slipstream isn't as easy as it seems. Expect to be blinded by mud if you hang behind

# Sega Rally

**FIRST LOOK**

*The arcade racer, reborn on PlayStation3*

## Haven't we seen this before?

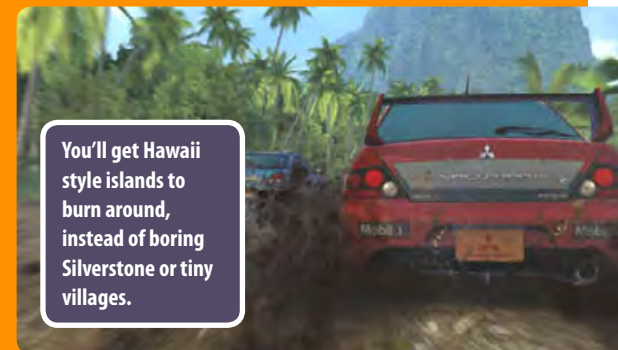
Well, yes. But not like this. The original Sega Rally appeared in arcades back in 1995 and became one of the most popular arcade machines ever. Admit it, you've probably seen it in town, just beside that derelict Wimpy. Sega Rally on PS3 is a mud splatted revolution that shares more with MotorStorm than Gran Turismo.

## So what's new, ten years on?

As well as traditional rally cars which can be broken into tiny pieces, Sega Rally introduces meatier 4 wheel drive vehicles and bikes too. Sega is keen to point out that occasionally, realism will take a backseat while the most insane powerslides take place as cars loop and sway their way to the finish. Imagine Mario Kart with real cars - Sega Rally isn't a million miles away, less the odd power-up and dino egg. There's snow, muddy country tracks and a retro friendly split screen mode for those choosing not to play online.

## Will it be good this time?

Sega has created an A-list racing development team to push Sega Rally as hard as the brilliant OutRun 2006. If it can pull OutRun back from 1986 and make it brilliant 20 years later, we expect nothing less from Sega this time around. Forget the hedgehog, Sega Rally is the best thing to come out of Sega in years.



You'll get Hawaii style islands to burn around, instead of boring Silverstone or tiny villages.



**"THIS IS THE FINEST  
PS3 SHOOTER YET"**

9/10 - PSW

**"SIT BACK, PLAY THROUGH AND  
SCARE YOURSELF SILLY"** **NEXT 3**

**APRIL 20<sup>TH</sup> 2007**

WHATISFEAR.COM

PLAYSTATION 3



REPLAY THIS VIDEO

**F.E.A.R.**  
FIRST ENCOUNTER ASSAULT RECON







**Publisher:** EA

**Developer:** Pandemic

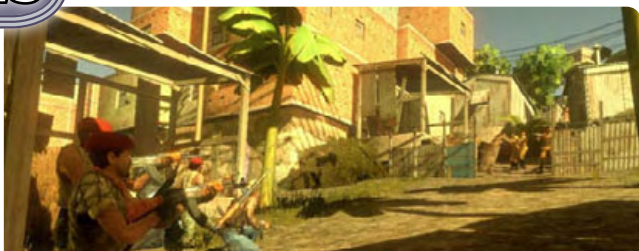
**Heritage:** Destroy All

Humans, Full Spectrum

Warrior

**Link:** [www.mercs2.com](http://www.mercs2.com)

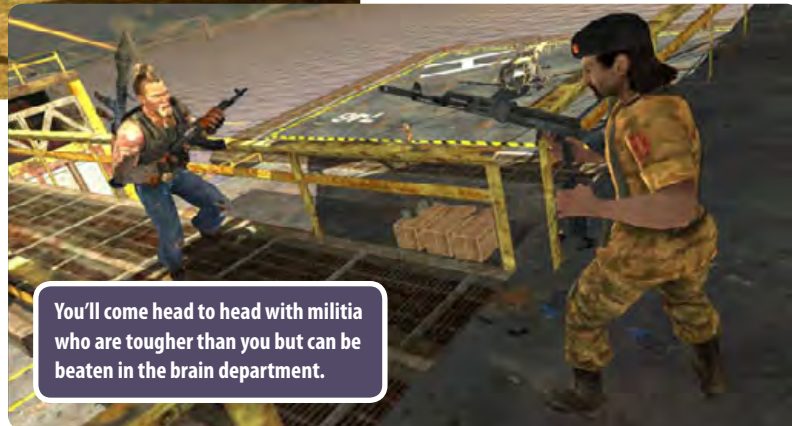
**ETA:** September



There's a degree of hide and seek tactics, until the first shot is fired.



That's just asking for it.



You'll come head to head with militia who are tougher than you but can be beaten in the brain department.

*"The whole world is open to abuse, theft or sneaking"*

Run, before the beard catches fire. Like GTA, but with bigger vehicles and much bigger explosions!



There's no time for worshipping today. In fact, today, you are killing the worshippers and blowing holes in their church.

# Mercenaries 2: World in Flames

**FIRST  
LOOK**

*Build your own army and add that personal touch to WWII.*

## What the Story?

You are the mercenary - a gun for hire. The world is now a lawless place and you take orders from anyone with enough benjamins in their political piggy bank. Murder, kidnap, torture and terrorism are all listed under basic skills on your CV.

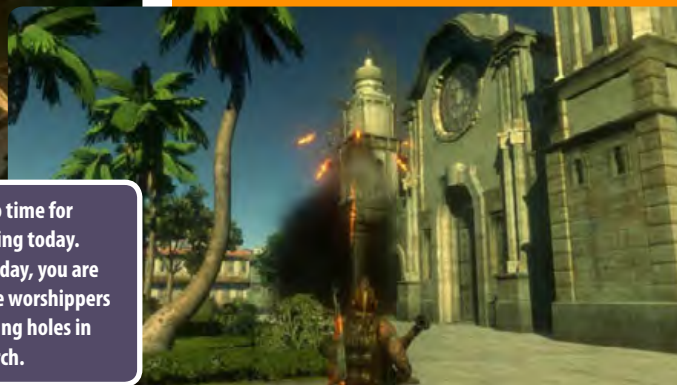
## So what do I do?

Kill and steal mostly. Each mission you choose comes with a commission sheet with targets (if you're killing people) or objectives (if you're stealing those top secret documents). The whole world is open to abuse, theft or sneaking. It's like GTA minus the police and the pedestrians. In Mercenaries, everyone is either a target or a commodity to be kidnapped and traded.

## What toys are included?

Everything, in short. Cars, jeeps, tanks, helis and boats the size of small countries. Bizarrely, there's also a rubbish truck for disposing of bodies,

rival vehicles and knocking walls down. In terms of weapons, expect anything that a middle-east arms dealer would have in their garage - rifles, rockets, C4, sniper scopes and high-tech US military rifles which fire bullets so fast, kills happen milliseconds after the trigger button is depressed.





# INCOMING

Essential new games heading for PlayStation 3



## The Club

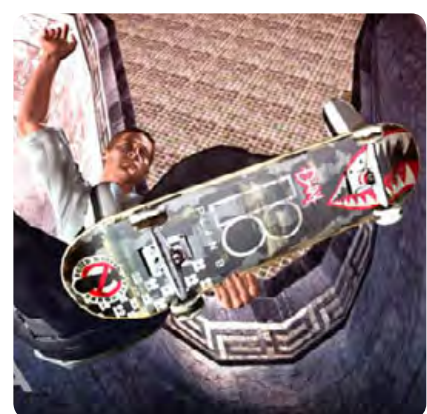
**Publisher:** Sega | **ETA:** September

**B**izarre Creations, the geniuses behind Project Gotham have seen GTA and decided to make its own version. Expect flawless car handling and the attention to detail that made Gotham such a success. It may arrive alongside GT60, but this could be the twist to the genre that PS3 needs.

## SKATE

**Publisher:** | **ETA:** October

**T**he first real competitor to come and slap down the peak of Tony Hawk's baseball cap in the playground. Official skaters and gigantic levels are smeared with typical EA gloss as SKATE takes things really seriously, aiming to be the sim equivalent to the ridiculously exciting Tony Hawk series.



## Super Puzzle Fighter II Turbo HD Remix

**Publisher:** Capcom | **ETA:** September

**G**em shifting puzzle action featuring Street Fighter characters. Popular in Japan and among Capcom fanboys, aside from the 'HD' capability, we're not convinced that this new edition offers anything revolutionary, but it does have the bonus of being online enabled for the first time.

## Transformers

**Publisher:** Activision | **ETA:** August

**B**ased on the forthcoming movie, the shape shifting Autobots have never looked so good. One look at Transformers is enough to prompt the likes of Armored Core 4 to combust with anger. Robots look so real, you'll swear they've jumped out of that car advert and into your PS3.



## TNA Wrestling

**Publisher:** Midway | **ETA:** November

**W**WE rival which is based upon the super-violent US TV show TNA. No, we don't think that means what it sounds like. At least we hope not. Giant, greased superheroes slap each other in rotating rings, cages and warehouses. There's blood and we expect nothing less from the makers of Mortal Kombat.

## SingStar

**Publisher:** Sony | **ETA:** June

**T**he karaoke sensation goes next gen. 3000 downloadable songs, EyeToy compatibility and the ability to record your efforts and show people online, or on the bus thanks to PSP options. The plan is that this PS3 version of SingStar represents the ultimate edition, with updated songs, modes and HD footage being offered via the PlayStation Network.



## Warhawk

**Publisher:** Sony | **ETA:** September

**U**pside of the PS3 original which asks you to pilot planes, tanks and jeeps in a futuristic combat warfest. This was one of the very first PS3 titles unveiled to the world, so it should be one of the more accomplished and original PS3 games to appear this year.



