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Issue 1 | April 2007

P3zine

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

Resistance: Fall of Man

Save the earth and take down the aliens 

EVERY LAUNCH TITLE REVIEWED!
PLUS! THE TOP 20 MOST WANTED PS3 GAMES FOR 2007



Motorstorm

It's muddy good fun on wheels 

Virtua Fighter 5

"Wot you starin' at, sunshine?" 



MORE REVIEWS



RIDGE RACER 7

Drive like the wind



CALL OF DUTY 3

War has never felt so real

PLUS!

- FORMULA 1 CE
- MARVEL ULTIMATE ALLIANCE
- FIGHT NIGHT ROUND 3
- VIRTUA TENNIS 3
- NEED FOR SPEED: CARBON
- NBA 2K7 / NHL 2K7
- TONY HAWK 8
- SONIC THE HEDGEHOG
- AND MORE!

Welcome to P3Zine



Welcome indeed. The long wait for us Europeans is finally over and a PlayStation 3 can now be yours. And for all the naysayers out there Sony has packed in more than enough reasons to splash the cash and go truly next-gen.

No surprise then that this, the first issue of P3Zine, is also packed to the gills. Despite the last minute slips of a few titles we have bent over to try and make sure that every game released on Day 1 has been met with the critical eye of our team of reviewers. And with nearly 30 titles up for grabs you'll have plenty to choose from.

It's not all about launch day though and as you'd expect, there's a truly stunning line up of games coming to PS3 throughout 2007. We've plumped for our Top 20 starting on page 6.

There's loads more besides, so get stuck in, and don't forget to email me your thoughts...

Dan Hutchinson, Editor
p3zine@gamerzines.com

DON'T MISS!

Issue 1 highlights...

Every Launch Game Reviewed

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

Resistance: Fall of Man

See how Sony's flagship fares

Ridge Racer 7

Another PlayStation... another Ridge

PSN Explained

Connect your PS3 to the rest of the world

Motorstorm

Can the dirt racer come up the rear?

QUICK FINDER

Every game's just a click away

Resistance:
Fall of Man
Ridge Racer 7
Motorstorm
Virtua Fighter 5
Call of Duty 3
Marvel Ultimate Alliance
Formula 1
Championship Edition
Fight Night Round 3
Tiger Woods Golf 2007
Virtua Tennis 3
NBA 2K7
NHL 2K7

Genji:
Days of the Blade
Sonic the Hedgehog
Need for Speed:
Carbon
Blazing Angels:
Squadrons of WWII
NBA Street 4
Homecourt 2007
World Snooker
Championship 2007
Full Auto 2:
Battle Lines
The Godfather: Don's Edition

PLUS! Top 20 new releases for 2007 revealed

Virtua Fighter 5

Never have grown men looked so good

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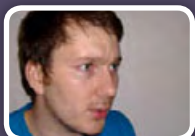
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NBA 2K7 / NHL 2K7
TONY HAWK 8
SONIC THE HEDGEHOG (AND RAYLEN)

HELP | PRINT P3Zine | SAVE P3Zine | SEARCH P3Zine | ZOOM IN | ZOOM OUT | TOGGLE FULL SCREEN VIEW | NEXT PAGE

MEET THE TEAM

There's nowt they don't know about PlayStation



Lee Hall
Wanna know what's upcoming for your PS3? Lee's your man!



Lee Hart
You can rely on Lee to tell it exactly how it is.



Dave Harrison
Dave checks out flagship title Resistance: Fall of Man.



Jason Daprile
Our stateside man can sometimes see games before we can.



Ian Morris
Immersed in all things online, Ian is our PSN expert.



Here at last!

The next generation console has arrived

Either you're a genius, a fool, or skint. You've either saved up and splashed out on a PS3 already, have the money and aren't sure about buying the greatest console on the planet, or you plain can't afford one.

We all know it's not cheap, but considering you get a cutting edge console and a Blu-ray disc player in one pleasingly curved bundle, it's bloody marvellous value for money.