IN THE PIPELINE	SUMMER	AUTUMN	WINTER	SPRING
	CALL OF DUTY 3 <b>ETA:</b> June	JUICED 2: HOT IMPORT NIGHT <b>ETA:</b> September	CIPHER COMPLEX <b>ETA:</b> December	CONAN <b>ETA:</b> February
	SINGSTAR PS3 <b>ETA:</b> June	SEGA RALLY REVO <b>ETA:</b> October	ALONE IN THE DARK <b>ETA:</b> November	LITTLEBIGPLANET <b>ETA:</b> January





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PLAYSTATION 3

**Bethesda**  
SOFTWARE  
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**HANDSON**

# Colin McRae: DIRT

*Bigger, bouncier and already beating MotorStorm in the mud stakes...*

Rally games have always suffered from a suffocating adherence to rules and real life physics. Like real world rallying, there was always a timer, a forest and zero competitors as you went head to head with a previous high score at the top right of the screen. Colin McRae: Dirt throws all of this out of the window, along with the co-driver, track map and any sense of civilised sportsmanship.

Cars, bikes, trucks and skeletal

beach buggies race round tracks so fiendishly designed, you'd think the devil had melted his Scalextric set and created roller coasters for suicidal speedsters. Following the mud splattered tracks of MotorStorm, Colin McRae: DIRT races towards the classic PS3 debut with such force, it might just barge the fun but limited racer off the track altogether. It's like the developers of Colin McRae have ditched their history teacher outfits, forgotten

about real physics and fallen in love with the Burnout series while pissed.

There's little to complain about. Stuffed with the kind of visuals that have teased PS3 owners in the downloadable Gran Turismo HD demo, the tarmac tremors with the weight of gorgeous vehicles. There are 40 cars to choose from, ranging from trucks without cabs, to the traditional Subarus and then on to cars which look so ugly and American, they're best described as ➤

Now we're talking. Super buggies weigh as much as a bag of sugar and hit 100MPH.



*"Stuffed with the kind of visuals seen in the Gran Turismo HD demo"*

It's not the Dover to Calais trucker race, but it looks like it.

This looks like just like the Gran Turismo HD demo, but better.



The suspension has been tweaked to allow high speeds and insane jumps.



Stop? I've forgotten something?! My trailer!





colin mcrae™  
**DiRT**

## > Colin McRae continued

four wheel drive refrigerators. But don't let that put you off – get all the weird and wonderful cars on the track and it's like a fantasy Mad Max sequel. Of course, there's the option to do a Gran Turismo, keep it very real and play online with friends who cursed Sony's decision to delay Gran Turismo 5 by years, rather than months. The real fun, however, lies in the bigger, four wheel drive monster vehicles and newly added bikes. MotorStorm taught us that mud, high jumps and cliff edges equal excitement and Colin McRae: Dirt takes the formula to a new high. The scenery is so stunning, you'll fall off the edge of your seat as you fall off

a cliff in game. Yes, there's a Grand Canyon equivalent here and it looks amazing. Sand blows into the air and is sucked past you, leaving a floating mid air shadow of your rear. The traditional English forests are still included, but the track roster has been beefed up to make way for the new vehicles and driving disciplines. The developers have even licensed bonkers US TV show Championship Off Road Racing and recreated the events. There's a gruelling Hill Climb challenge, which is sort of an Irish drag race and then events exclusive to each vehicle. Pilot a buggy and it's like becoming a Red Arrow pilot – the lightweight vehicles can be pushed to ridiculous speeds and launched over a ramp to orbit 30 feet above ground level. In any real world scenario, the driver would be >

The cars are so detailed, you notice insects on your windscreen.



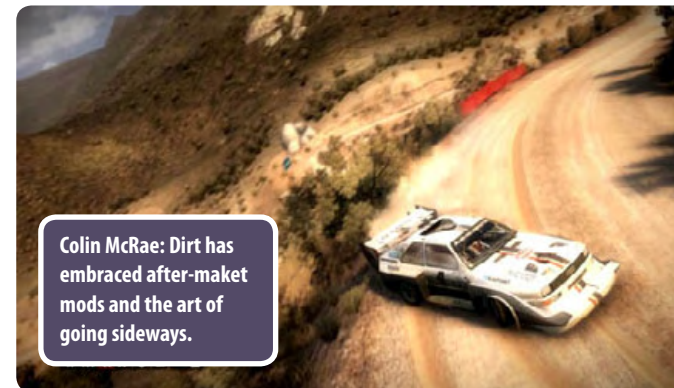
**INTERACTIVE CONTENT**  
Click here to see DiRT in action



Leaving the ground happens at least once every race. Get ready to wince.



Track surfaces are varied and actually effect your race line this time around.



Colin McRae: Dirt has embraced after-market mods and the art of going sideways.





colin mcrae™  
**DiRT**

**FEEDBACK!**  
What are you hoping for in DiRT on PS3? Click here to tell us now!

## > Colin McRae continued

a heap of flabby skin and broken bones, but in Colin McRae: Dirt, the driver just stares forward at his next rival.

The fastest car has an obscene 850 BHP and when you tear through new course Pikes Peak in the real life Colorado Rocky Mountains, there's a genuine sense of fear. It's enough to make Jeremy Clarkson and Hamster Hammond hug each other with pure fright. With Xbox 360 getting Forza 2 in a matter of weeks, the PS3 has been left without a genuine next-gen racer. Sure, MotorStorm is great but all the cars look like they came out of a toy shop. In Colin McRae: Dirt, the boring bits might take a backseat but the

You can push opponents and slowly take their car to pieces.



cars are all real, right down to the exploding gearboxes and shattered windscreens. With Bunout 5 and Gran Turismo 5 still just distant 'TBA' scribbles on the counter of your local GAME store, Colin McRae: Dirt looks like stealing the ultimate PS3 racer crown before the race has even started. ●

**"The fastest car has an obscene 850 BHP"**

This is one of the traditional race track courses that fans will be familiar with.



Look at that! You can pick out the plastic grids of the headlights.



You can direct and save the replays, then show friends how great the rain looks.



P3Zine  
colin mcrae™  
**DiRT**

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Throws away the racing rule book



# "WE'VE REALLY GONE TO TOWN"

Alex Grimbley,  
Producer: Colin  
McRae: DIRT

Click  
here to  
listen  
to the  
interview in full!

Alex is the producer of  
the first Codemasters  
game to hit PS3.



Key track Pikes Peak  
manages to look better  
than Gran Turismo HD.

Colin McRae games have been around since the days of the PSone. Almost a decade since the first game appeared, we find out what comes next on PS3.

**There's been quite a shift in the basics of the game. When was the decision to add new vehicles and reinvent the series by adding US events etc made?**

Yes, there has been quite a shift from the old games in the series. It's been a couple of years since the game last came out and, up until 2005, it's been a year on year iteration of Colin. It did change but it wasn't the big evolution that we were looking for. So, during the time out, we took a step back and looked at how motorsport had changed – if you look at TV, there's a shift to more off-road stuff in general. A lot of people from different areas are coming into

the sport and we wanted to reflect that change and fashion. We wanted to do something fresh for the new generation too. With PS3 we thought we could really go to town and create something new – just have a lot of fun with the game. We want to appeal to the 8 million people that bought Colin games before but also appeal to new gamers who might look at the game and think 'I want that one'.

**What are the new modes you think PS3 gamers will warm to most and why?**

The buggies are cool, there's hectic head to head racing – lots of collisions. Rally Raid vehicles are cool, and the environments are really quite expansive.

There's a massive selection of vehicles and tracks, are further

downloads something you'll be doing?

We haven't put anything in place at the moment, but we'll see how people enjoy the tracks and cars in the game. We'll never say never and just see how it goes down.

**Given the fun ethic of the game (and success of Motorstorm) do you think people are moving away from more realistic racers like Gran Turismo?**

I think general gamers will want to move to the more fun element of motorsport, like Burnout and Motorstorm. I think there's still a large, significant and vocal market for more realistic racers like Gran Turismo and Forza. I think the boundaries are definitely getting blurred between what people like and what they don't like. I think it's moving more towards the middle really – you can pick it up, you can have a blast and if you really want to go to town and do the tweaking, you can still do that.

**Is it a shock that Gran Turismo, or any realistic racer, hasn't really happened on PS3 yet?**

*"I think there's a large, vocal market for more realistic racers like Gran Turismo"*



## > Interview continued

Yeah, it is a surprise. There's a gap in the market and it's something that people are looking for. Motorstorm was great fun but there is still a need for something more realistic on PlayStation 3. If you do a game right and get the physics correct, you can still have fun and appeal to the hardcore audience too.

### Will there be an opportunity to post replays online and exchange ghost data etc?

There's no plans to place replays online but they'll be chance to present your times and stats.

### Obviously you had previous rally data for rally cars but did you have to go and drive buggies

This isn't Colin as you know it. Look at the size of these trucks!



### around beaches to get the new data you needed?

Yes, we sent people to various off-road events in America. We get in touch with the leaders of each race category. So we spoke to them and got the data and asked questions – 'what's your buggy like?' etc and

we got loads of facts back, from suspension rebound rates to BHP. We try to go outside the stats too – we asked what's it like to actually drive, what are the quirks, what are the characteristics, do you under-steer it... we try and build a relationship with at least one driver of each of the vehicles in game. With the Rally Raid vehicles, Colin McRae has had experience in driving them in the Paris Dakar race so we spoke to him about the strengths of each car. Where possible we get people to sit in the vehicles. Imagine being driven around by Colin in a variety of cars, it's terrifying... it's good fun to be driven around a Scottish forest but still scary.

**How have you found development on PS3 – problems, benefits etc? A lot of developers complain about the complexity of PS3 but admit that two years down the line, we'll see some amazing efforts as developers**

***"We haven't had that much time with PlayStation 3 to learn that much about it"***

### fully realise the power of PS3.

I think the comment you make is fair. I think the main benefits are Blu-Ray, the extra capacity of the disc. I don't think many developers are using that because of cross platform development but that will change. We haven't had that much time with PS3 to learn that much about it. We built Colin across all platforms, we haven't made a conscious decision to lead on one platform. The Xbox 360 development kit was available to us earlier, but that's just down to timing.

### What is your fave track at the moment and why?

Pikes Peak, the Rockies track – it's so intense trying to get around those bends at 130MPH and a lap is around 11 minutes. To reach the top of the mountain is reaching the pinnacle of being good at the game. You know you've completed a real achievement. The visuals help as well, you're blasting through the woods and then you get to the top. You really feel like you've driven 20k and 4000 feet higher than you were at the start. By the end of it you feel exhausted. I also like the Crossover events, some of the tracks you want to do again and again. They're really addictive, short blasts – 50 second circuits. ●



**Publisher:** Codemasters  
**Developer:** Codemasters  
**Heritage:** TOCA Race Driver 2  
**Link:** [www.codemasters.com/dirt](http://www.codemasters.com/dirt)  
**ETA:** August





THE LAST THING GOING THROUGH YOUR

ENEMY'S HEAD WILL BE YOUR SWORD.

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**Next-Gen HD Graphics:** Embark on a fantasy adventure as it unfolds in true high-definition



PLAYSTATION 3



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**HANDSON**

# The Darkness

*Get your hands off my joypad muddyfunsters.*

**W**e may have become accustomed to first-person shooters. Here, we have a gun. Over there, we have a bad guy. Between the two of us, a stream of bullets. Someone dies, hopefully them, as there's only one of you and seventy-four million of them (plus respawns). It's easy to think you've seen everything. Until you've eaten a guy's heart from half a mile away, at which point you realise you haven't. The Darkness is that kind of game.

Developers Starbreeze – whose previous brilliant Chronicles of Riddick on Xbox was good evidence that the general failure of movie-based games is more a failure of imagination on the creator's part – gives it a pedigree, but this is a distinctively weird, yet completely accessible, take on the genre based around Top Cow's comic-book. Playing, for the first few sections, you wonder whether something has gone awry in the playtesting.

Visual distortion effects add to the game's distinctive ambience.

Never a pick a fight with a guy with tentacles. No, really.

There's not enough meat in videogames for our liking. Meat, meat, meat.

*"A distinctively weird FPS based around Top Cow's comic-book"*

You die quickly, shots rapidly blurring your vision and leading to an inevitable death. And then The Darkness incarnates around your mafia-goon-on-the-run, and things get a lot easier for you and painful for everyone else.

You see, The Darkness is an unholy entity which between

whispering in Faith-No-More singer Mike Patton's voice in your ear about the patheticness of humanity, allows you to materialise tentacles, tap otherworldly powers and generally be a dark and moody superhero. It is – as the name suggested – actually powered by being in Shadow. It's reminiscent of a stealth game like







## > The Darkness continued

Metal Gear, but with the effect of skulking in the shadows reversed. Rather than letting you *avoid* trouble, it allows you to *make* trouble, building up an energy gauge that lets you lash out with its various tentacle attacks or work as a shield to protect your fragile life. Step into the light – bright light, especially – and it starts to smoke, losing energy until it disappears. To keep yourself at an advantage you spend time shooting out lightbulbs or – for the shortcut – eating the hearts of your opponents. Obviously.

Initially your powers are kept relatively slight, to ease yourself into the game, but they rapidly expand.

Your first tentacle attack is actually a stealth weapon, with it running along the floor and up walls – even through small gaps – to locate prey or – in its puzzling moments – opening an otherwise blocked door. Think Mr Tickle on *a really bad day*. Later, you'll have ones which are able to grasp large objects to manipulate them, or otherwise lash out. When you've materialised you're able to see voids in reality, from which you're able to summon "Darklings". You can only call on Beskerkers to begin with, who exist pretty much to pummel your foes, but there's many other options as you progress. When we were playing it, we had a chance to experience three: Chaingun-toting gunners have an obvious utility, but the self-sacrificing Kamikaze are used for clearing a path through a wall >

## INTERACTIVE QUIZ

Fancy yourself as a Darkness buff? Take our quick quiz below...

## LET THERE BE LIGHT

No, for God's sake, that's the last thing we want.



Darkness



Tendrils



Darklings

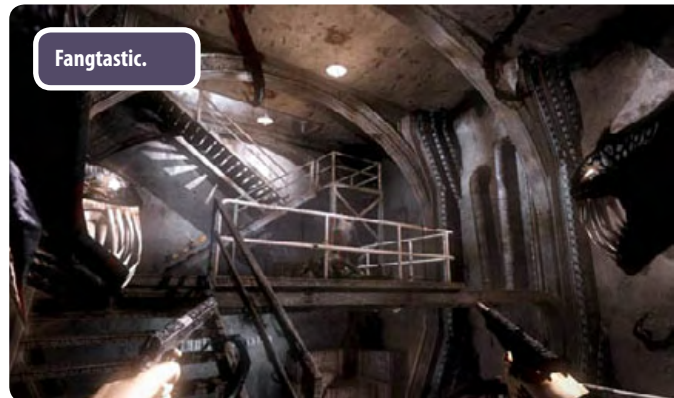


### Darkness

The perfect state for The Darkness. You'll have shot out all the lights in the room, meaning that you constantly recharge your energies. Note that there's no ugly icons on the screen, with the level of energy shown by how bright the tentacle's eyes are.



Fangtastic.







## > The Darkness continued

as much as simple hostility, and a handy light-extinguishing one who cheerfully goes around zapping light sources for you. Hell, continue enough, you even get the ability to summon black holes.

"Hell" being the operative word. While the game initially appears to be just a Grand-Theft-Auto-esque tale of warring Mafia members, it slowly opens up to something more fantastical.

And grimly fantastical – put aside the sights of your tentacles fighting over a human heart inches in front of you – there's far more disturbing sights that await you on your adventure in The Darkness. Don't just

dismiss it as a brainless action game. For a start, the action is surprisingly thoughtful, but it's not *just* an action game. Its plot is dense, and the world – when you're not involved in a fight – is a vibrant *noir*-ish portrait of New York. It even has its tender moments – just sitting and watching television with your girlfriend is a moment of tranquillity from the general violence you're confronted with.

In other words, this is a first-person shooter, sure, but it's a deeply unusual one. On a basic level, it's one in which you find yourself shooting more light-fittings than goons, but more conceptually this is an adult action game with its own vision. Starbreeze, clearly, can see in the dark. ●



Probably best not to talk about why you end up in a trench fighting zombies. Thereby hangs a tale.

"The plot is dense and the world is vibrant"



P3Zine

THE DARKNESS

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Ironically, with the Darkness the future's looking bright

Remember: Be careful shaving.



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**HANDS ON**

# Stuntman: Ignition

*Guns, cars and videotape in a virtual Hollywood studio*

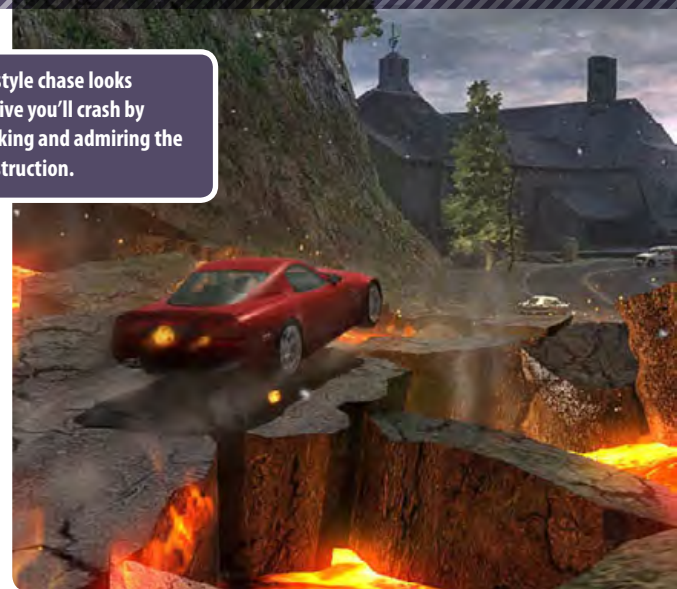
It's every little boy's fantasy isn't it? Doing those cool jumps, risking your life jumping out of buildings, setting yourself on fire and getting to meet Cameron Diaz? Being a stuntman always seems glamorous, until you realise that it's underpaid, dangerous and that it isn't actually Cameron Diaz, just a slightly chubbier lookalike designed for stunts. Still, Stuntman: Ignition looks like being much more fun than the real thing.

There are six levels, divided into various film projects for starters. Initial film Overdrive is essentially Steve McQueen's Bullet flick, set over the ridiculous hills of San Francisco

with ample opportunity to throw retro cars further than a Matchbox Capri attached to a cheap firework. The original prequel was developed by the makers of Driver and there's

more than a passing resemblance to the classic game in Stuntman: Ignition. Over the course of each level, rather than doing point to point missions like Driver, you'll

The Bond style chase looks so impressive you'll crash by rubbernecking and admiring the trail of destruction.



*"Stuntman: Ignition looks like being much more fun than the real thing"*

Direct your own stunts and find this, commonly referred to as the 'money shot'.



This looks incredible. More of this on PlayStation3 please.







## >Stuntman continued

be asked to get from A-Z while going through set checkpoints and being rated on your cinematic credentials. Perform life endangering powerslides, crumple the required cardboard boxes and jump through flames and you'll make the grade and move on to the next film set.

Aftershock is a typical disaster flick based on any number of Volcano style movies, minus Pierce Brosnan. Lava spills over the roads

Trashing cars is a high risk game – there's real consequences to your earnings and your health!

and you'll need to remember to trigger the explosion switch as you pass the specially prepared barrels. You can even use a motorcycle for daredevil scenes which feel more like a particularly sadistic episode of Jackass. Miss a cue or lose control during a key scene and you'll get a CUT! Sign, alerting you to the fact that the scene has been fluffed and you need to start another take in front of sniggering extras. After becoming an expert, you get to play with fire engines and take on the bigger challenges. And if that isn't enough, you can even use the Stunt Creator to create and film your own demented, death defying tricks. Creating familiar scenes from Bad Boys or Lethal Weapon is especially fun – you can take your creation online and challenge others to beat your best, most outrageous stunts.