Game on

Just look at what it can do... There's a stack of launch titles for you to get hung up on for starters. And with the likes of Resistance: Fall Of Man, Ridge Racer 7 and Virtua Fighter 5 to choose from, you can rest assured that you're going to have plenty of triple-A titles to lust after.

The hardware itself should also have you drooling, even if you don't normally care what ports your latest techno toy can boast of. For it's Blu-

ray capabilities alone the PS3 represents exceptional bang for your buck. Standalone HD players (whether HD-DVD or Blu-ray) are still prohibitively expensive, so bagging a PS3 is still the best route to cutting-edge HD video in your living room. A single-sided Blu-ray disc can hold 25Gb of info, which equates to one magnificent-looking game or 9 hours of hi-definition video.

As well as playing amazing-looking games and top quality movies, your PS3 can also spin CDs, be used to manage your photo collection and you can even link it up to a PSP to share content with your handheld and unlock new game features.

Further down the line the PSP will also take advantage of your PS3's net connection by hooking up to your home console via the web. Fancy watching a film you've got stored on your PlayStation 3's hard drive while you're waiting for your connecting flight in Amsterdam? Thanks to Sony's forward thinking (gawd bless 'em) you will be able to remotely control your PS3 from anywhere in the world to play back content from your living room.

And we haven't even started on the PS3 joypads. These familiar-shaped fun grenades are wireless

and feature tilt technology, which comes into its own in games such as flight sim Blazing Angels.

Sixaxis control gives the PS3 a huge edge over the Xbox 360, while mature content in the form of impending blockbuster games such as GTA IV, means Sony's console is far more appealing to hardcore gamers than the party trick that is Nintendo Wii. The PS3 has plenty of other tricks up its own sleeve, mind you.

A pile of memory card readers mean you can access your own stored data – such as movies and images – and save content off your whopping 60Gb hard drive if you ever need to free up some space.

There are six USB ports too, which will enable you to plug in an armful of peripherals, from webcams to keyboards that will make chatting to your mates online easier than a chavette after a bottle of Bacardi. Which brings us neatly to Sony's PlayStation Network - an easily navigable online world where you can download games, demos and digital content, meet new people and of course, pit your wits against top players from around the world.

Ultimately, PS3 challenges you to mimic its own feat – to prove to the world that you're the best there is. ●



"Sony's dream of creating a one-stop home entertainment unit has come to fruition"



Ridge Racer 7 in all its next-gen glory

TECH SPECS

- 3.2GHz Cell processor
- 512Mb RAM
- Blu-ray disc drive
- 60Gb hard drive
- Wi-Fi support
- SD, Memory stick, Compact flash slots



PS3 NTK

The facts, figures and little known secrets behind Sony's wonder console

1. The hard Cell

The brain of PS3 is the most advanced multi-processor technology available to home users. Jointly developed by IBM, Toshiba and Sony, Cell is capable of 256 billion floating point operations per second - a scary amount of computation power. Combining a 3.2GHz PowerPC CPU with eight vector processors means developers can assign specific tasks to specific chips and have everything carried out simultaneously. This means ultra realistic physics and character animation as well as super smart AI.

8. PSP control

It's actually possible to set up a wireless connection between your PS3 and PSP so you can play music or movies (or open the internet browser), then watch them on your PSP elsewhere in the house. Eventually, the link should work over the Internet so you'll be able to access all the stuff on your PS3 hard drive wherever you are in the world. You can also download PSone games from the PlayStation store via your PS3, then download them to PSP.



2. Blu movies

Blu-ray is a high-capacity high definition storage medium. Discs can currently hold up to 50GB of data, vital for the next-generation of videogame graphics (Resistance: Fall of Man takes up 20GB of space!) Blu-ray is widely supported in the film industry so expect lots of stunning movie releases packed with exciting interactive extras.

3. Movers and shakers

PS3 can support up to seven wireless Sixaxis controllers at the same time - up to four can also be plugged into the USB ports to charge up. Sixaxis features the latest in motion sensing technology allowing it to register up, down, left and right movement as well as pitch, roll and yaw.