The online multiplayer allows you to compete in fantasy stunt parking

lots simultaneously, jostling for the big point jumps and doing it for a crowd. Imagine that, the Stuntman becomes famous... no need to befriend Cameron Diaz lookalikes anymore, skulking behind the stars like Ricky Gervais in Extras. The sheer variety of film sets and options makes Stuntman: Ignition a game that you'll want to play over and over again if only to show your mates that killer 720 degree spin you did. You know, the one with your bonnet on fire before you jumped over the flaming volcano... ●

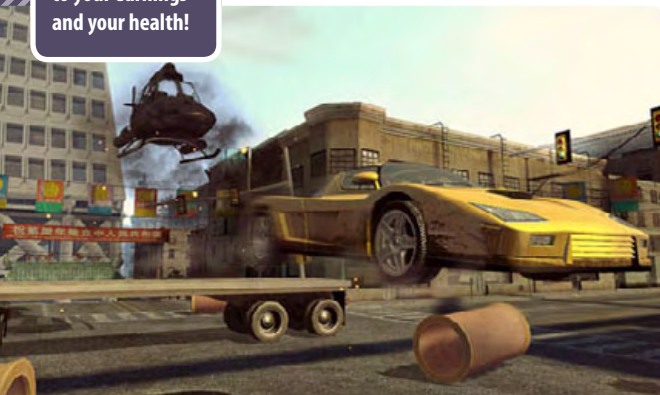


If you can get every car to explode, that's big points and an early CUT!

The similarities to Driver are plain to see, but this beats the clumsy PS2 Parallel Lines hands down.

"A game that you'll want to play over and over again"

Trigger explosions at the right time, otherwise this will be the last stunt you'll ever attempt.



PERCENTAGE COMPLETE



FIRST IMPRESSIONS



The coolest accidents and explosions we've seen on PS3





**Publisher:** D3Publisher

**Developer:** Digital  
Extremes

**Heritage:** Unreal  
Tournament, Pariah,  
Warpath

**Link:** [www.  
digitalextremes.com](http://www.digitalextremes.com)

**ETA:** June 2007

**HANDSON**

# Dark Sector

*Turn the light on then...*

**W**hat do get if you cross Zelda with Resident Evil 4? The answer, ambitiously, is Dark Sector, coming to a PS3 near you soon. While that description may be dismissed as an idle boast, developer Digital Extremes is not without a lengthy heritage, boasting some 14 years in the business. The last couple of these have been dedicated to the mysterious Dark Sector, which was officially the first

game announced for this generation of consoles. Information has been sporadic ever since, but the game was recently unveiled at a secret London location, and proved to be an interesting mix of styles.

Story-wise, it's a cod sci-fi affair in which the central protagonist, elite Black Ops agent, Hayden Tenno, wakes up with a great big spinning blade biologically melded to his arm. Known as a glaive, it's



Finishing moves include the perennial neck snap.

*"Your character wakes up with a great big spinning blade biologically melded to his arm"*

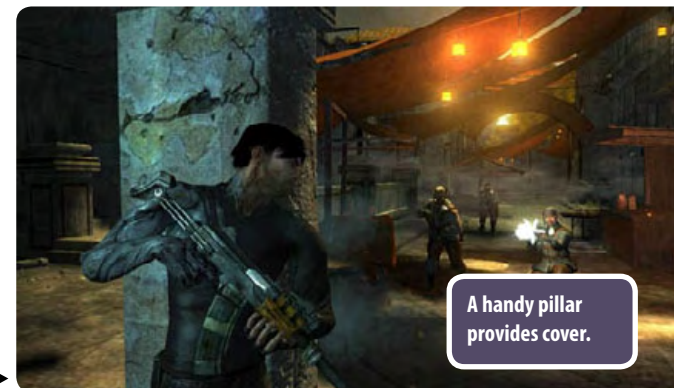
certainly a conversation starter, albeit something of an eyesore. However, in time you learn to love the glaive - essentially a pointier boomerang - mastering its particular skills as you fight your way round the ruined city of Lasria, which hides a secret dating back to the Cold War.

## Duck & Cover

A third person affair, your character sometimes ducks for cover in a Gears Of War style to regenerate health or plan your next move. However, it's more about confronting your enemies directly, many of who are infected with a deadly virus, a large nod to Resident Evil 4, along with the similar camera angle. As for the Zelda claims, there's a comparison with the puzzles, with the glaive being used to solve all manner of quandaries, and even able to transfer fire and electricity. They shouldn't be prohibitively hard though, and as the producer of the game explained, "We have some tricky ones in there, >

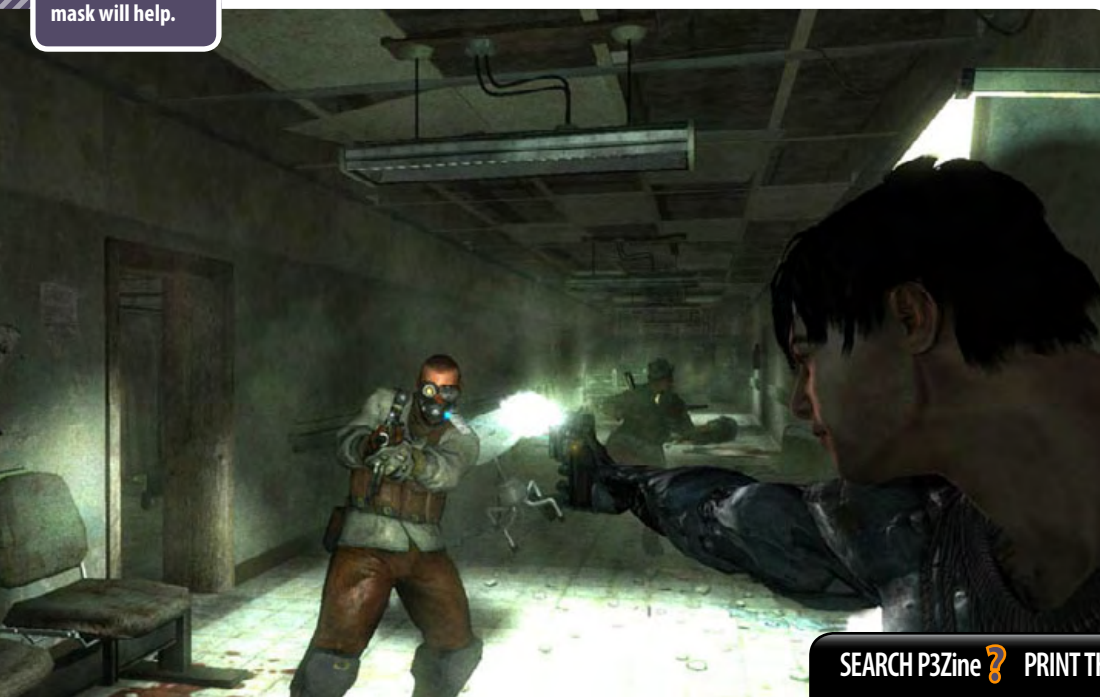


Nice statue, all the same.



A handy pillar provides cover.

Not sure the gas mask will help.







God's house is no sanctuary.

## >Dark Sector continued

but we don't want to throw the player off and have them wandering around."

With the emphasis on immersion, there's no HUD as such, with health status reflected by the screen turning red and your heart beating like a mother. As for ammo levels, they are represented by different coloured lights on your gun, when you finally get one, with weapons being upgraded in line with your progress. Certain weapons can also be modified, so you can take a hacksaw to your shotgun, for instance.

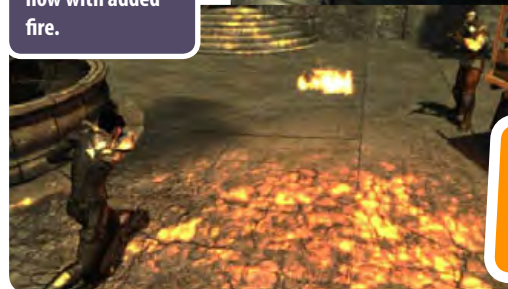
Something of a Jack Bauer character, Hayden Tenno is a renegade CIA agent who has gone

deep, often losing contact with his bosses. As such, a lot of one-man heroics are involved, and he is essentially a superhero. According to the producer, "We looked at Spider-Man and Batman Begins, where you could really believe that you could almost be that character. Of course we are going a little further than reality."

That is something of an understatement. But while wandering round a thinly-veiled Eastern Europe, riddled with radiation and biological mayhem, fighting monsters and soldiers with a giant spinning blade attached to your arm may not be the most realistic of experiences, it certainly looks intriguing. Hopefully it will be worth the wait. ●

Ruptured carotid leading to extensive blood splatter.

The trusty glaive, now with added fire.



The glaive, with a nice dollop of fresh blood.

*"A thinly-veiled Eastern Europe, riddled with radiation and biological mayhem"*



PERCENTAGE COMPLETE



Science friction

FIRST IMPRESSIONS





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# Spider-Man 3

*The web-slinger faces his most deadly foes yet*

**F**or fans of the wall-crawler the Spider-Man 2 game was an absolute revelation; for the first time ever a videogame had properly nailed the exhilarating freedom of web-slinging. As you flung Spidey through the high rise jungle of New York City, shooting out webbing and hurtling around the skyline, there was the real sensation of what it must be like to be a super-agile, spider-powered homo sapien with the ability to emit sticky mess from your wrists. Yes, it was a strong game generally, with lots of missions and decent combat, but the best bit was undoubtedly the web-slinging – which makes it all the more unfortunate that Spider-Man 3 knackers this up beyond all recognition.

Here, the smooth, seamless

webbing action of old is replaced by a chugging, heavy feel that's more like controlling Fern Britton on a rope swing than effortlessly propelling Spidey through the Big Apple. There's no excuse for this treacly slowdown either, it's not as if the PS3 processor can't cope with all

**Publisher:** Activision  
**Developer:** Treyarch  
**Heritage:** All the recent Spidey games, Call of Duty 2 and 3  
**Link:** [www.sm3thegame.com](http://www.sm3thegame.com)  
**ETA:** 18 May

Capture an enemy in a web lasso and you can chuck him around like a helpless rag doll.



**Next Gen?**

A sprawling New York City in a big budget Spidey game on PS3, you'd think the graphics would be screaming next-gen. But you'd be very wrong. As if it wasn't bad enough that the web-slinging is plagued by frame rate issues, when you first notice the hideous pop-up – blocky buildings appearing out of nowhere as you swing through the streets – you'll think you've accidentally wandered into an early PS2 game.

**"Face off against classic comic book bad guys Kingpin, Scorpion, Kraven, Lizard and Rhino"**

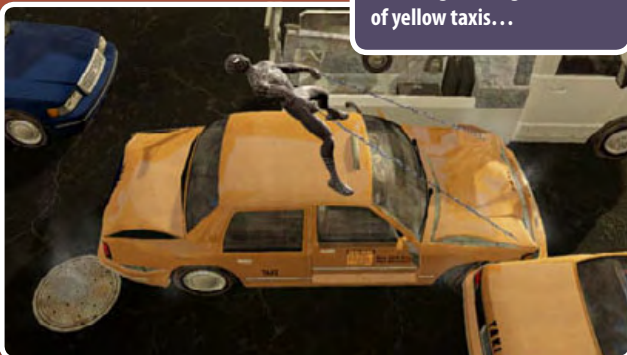


Smash some internal organs by grabbing a bad guy and hurling him into the scenery. That's gotta hurt.

The extra speed, strength and aggression provided by the black outfit comes in very handy against Sandman.



The symbiote does strange things to Spider-Man's mind, including a strange hatred of yellow taxis...



## >Spider-Man 3 continued

the gleaming skyscrapers and pin-sharp detail it's having to generate as, beyond an ace-looking Spidey and a handful of nice textures, the graphics are disappointingly bland.

Although the game is fundamentally flawed by its slothful swinging, if you can look past it there are some positives to be gleaned from Spider-Man 3. The city is considerably bigger than in previous games and it offers

up a huge adventure playground of possibilities. The non-linear gameplay means you can just have fun webbing around, dropping in on random events such as protecting cops and preventing crimes, only delving back into the 42 story missions when you feel like it. There's also stuff like races across the city and skydiving challenges to keep you occupied.

Aside from the movie-based action, the game's biggest feature is the gang war that's plaguing New



Spidey gets kung fu on the ass of a grunt from martial arts gang Dragon Tail.

York. The city is split into different zones and it's up to Spidey to patrol them, fighting crime and turning the map from the angry neon-lit hue of a gangland hellhole to the peaceful green of a friendly neighbourhood Spider-zone.

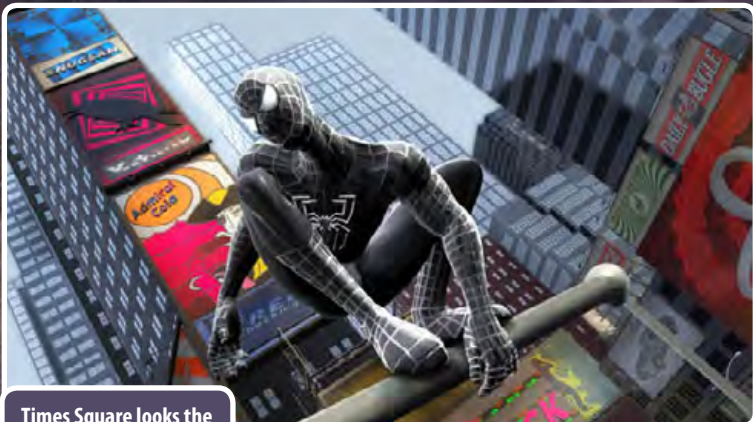
## Gangland

There are three different gangs to keep in check and although it wouldn't be much of challenge if you could duff these thugs up with a single super-powered blow, it is a bit incongruous to have Spidey struggling to deal with a group of skinhead no-marks – especially when, as with the Arsenic Candy crew, those no-marks are actually a bunch of \*girls\* smacking down the web-head with mallets. We're all for artistic license but making Spider-Man puny just so the game will be a little bit tougher is one of the laziest examples of game design imaginable.

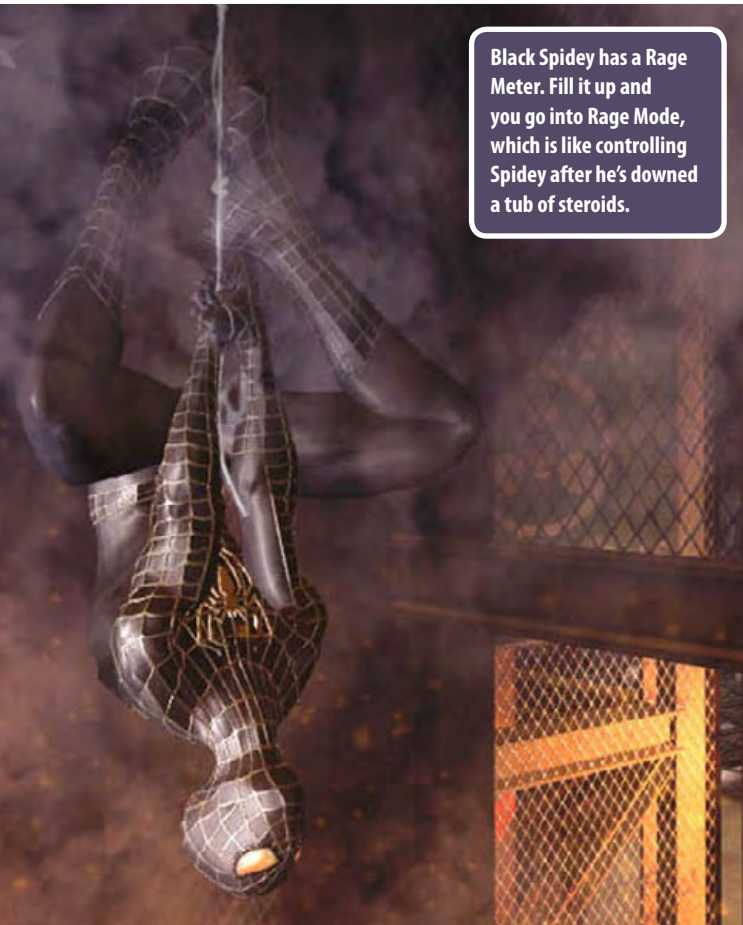
A more realistic threat to Spidey's health meter ➤

**"The city offers up a huge adventure playground of possibilities"**

Black Spidey has a Rage Meter. Fill it up and you go into Rage Mode, which is like controlling Spidey after he's downed a tub of steroids.

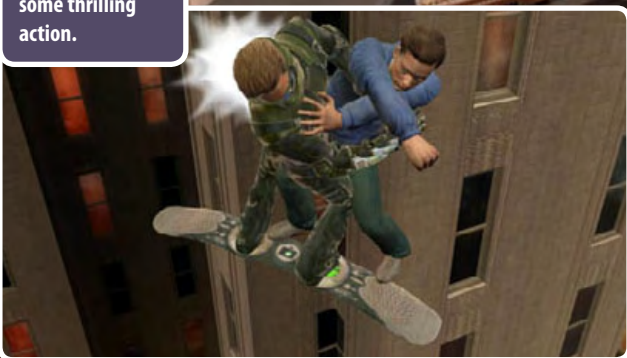


Times Square looks the business but much of the rest of New York is bland and blocky.





Lifted from the movie, the sequence where Peter is attacked by the New Goblin delivers some thrilling action.



It's still pretty exhilarating but on PS3 the web-swinging is nowhere near as slick as in Spidey 2.

## >Spider-Man 3 continued

is provided by a range of super-villains. As well as the movie missions involving the New Goblin, Venom and Sandman, you also get to face off against classic comic book bad guys Kingpin, Scorpion, Kraven, Lizard and Rhino. The frisson of reliving scraps from the comics is undeniable – leaping out of the way of the charging Rhino and swooping back down to deliver a full-blooded blow to the back of his thick skull, dodging the Goblin's firebombs and deflecting them right back at him with a well-aimed bit of webbing

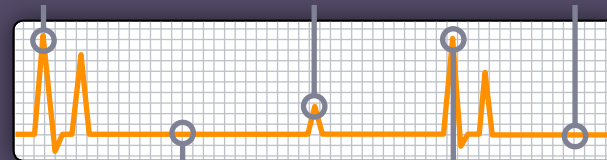
– unfortunately, the excitement soon dwindles when you realise just how pre-programmed the battles are. All the bosses stick to set patterns, so for each one it's simply a case of avoiding an attack, getting in your own hit, dodging again, repeat until your enemy finally goes down or you get bored and switch the console off – whichever comes first. There's no unpredictability, no variety, no sense of facing an opponent who will react to your moves and change his behaviour accordingly. It's yet another example of last-gen gaming in a supposedly cutting edge PS3 game.

## PULSOMETER *Signs of life*

The intro and music kicks in...

At least there's loads of missions on offer

Doesn't stop me getting my ass kicked



But it feels really slow and there's pop-up everywhere

And the black costume is a real power trip

## Anti-hero

Given the super-strong foundation the developers had to build on with Spider-Man 2, this sequel is a massive disappointment. From the glitchy visuals to the slowdown-added web-slinging, from the tedious boss scraps to the idiotic pedestrians who wander happily into fireballs or get stuck against walls, everywhere you look there's an infuriating example of major league badness. If you're a fan of the wall-crawler's work it's enough to make you don a black suit and go Spider-mental. ●

**"The frisson of reliving scraps from the comics is undeniable"**

Lee Hart

**P3Zine  
Verdict**

*Deeply average  
Spidey adventure*

- + Some great attacking moves
- Infested with bugs
- Sludgy web-slinging

**70%**



# PlayStation Network

Like what see? Download 'em today...

## Go! Sudoku

Turning Archimedes, I think I'm turning Archimedes. I really think so

**Publisher:** SCEE  
**Developer:** Sumo Digital  
**Heritage:** Virtua Tennis 3 (360), Outrun 2006 : Coast2Coast  
**Link:** <http://uk.playstation.com/ps3/games/>  
**Price:** All puzzles £4.99

With a whopping 1,200 puzzles on offer for just £4.99, Go! Sudoku offers incredible value for money. Split over four difficulty levels – easy, mild, difficult and fiendish, with 516; 376; 198; and 98 on each, there's plenty here for all types of player.