4. X appeal

PS3 features a more advanced version of the PSP's XMB (CrossMediaBar) menu system. Here you'll be able to organise your photos, videos, games and friends lists, as well as access all your system settings, set up parental controls and get online. The background colour changes from month to month, and the colours change in intensity through the day.

6. Good connections

At the back, there's an Ethernet port for wired connection to the internet (PS3 also has a built in wireless network card). The PS3 is astonishingly easy to get online and once there you can play other PS3 gamers, visit the PlayStation Store, video chat with pals and eventually download movies and TV content via an as-yet-not-officially-announced Sony service.

7. Changing faces?

The 'face plate' of PS3 can be removed. No one knows why but it's likely custom plates will become available later. When Sony revealed the original prototype machines, there were three colours: silver, white and black. Currently, only the latter is officially available. The sleek, semi-transparent surface scratches easily so keep it away from prying fingers.

9. Light show

The touch-sensitive power switch on the front of the machine is accompanied by a dual LED set-up. Two red lights means the system is on standby; two green means on, but no disc in drive; flashing green means it's going into standby; green and blue mean your machine is

5. Lots of slots

There are four USB slots allowing you to plug in your digital camera, MP3 music player, a mouse and keyboard, a headset or a portable hard disk drive. Flip up the panel on the front and you'll find a selection of memory card slots including Compact Flash, SD/MiniSD and Memory Stick Pro Duo.



reading the disc; and two flashing blue lights means the disc is ejecting. Press the power switch for five seconds and the PS3 boots in default visual mode. Great if you take it to a mate's house and his TV set-up is different to yours.

10. Discs and drives

The PS3 disc drive can handle DVD and music CDs as well as Blu-ray. Meanwhile, the industry standard 2.5" hard drive is removable so you'll be able to upgrade it for a more powerful model when its full of game saves and downloaded HD movies.

11. Reality machine

The astonishing visuals of PS3 are delivered courtesy of NVIDIA's 550Mhz RSX 'Reality Synthesiser' GPU. RSX manages a staggering 74.8 billion shader operations per second. Famously, the GPU contains 300 million transistors - more than the total number in the CPUs and the GPUs of the PS2, Xbox and Game Cube combined. ●



CALL OF DUTY 3

GET CLOSER THAN EVER TO THE FURY OF COMBAT



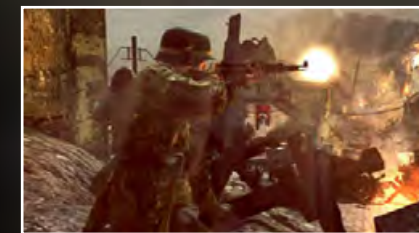
REPLAY THIS VIDEO

OUT
23 MARCH
ON
PLAYSTATION[®]3

In Call of Duty 3, get closer than ever to the fury of combat as an Allied soldier in World War II's most harrowing military operation, the Normandy Breakout Campaign. Melee combat and destructible cover bring you face-to-face with German forces. Multiple attack routes mean you decide whether to flank your enemy or hit him head on. Varied terrain, next-gen graphics and sound, and a dramatic story deliver Call of Duty's signature cinematic intensity.

CALL OF DUTY 3 FEATURES:

- ★ ALL-NEW CLOSE-QUARTERS COMBAT: Battle mechanics that bring you face-to-face with your enemy. ★
- ★ NOWHERE TO HIDE: Environmental physics let you destroy enemies' soft cover hideouts. ★
- ★ CHOOSE YOUR PATH TO VICTORY: Next-generation level design provides multiple attack routes. ★
- ★ UNPRECEDENTED COMBAT OPTIONS: Including parachute drops, armoured assaults, SAS commando raids and more. ★
- ★ TEAM-BASED MULTIPLAYER WITH VEHICLES: Up to 24 players can battle it out as a variety of player classes. ★
- ★ LARGE-SCALE WAR: Play as American and Canadian infantry, British Special Forces, and Polish armoured division troops. ★



“THE BEST SHOOTER ON PS3”

OFFICIAL PLAYSTATION
MAGAZINE UK



“GRABS YOU BY THE COLLAR AND KEEPS DELIVERING.”