If you've ever played Sudoku before (and lately, who hasn't?), you'll know what you're in for. You're presented with a grid of nine squares, each of which contains nine smaller squares. It's up to you to fill the numbers one to nine in each

square, while making sure there's no duplication horizontally, vertically, or in the same square.

Although there isn't too much you can do with the Sudoku formula, there are a few nice touches here for the novice Sudoku-ist, the most notable of which is the way it automatically flags any numbers you put in that are wrong, giving you immediate feedback on which numbers are in the wrong place. With three modes on offer, including an online mode that lets you play against up to three other players, there are plenty of reasons to buy Go! Sudoku. If you enjoy the puzzles, this is well worth your money. ●

Online multiplayer is a unique prospect for a Sudoku game

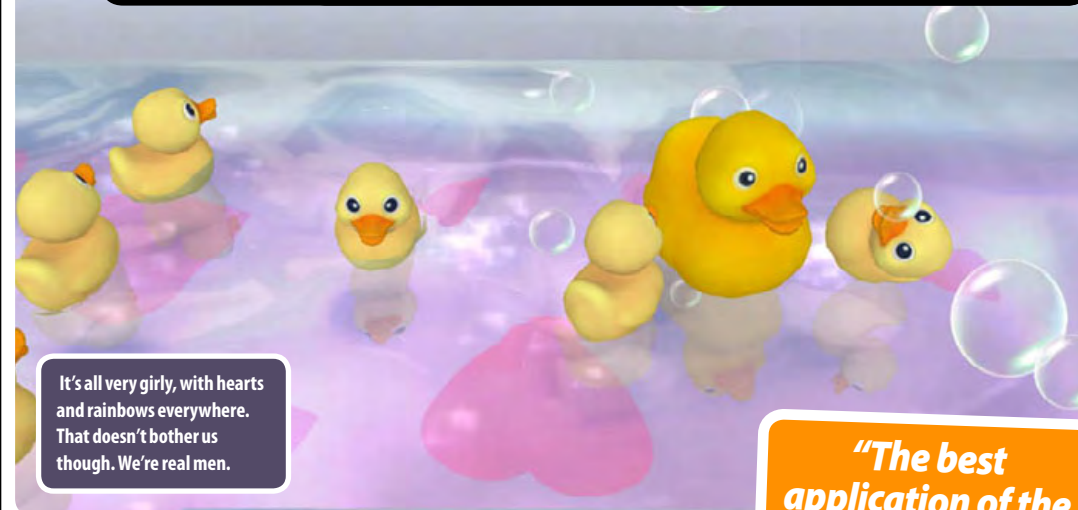


### P3Zine Verdict

Number crunching goodness

- + Loads of puzzles
- Some are just too hard!

75%



It's all very girly, with hearts and rainbows everywhere. That doesn't bother us though. We're real men.

"The best application of the Sixaxis so far"

## Super Rub-a-dub

Bathtime fun with Phil Harrison? That's just wrong...

**Publisher:** SCEE  
**Developer:** Sumo Digital  
**Heritage:** Virtua Tennis 3 (360), Outrun 2006 : Coast2Coast  
**Link:** <http://uk.playstation.com/ps3/games/>  
**Price:** £3.49 until 23rd May

Although it may bear a few striking similarities to the PS3 tech demo shown at Sony's E3 press conference, Super Rub-a-dub is no mere demo.

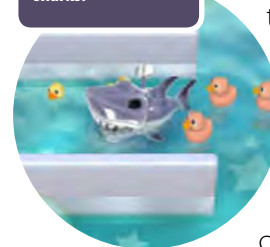
Playing as a mother duck, it's up to you to float around various tubs and rescue your ducklings from the bubbles they're trapped in, before guiding them to the centre of the bath and down the plughole to freedom. In a similar fashion to Super Monkey Ball, rather than controlling the duck, you actually tilt the entire tub, and your mother duck simply floats across the water's surface.

The first game to rely entirely upon motion control (fIOW used a button for your special moves, so it doesn't count), Super Rub-a-dub is the

best application of the Sixaxis so far. It's not by any means perfect, but the controller certainly shows its versatility here – you can tilt in all directions, as well as flicking the controller to make your ducks jump.

With support for online leaderboards, as well as a turn-based beat the clock offline multiplayer mode, Super Rub-a-dub is a pretty decent game – if the controls were that little bit tighter, it could have been a must buy. ●

The courses get harder later on with the introduction of sharks.



### P3Zine Verdict

Squeaky Clean

- + Innovative controls
- Slightly inaccurate

78%





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Swinging through the air on your grapple hook is almost as thrilling as the combat.



Wielding the Blades of Athena once more, Kratos is a fearsome anti-hero.



**Publisher:** SCEE  
**Developer:** SCEA  
**Heritage:** Twisted Metal/God of War  
**Link:** <http://uk.playstation.com>  
OUT NOW

# God of War 2

*No, THIS is Sparta.*

**H**alf an hour into God of War 2, and you'll almost wonder why you bothered buying a PlayStation 3. Make no mistake, Sony Santa Monica have performed miracles with the ageing PS2 architecture, wringing out every last drop of power in one of the most jaw-flooding openings to a game ever made. As Kratos, you battle against, on, and finally inside the Colossus of Rhodes, all the while despatching grunts with the same bloodthirsty relish as the

first game. Once the giant is finally slain you might think it's time to catch your breath. Not a bit of it, as Cory Barlog and his team throw stunning setpiece after gigantic boss after gory battle in a bid to outdo even that epic scrap. God of War 2 never quite manages to top that astonishing prologue, but it's still a pure, balls-to-the-wall Hollywood action spectacular from sinew-snapping start to fist-flying finish. A flabby middle section and one too many crate-and-lever puzzles threaten to derail this rollercoaster, while the overdone QTE sections sometimes make Kratos more of a rubbernecker than a neck-snapper. Nevertheless, something this awe-inspiringly exciting shouldn't be missed. A graphically gruesome, bone-bustingly visceral triumph. ●



**P3Zine**  
**Verdict**  
*Bloody good fun*

- + Breathtakingly brutal
- + Epic with a capital E
- A little 'one note'

**90**  
%

# Free Running

*Wall-walk this way*

**T**he runt of this month's reviews litter, Free Running annoys mostly because its concept has real potential. A game based on the excitingly dangerous wall-running, building-leaping pursuit of parkour should make for a sure-fire hit, and it's only down to inept execution that it doesn't. There are a number of acrobatic moves to perform, adeptly taught in the detailed tutorials, but unfortunately the controls - perhaps the most important element of such a title - let the side down. Most of the moves are context-sensitive and require perfect timing, but there's little feedback to suggest where you're going wrong, while the camera is incredibly unhelpful. It's never a good sign when a game makes it tough to simply run in a straight line, and the jittery analogue movement coupled with the wildly swinging viewpoint makes it

difficult to chain moves together efficiently. Perseverance - as always - reaps rewards, but you always feel you're fighting against the control scheme rather than working with it. It doesn't help that the likes of Prince of Persia have already used some of the more spectacular moves, and to better effect, leaving Free Running looking outdated and clumsy. One to avoid. ●



**Publisher:** Ubisoft  
**Developer:** Rebellion  
**Heritage:** Sniper Elite/Rogue Trooper  
**Link:** [www.ubi.com/UK/Games/Info.aspx?pld=5369](http://www.ubi.com/UK/Games/Info.aspx?pld=5369)  
OUT NOW

Bizarrely, everything seems to have an orange glow to it.



Vaulting can result in a ragdoll wipeout on the pavement below.

**P3Zine**  
**Verdict**  
*Below parkour*

- + Exciting concept
- Clunky controls
- Woeful camera

**47**  
%



# Shadow Hearts: From The New World



**Publisher:** Ghostlight  
**Developer:** Nautilus  
**Heritage:** Sniper Elite/ Rogue Trooper  
**Link:** [www.ghostlight.uk.com/product\\_info.php?prod=10](http://www.ghostlight.uk.com/product_info.php?prod=10)  
**ETA:** 25th May

+

Amazing characters

+

Excellent combat

-

Too weird for some

86

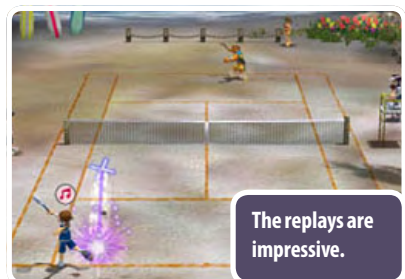
%

much they eat, to a pair of gay biker shopkeepers (no, we're not making this up). Yet, despite all the quirkiness, there's a surprising amount of heart to the story, with almost as many moving moments as comedic interludes. The Judgement Ring battle system works a treat, too - its reliance on precision timing as much as clever decision-making means random encounters feel less of a trudge than so many games in the genre. With a handful of expertly executed twists, and a host of truly memorable NPCs, for those who can get past the often wilfully obscure story there's a lengthy adventure to treasure. It won't please everyone, and it's not quite on a par with Covenant, but this is one wonderfully wacky world that role-playing fans will want to be part of. Highly recommended. ●

# Everybody's Tennis

## Not-too-Hot Shots

Clap Hanz's Everybody's Hot Shots Golf franchise is renowned for its simple-but-deep gameplay, allying pick-up-and-play mechanics to a tough overall challenge, with a wealth of unlockable extras thrown in. So it's disappointing that its tennis title seems to have just retained the 'simple' part of the equation. Controls are rudimentary yet effective - X for a standard shot, circle to slice, and triangle to lob - and it's initially very enjoyable to play, the pleasing presentation with the trademark cute, big-headed characters, some nice-looking courts and excellent rally replays helping its appeal. However, with a Challenge mode that offers little of the sort - at least until you reach Japan class, around twenty-five matches in - and no mini-games to add variety, you've got a tennis game that's clearly inferior to the likes of Virtua Tennis. Sure, there's some fun to be had with friends (particularly if you have a multitap) as the game's accessibility makes it easy for less-skilled gamers to compete. But despite that, Everybody's Tennis



The replays are impressive.

is a worryingly slight package - and compared to its feature-filled stroke-playing siblings, that's even more disappointing. ●



Tiny symbols let you know if you're hitting too early, too late or - in this case - a perfectly-timed shot.