PSM3 MAGAZINE





2007: The year of PS3

We're counting down the 20 hottest games for Sony's new wonderbox

20 WWE SmackDown Vs Raw 2008

Pub: THQ | Dev: Yuke's Media Creations | Out: TBC

Creeping onto the tail-end of our list, the promised wrestling game from THQ may not be ground-breaking in terms of originality.

But those who know the charm and glitz of the WWE games will appreciate the appeal of a next gen version that's set to take you closer to the squared-circle action than any predecessor.

And cynics shouldn't underestimate the wide appeal of a game that could become an online phenomenon with grapplers locking up across the globe in pursuit of the PS3 championship belt.

19 Colin McRae: DIRT

Pub: Codemasters | Dev: Codemasters | Out: October 26

Real cars, real courses and really realistic dirt make the next Colin a potential showpiece for the world's greatest console.

Everything from 4x4s to Dakar-

style trucks will be driveable, and thoroughly dentable, as you struggle to keep your mind on the road as your eyes are distracted by super-convincing physics and lush graphical effects.

Bound to raise the bar once again by presenting breakneck speeds and compelling gameplay in one, filthy package.

18 The Elder Scrolls IV: Oblivion

Pub: 2K Games | Dev: Bethesda | Out: April 27

Often mentioned as a contender in the greatest PC game ever category, Oblivion is an enormous RPG teeming with life and choked with compelling and challenging quests.

It's not been quick to make the leap to PS3, but that'll not stop the game from convincing the most RPG-sceptic players that a beardy game can actually be a lot of fun

To be truly evil you'll require an excellent helmet.



and not require months of play to understand.

Oblivion hides all the roly-dicey stuff, but relies on your hunger to progress your character through the levels to keep you hooked. And it works.



An extreme way to solve acne.

17 Alone In The Dark

Pub: Atari | Dev: Eden | Out: December 7

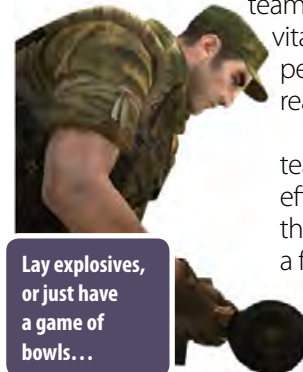
Once upon a time games were desperate to emulate movies, using filmic tricks to bring the intensity and thrill of the silver screen into your lounge. Alone In The Dark was one such effort, a survival horror series with moody lighting and gentle shocks aplenty.

This new AITD borrows its conventions from the small screen, splitting your adventure into 40-minute episodes a la Lost, 24 and the rest. We're promised more shocks per second, and even more darkness.

16 Frontlines: Fuel of War

Pub: THQ | Dev: THQ | Out: September 21

Russia and China take on the EU and US (and you thought wrestling games had the monopoly on tag teams) in this near-future scrap over vital resources such as oil and penguin biscuits. OK – it's just oil, really.



Lay explosives, or just have a game of bowls...

This shooter is all about teamwork. Specialist units are effective killing machines on their own, but together can push a fluid frontline back towards the enemies' base camp. That way victory lies, soldier.



My other ride is a Raleigh Chopper.

15 Burnout 5

Pub: EA | Dev: Criterion | Out: June 29

The roads of Paradise City's urban sprawl may be far from open, but in Burnout 5 you'll have the liberty to go anyway and take on anyone as you build your rep by clocking up daredevil feats on your licence. A freeform mission structure means you can turn up at pretty much any street corner, wind your window down and challenge a rival to a race.

With next gen visuals, the series' ball-clutchingly realistic crashes are set to be even more morbidly compelling. ➤

Turn back time so Hulk Hogan looks under 90 again...

Colin McRae only without the personal hygiene standards.





Sometimes even Spidey feels a bit off-colour.

>2007 continued

14 Spider-Man 3

Pub: Activision | Dev: Treyarch | Out: May

There are a few sequels in our countdown, but not many are as potentially different to their forebears as this stunning new Spidey game, a tie-in with the forthcoming movie blockbuster.

In it you get to control Spider-Man in his black suit, which magnifies his strength and enables him to punish his enemies with unnerving ruthlessness. This new kit makes our hero, and your urge to quaff the intoxicating liquor of great power, increasingly tricky to control.

13 The Darkness

Pub: 2K Games | Dev: Starbreeze | Out: June 29

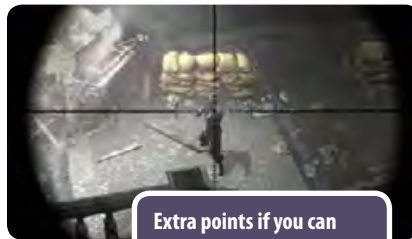
A comic conversion this may be, but The Darkness ain't no Beano.

Who needs a torch when you're spewing 100 rounds a second?



You play a 21-year-old hitman who discovers dark powers awakening inside him. The Darkness is a force of evil, manifesting itself as hideous creatures and superhuman abilities that enable Jackie Estacado to devour, impale and explode his foes before your eyes.

All of which is great news from a gameplay point of view, but a nightmare for his man when she has to wash his brain-spattered clothes.



Extra points if you can squash a Nazi on landing.

12 Medal Of Honor: Airborne

Pub: EA | Dev: EA LA | Out: September 7

There's something in the air tonight, and it's not avian flu.

Medal Of Honour: Airborne is the latest first-person WWII shooter, and it's looking prettier than a freshly liberated Parisian waitress with her skirt hitched up thanks to the power of PS3.

You survey the battlefield from above, before tightening the laces on your standard issue 82nd Airborne boots and diving into some of the Second World War's most bitterly fought engagements.



11 Unreal Tournament 3

Pub: Midway | Dev: Epic | Out: October 2

At last a Sony console is set to do full justice to one of the most compelling shooter experiences of all time.

Unreal III will have plenty of the trademark multiplayer carnage that we've come to expect, but it's also had a single-player makeover to ensure those of us who prefer to work alone can do so in peace. A vast arsenal of weapons and vehicles will prove welcome as you take on the Necris, a stinking alien foe who are more merciless than ever.



10 Battlefield: Bad Company

Pub: EA | Dev: DICE | Out: June 1

Whether you know the Battlefield series or not shouldn't matter when you pick up Bad Company. But those of us who have played and loved the genius multiplayer shooter are especially excited about this single-player-centric version.

You get your hands dirty in a team of renegade soldiers, battling behind enemy lines in a game that aims to rebundle the frantic action synonymous with the series onto PS3.

What's more 90 per cent of the scenery is destructible, which makes us wonder what the remaining tenth is made of...

9 Devil May Cry 4

Pub: Capcom | Dev: Capcom | Out: November 17

You play Nero – not the camp emperor, but a demon-slaying hardass who gathers energy with his right arm as he knocks the hell out of his foes with his left swinger.

Series frontman Dante is also back on the scene to catapult himself around the shop as he blasts ballistics, slices with his sword and generally gets the blood flowing in this sumptuous-looking action adventure. A new battling system means free-flowing combos will make for the most intense action in the series to date.





>2007 continued

8 Army of Two

Pub: EA | Dev: EA | Out: June 29

Nope, it's nothing to do with Tony Blair and George W's invasion of Iraq, though some may find similarities between the protagonists of this co-operative shooter and two of the world's most powerful megalomaniacs.

The deranged protagonists of Army Of Two are mercenary hitmen who can't really miss their target given the amount of suppressing fire they lay down.

This is balls-out action, with the promise of enough brains to make even single player battling with an AI partner more rewarding than a protracted and unwinnable campaign in the Middle East. Probably.

A buddy movie with a difference...