+

Delightful presentation

+

Solid gameplay

-

Better tennis games out there

69

%

**PlayStation 2**  
  
**Publisher:** SCEE  
**Developer:** Clap Hanz  
**Heritage:** Everybody's Golf series  
**Link:** <http://uk.playstation.com/games-media/games/detail/item48432/Everybody's-Tennis/>  
**OUT NOW**



# Blu-Ray reviews

The latest and greatest HD releases to make it on to your big screen TV



## Rocky Balboa

MGM Entertainment/£24.99/deleted scenes and an alternate ending, audio commentary with Stallone, making-of videos

Far better than most would say it had a right to be, Sly Stallone's swan song to one of American cinema's most memorable icons is almost shockingly genuine and watchable. Though certainly not the cinematic gem that the original movie was, Stallone's performance as a clearly brain damaged, yet endearing ex-boxer who wants one more shot at his old life proves to be entertaining. The picture and sound quality are generally very good.



### P3Zine Verdict

An entertaining end of an era

+ Watchable

- Not winnable

**84**%



## The Ultimate Avengers Collection

The Ultimate Avengers Collection/ Lionsgate/£26.99/various featurettes, a gag reel, trivia game, and trailers

Turning the adult Ultimates comic into more kid-friendly fare isn't exactly a dream task, so perhaps the numerous plot holes and omissions in this collection can almost be forgiven. Both movies have moments of thoroughly watchable comic book action, yet flounder thanks to poor pacing, remarkably unlikeable characters, and often terrible animation quality.

### P3Zine Verdict

Hit and miss... mostly miss

+ Two movies

- Too flawed

**65**%



## Déjà Vu

Buena Vista Home Entertainment/£26.99/Behind the scenes looks, deleted and extended scenes

Denzel Washington can always be counted on for a solid performance, but this deftly intelligent thriller thankfully doesn't just ride on the actor's coat-tails. In addition to fine performances all around, it's the slick and surprisingly intelligent plot that mixes subtle sci-fi time travel elements with terrorism that makes Déjà Vu so memorable. The presentation doesn't hurt either. The picture quality is almost uniformly stunning.

### P3Zine Verdict

A surprisingly intelligent and entertaining thriller

+ Fantastic visuals

- Audio isn't quite as impressive

**90**%



## A Scanner Darkly

Warner Home Video/£26.99/Cast and crew commentary and two making-of videos

This tale of a drug enforcement agent playing both sides definitely isn't an action flick. It's not even a thriller really, so much as a statement on modern paranoia and drug usage. The unique look of animation over live actors and the interplay between the characters are certain to make the often genuinely intelligent and biting movie a cult classic, but calling it an acquired taste is an understatement.

### P3Zine Verdict

Soon to be a cult classic, and not just for stoners

+ Fantastic picture quality

- Too strange for a lot of viewers

**90**%



## Payback Straight Up: Director's Cut

Paramount/£26.99/Director's commentary, making-of videos, a conversation with Donald E. Westlake

One of Gibson's most underrated flicks, Payback is back in a shorter, grittier edition. Panned by the studio for making its star a little too unflattering, director Brian Helgeland's vision for the movie finally has its day. Is it better? Maybe. Both versions of the movie are unapologetically vicious and entertaining, yet the director's cut streamlines the story, while making Gibson's single-minded Porter seem even more unfeeling and murderous.

### P3Zine Verdict

Not necessarily a better version, but still good

+ Mad Mel kicks ass

- Too much grain

**89**%



# Welcome



**H**ello and welcome to the first P3Zine community section! From now on, these pages will be the only place you need to visit for all of the latest and greatest community news, whether it be updates on new PSN games, features on the biggest clans, or a whole host of other things that involve you. We have a lot of very cool things planned for coming issues, but in the meantime, feel free to join our folding@home team – 68602, add me to the PSN – P3community, or drop me an e-mail and let me know your thoughts. I'll see you online!

Ian Morris

Click here to send us your links and ideas for the section!

Although it's still a Beta, Myresistance.net is home to an active community of fans.



## Myresistance.net

*Step into the ring for a fighting experience that'll make you think.*

**E**very console launch has at least one must buy game, and for the PS3, it was Resistance: Fall of Man. Holding the top spot in the charts across Europe for several weeks following the launch, Resistance has got a massive community following, and this has lead to its online mode being one of the most populated of all the launch titles. With a whole host of modes on offer, from simple deathmatches, to the unique conversion modes, as well as full support for clans, it's little wonder that Resistance's online mode has proved so popular.

And now, it's about to get even better. A patch scheduled for release mid-May will provide support for global servers, allowing anyone, from any country to play against each other. Up until now, that wasn't possible, with online games restricted to only include players from the region you bought your game in. Along with the globalisation of the servers, Insomniac's cool community website, Myresistance.net will

finally become accessible by UK gamers.

Myresistance.net is a brilliant website that lets you keep up-to-date with the Resistance community when you're not near your PS3. Containing leaderboards for the top 500 players across six categories, ranging from most kills, to team stats, as well as letting you view full statistics for any player that appears on the boards, it's a pretty comprehensive tool, and one that's incredibly easy to use. By simply linking your PSN tag to Myresistance.net's servers, you can start tracking your own stats online, and see how you measure up against the world's best. While the site is still very much a work in progress, the forums are one of the most active we've ever come across, and are a great place to chat about all things PS3. In the meantime, check out our cool Q&A with the Resistance team to find out exactly what they have planned for the future...

**Resistance has very quickly built up a large, dedicated online community, which has been fostered by the creation of Myresistance.net. What made you make the decision to provide a site such as this for the community?**

RYAN SCHNEIDER, MARKETING DIRECTOR: Thanks very much for the compliment. We created MyResistance.net for two overarching reasons. First, we've steadily been building a community for fans of Insomniac Games' titles for the past three-plus years. We really enjoy building relationships with our fans and regularly seek to incorporate their input. Second, we wanted to create a special online destination for Resistance: Fall of Man players that would grow with the community as we continue to develop the Resistance franchise. We think that passionate gamers want more than just a great gameplay experience; they want to share that experience with others in a more social setting. That's what MyResistance.net is all about.

**We understand that downloadable content is on the way in May. It's been hinted at that this will include single player content, to "expand the story". Can you confirm, either way, exactly what we'll be**

Got beaten online? Check how good your opponents really are by looking up their stats.

**getting in the downloadable content? Will this be premium, or free?**

JAMES STEVENSON, COMMUNITY RELATIONS MANAGER: This May, we are releasing an update that will give gamers the opportunity to purchase two all-new maps. These maps contain brand new locations, and both support 40-player gameplay and all game modes. The expansion of the story will be told through the timeline on the game's website at www.rfomps3.com. Players will be able to discover additional information about these battlegrounds and their significance to the Resistance: Fall of Man universe there.

**Resistance set itself apart from other PS3 launch titles by providing both an online multiplayer mode, as well as an offline split-screen multiplayer mode. How important was it to you that you provided a split-screen mode?**

ERIC ELLIS, MULTIPLAYER TEAM LEAD: It's always been considered a must-have feature here at Insomniac because we are gamers and believe it or not, some of us actually have friends. We all know how much fun it is to toss a controller at ➤

DOSSIER OF AznAnSwEr (AKA: UNKNOWNY)			
Wins	1730	Kill/death	1.547
Losses	998	Headshots	4734
Games Played	2732	Stealth Kills	243
Streaks	-1	Melee Kills	523
Quits	125	Best Weapon	Bullseye
Incompletes	50	Worst Weapon	Air-Fuel Grenade
Kills	29416	Longest Killing	18
Deaths	19010	Spree	0
Assists	9866	Team Kills	0

WEAPON STATS			
Weapon	Kills	Assists	Deaths
Rifle	5350	2361	4392
Bullseye	7804	2314	6560
Shotgun	2803	586	2222
Sniper Rifle	2893	998	724
Auger	4809	2151	509
Flamethrower	173	91	222
Rocket Launcher	3045	178	1834
Arc Charger	231	70	224





> your buddy and sit down to play a great game, and how frustrating it is when you can't play a game because you have a friend over and it doesn't support split screen play. We only regret that we didn't get a chance to put online split screen play into Resistance: Fall of Man because of the time pressures of being a launch title.

### Will the offline multiplayer mode be receiving any updates in future, with things such as bot support?

ELLIS: For those who have an internet connection and download the multiplayer updates we've made, offline multiplayer has already received a ton of great updates. We aren't planning on making any updates exclusively for offline multiplayer though, and one reason for that is that we expect a lot of people who play offline multiplayer primarily may have not yet hooked up their PS3 to a network and therefore wouldn't even be able to download that update.

### What plans do you have for the expansion of this site? At the moment, the server only tracks US stats, for the top 500 people. Are there plans to expand the site beyond this, to include not only people from the UK, but people like myself, who are too rubbish to be anywhere near the top 500?

COREY GARNETT, SYSTEM ENGINEER: It's been our goal with MyResistance all along to provide as much competitive player data as possible while being as inclusive as possible. To clarify though, stats are currently available and viewable for \*all\* players in the US region - it is the leaderboards that are currently limited to the top 500. We're striving to further develop

and expand the leaderboards so as to include more players. We're also working now to support other regions and hope to launch in coordination with the availability of Worldwide Servers (to be released soon).

### Are you happy with the way the PS3 community has taken to Resistance?

STEVENSON: We've been overwhelmed by the response from gamers worldwide. Even months after the release of Resistance: FOM, there is still a large and very passionate audience giving us feedback and playing the game on a regular or daily basis. For instance, the official Resistance: FOM thread on the internet's premier gaming forum, Neo-GAF, is the fifth most active thread on the site. With two of our most requested features - worldwide play and new maps - coming soon, we believe that players will still be enjoying Resistance: FOM for months to come.

### What are your thoughts on community created content, and is there a possibility of you ever releasing a level editor, or similar community tools?

ROSS MCINTOSH, MULTIPLAYER PROGRAMMER: We've been very happy so far with the community involvement in Resistance, including the high level of participation we see on our MyResistance.net forums and a number of community-created videos and montages that have already been released. We're very excited by a number of groups that have already expressed interest in making machinima in Resistance:FOM and we've got some things planned to help make it easier for them. A lot of us read the forums daily, and we're always looking for cool new ideas to allow the community to grow and participate in any way that they can. ●

## PS3blog.net

Set up in the middle of 2005, PS3blog.net is one of the earliest PS3 fan sites around. Offering opinions on all the latest PS3 news, as well as the competition, PS3blog.net provides a friendly discussion ground for all fans of PS3. The team focus on opinion pieces as much as providing news, chronicling their progress with the PS3, and letting everyone know exactly what they think. If you want to discuss the PS3 with like minded people, or just read up on the latest news, PS3blog.net is a great place to start.



## New PSN games

It's been a busy month for the PSN, with a whole host of brand new games announced. Capcom have announced that a whopping four titles are in development for the PSN - Super Puzzle Fighter II Turbo HD Remix, Rocketmen: Axis of Evil, Talisman, and Super Street Fighter II Turbo HD Remix, an HD remake of

the classic 2D beat-em-up. PS3 blog threespeech.com has also announced provisional dates for three new PSN games; God of War creator David Jaffe's Calling all Cars will hit on May 25th, followed by a pair of updated Amiga shooters, with Nucleus released on June 1st, and Super Stardust HD out on June 15th.



Clockwise from above left : Super Puzzle Fighter 2 Turbo HD Remix, Rocketmen, Super Stardust HD and Calling All Cars.

Mmm, proteins.  
Look at them fold.

## Lets make a difference together

Included in your PS3's XMB is a program that you may not have noticed. It's called folding@home, and this nifty little application could be the next big thing in the world of medicine. Created by Stanford University, f@h is looking for a cure for some of the world's most devastating diseases, including Alzheimer's, Parkinson's, and Cancer.

Now here comes the sciencey bit. All these diseases are caused by the mis-folding of proteins. Proteins are essential parts of the human biology; strings of amino acids that carry out all sorts of tasks, from forming the structure of bone, to fighting infection. To complete their task, these proteins must fold into a specific shape, and it's here the problems may occur. If a protein mis-folds, it can be devastating, and even lead to diseases such as cancer. You can find out more about the

science behind the program here <http://folding.stanford.edu/science.html>.

The program uses a concept called distributed computing, which utilises the combined power of many PS3s to simulate the folding of a single protein. Put simply, this means the more PS3s we can get working in a single team, the quicker we can simulate the folding, and the more proteins we can get down.

### So here's where you come in...

To play our part, we've set up a P3zine team. If you want to help out, and join our team, it's easy for you to do so - simply run folding@home, press triangle, select identity, then join existing team, and enter our team number - 68602. All you need to do then is leave your PS3 on to do its thing.



# BLURRED VISION

*As Kutaragi retires, Sony has one Eye on the future...*



**Chris Schilling**

Chris is the proud owner of all three 'next-gen' consoles. Every issue Chris will chart the progress of PS3 and commenting on Sony's latest and greatest initiatives.

**S**o, the father of PlayStation has been 'moved upstairs'. It's a sign of the competitive nature of the videogame industry that someone as successful and visionary as Ken Kutaragi can soon find themselves out of favour, but poor sales of the PS3 in Japan and the US (certainly in comparison to the largely impressive European launch) did for him in the end.

It's a shame in many ways, as there's every chance Kutaragi's vision could yet come to some fruition. While at the moment it's hard to

see the so-called 'fad' that is the Wii wearing off, in a few years' time it's almost certainly going to seem outdated. The 360 will likely be struggling to keep up with the PS3 in power terms as developers get their heads around the Cell's capabilities, which could leave a cheaper - surely, by this time - PlayStation 3 to clean up. Of course, this is all purely hypothetical, but it's a distinct possibility.

## Branded

An interview which Kutaragi did with Japanese magazine PC Impress Watch a year ago makes for fascinating reading in hindsight. One comment in particular perhaps shows better than any other why the PlayStation 3 hasn't been the immediate success its predecessors have. "Steve Jobs could slap an Apple logo on the PS3 and sell them for \$2,000 each. We couldn't do that. That's the difference between the PlayStation brand and a computer brand, like Apple."

It still seems that despite everything Sony have done, despite every effort they've made to show the PlayStation as a convergent



The inimitable 'Father of Playstation', Ken Kutaragi. Kaz Hirai takes his vacated CEO role.

platform capable of so much more than a dedicated gaming machine (like Wii), that public perception has spoken volumes - PS3 is still seen primarily as a games console, and a games console is something many aren't prepared to spend £425 on. A price cut will obviously help, as will non-gamer friendly products like Home, but so far Wii has nailed the vote of the occasional player while many enthusiasts are sticking with their 360 for the more complex titles. Which leaves the PS3 caught between a rock and a hard place, with developers switching their allegiances and many Sony exclusives going multiplatform.

Sony's latest initiative to try and nab that elusive casual audience is the announcement of the PlayStation Eye - effectively EyeToy

Mk.2, but this time promising "four times the resolution, twice the framerate and double the sensitivity" along with a noise-reducing microphone attachment tailored towards audio chat. Bundled in is the intriguing-sounding EyeCreate, which allows you to edit your video, audio or still captures with a variety of professional effects, like time-lapse photography.

## The vision thing

It's hard to see Eye alone changing PS3's fortunes, even if the likely arm-waving, leg-flailing games we're sure to see pique the attention of those wanting an HD equivalent to Wii Sports. But the timing couldn't be more appropriate - its high-resolution imagery combined with 'Web 2.0' creative appeal could yet bring Kutaragi's vision of "PlayStation" as a byword for "entertainment computer" into sharper focus. ●

With the increased resolution it's highly likely that Eye games will closely resemble the unrealistic concept shots for EyeToy.



The Eye itself, which curiously enough reminds us of Nintendo character Birdo.



# > Inbox

Keep your emails coming...

**READER FEEDBACK!**  
Click here to tell us what you think!

I AM A BIG GAME FAN AND I WAS always looking for a tool or a website to give me the information I need in an exciting and enjoyable way... and finally I found it in this magazine. Keep up the amazing and good job guys  
**> SAMIR**

PLEASE PUT MORE TRAILERS IN THE mag. Your written reviews are great and more trailers would make them better. Other than that the only thing I would change is having a single page on PSN content. Love the magazine, keep it up.  
**> Paxton**

**Don't miss Issue 4**  
Out June 21st  
**Sign up now!**

**> Thanks Paxton.** We include video footage when it's been very recently released. If we include too many videos the file size of the magazines will become much bigger. We'd be interested to know if file size is an issue for our readers, so if you have a view on this drop us a line to let us know. Oh and you'll find the PSN content on page 26...

FANTASTIC. BRILL MAGAZINE AND you are saving the planet as well. Oh and the price is just about right as well :)

**> Paul Morris**

I JUST LIKE TO SAY KUDOS FOR YOUR excellent magazine at a very good price (It's free, who can complain!) Anyways people on game console forums are really boiling my p\*s! People are always complaining about the fact that the PS3 is too expensive compared to the Xbox 360. What the hell do you expect? Sony (thank God) has included a Blu-Ray DVD drive into the PS3. For crying out loud you can practically turn it into a PC if you install the Linux Yellow Dog operating system for your sweet machine, (which was specially designed for the Cell processor). It comes with a hard drive 3 times bigger than the 360 if you compare the two top-of-the-range models (60GB PS3 & Xbox 360 Premium). Hell the cheapest 360 doesn't even come with a hard-drive or a wireless unlike the PS3 which comes with a 20GB and wireless controller. Maybe the games are

very close graphics wise and that's even when game developers haven't had time to use the PS3's power. In a couple of years time game developers will have learned how to use the PS3's power and make games which will seriously outclass the 360. Even Xbox owners are admitting that.

So please before people start going on about how expensive the PS3 is, please just look at what your getting from your hard earned cash...

**> Shaun**

**> Excellent rant Shaun. The heated urine analogy is so underused these days, we feel. What does everyone else think: is the PS3 good value for money, or are you felt let down by Sony?**

YOUR MAG IS COOL, A NEW experience...keep up the good work ;)  
**> D4rkW4rr10r**

YOU GUYS AT GAMERZINES ARE doing a great job; all your work looks really good. I hadn't ever heard on an



online gaming mag before. Good shout! Keep it up!

**> Riaz**

I HAVE SUBSCRIBED TO YOUR P3Zine. The first two issues were excellent. I will also be subscribing to HGZine. I would like you to add a section on peripherals and what you think of them. Great stuff! I look forward to the next issue!

**> Tom Tompkins**

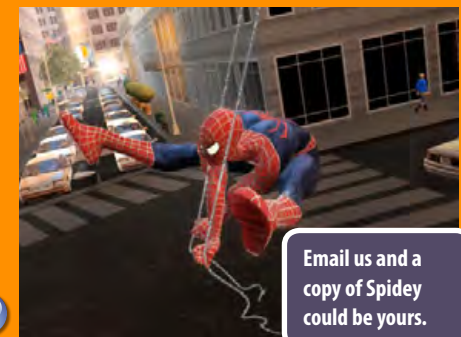
**> Thanks Tom. We'll be covering the key peripherals as and when they become available.**

Missed last month's issue? Download it today....

## MISSIVE OF THE MONTH

Send us your views and we might just send you a new PlayStation 3 game in return...

If you have any news or views on what's happening in the world of PlayStation or you'd like to comment on anything that you've read in this month's P3Zine click here now! We'll bung a spanking new PS3 game for the best missive of the month.



Email us and a copy of Spidey could be yours.



In **P3Zine** Issue 4  
**EXCLUSIVE PREVIEW**

# Call of Duty 4

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**Pirates of the Caribbean:  
At World's End**

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