7 Final Fantasy XIII

Pub: Square Enix | Dev: Square Enix | Out: TBC

Old hats at producing sumptuous RPGs in wonderfully drawn fantasy worlds, the boys at Square work hard to ensure onlookers don't scream 'it's just another Final Fantasy' every time they unveil a new game.

Their most common trick is using staggering CGI to make your eyes melt with affection before you've had time to say 'are we up to FF 18 or 19 now?' This time round their staggering CGI turns out to be in-game footage of a title so beautiful we've left our wife to kiss its body.

And the prize for the most inappropriate use of the word 'final' is...

Resi's all grown up and we can't wait to get stuck in.



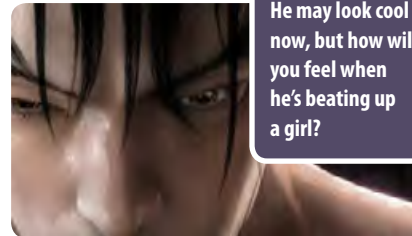
6 Resident Evil 5

Pub: Capcom | Dev: Capcom | Out: November 17

There's something of a coming of age vibe about Resident Evil 5. It was announced about two years ago and little more was heard of it until a trailer cropped up showing some terrifyingly fast-moving zombies and a typically lonely protagonist woefully armed with a pistol.

Beautifully drawn environments and stunning lighting effects breathe life into the Resi world. The static locales of the early PlayStation games look long-forgotten as you gawp at this next gen survival stunner.

He may look cool now, but how will you feel when he's beating up a girl?



5 Tekken 6

Pub: Sony | Dev: Namco | Out: September 9

More an institution than a mere videogame, a new Tekken is always a highlight when a new Sony box hits the market.

Tekken 6 looks to continue the trend of offering ever-more realistic close combat with headlining tweaks such as sweat dripping from the furrowed brow of combatants.

The trend of squeezing impossibly strong waifs into knee-high socks also, mercifully, continues. What would we do without games, eh? Probably fall in love with real, human girls...

4 Star Wars: The Force Unleashed

Pub: LucasArts | Dev: LucasArts | Out: November

Only announced officially in the UK for every format other than the PS3, The Force Unleashed will undoubtedly be a next gen Sony title.

It's set in the period between the third and fourth film episodes, and you play a jedi apprentice under the stewardship of one Darth Vader. Your blackened mission is to seek out nice folks and frazzle them with your light-saber in a title that turns its back on goodness and promotes powerful evil.

How shameful that we actually quite fancy this virtual jedi.





PATHFINDER

TWO WORLDS. ONE WAR. THE ULTIMATE BATTLE BEGINS.

15 CONTAINS STRONG BLOODY VIOLENCE

TWENTIETH CENTURY FOX PRESENTS A PHOENIX PICTURES PRODUCTION A FILM BY MARCUS NISPEL "PATHFINDER" KARL URBAN MOON BLOODGOOD RUSSELL MEANS RALF MOELLER AND CLANCY BROWN MUSIC BY JONATHAN ELIAS COSTUME DESIGNER RENÉE APRIL
EDITED BY JAY FRIEDKIN GLEN SCANTLEBURY PRODUCTION DESIGNER GREG BLAIR DIRECTOR OF PHOTOGRAPHY DANIEL C. PEARL, ASC EXECUTIVE PRODUCERS VINCENT OSTER BARBARA KELLY LOUIS PHILLIPS PRODUCED BY MIKE MEDAVOY ARNOLD W. MESSER MARCUS NISPEL
SCREENPLAY BY LAETA KALOGRIDIS
DIRECTED BY MARCUS NISPEL

IN CINEMAS NATIONWIDE FROM APRIL 20

www.pathfindermovie.co.uk



>2007 continued

3 Metal Gear Solid 4: Guns Of The Patriots

Pub: Konami | Dev: Konami | Out: Late 2007

You need to have paid close attention to the unfurling plot of the Metal Gear Solid series if you're to understand the chronology and a plot-driven tactical action game that has pushed the boundaries of brilliance since it's rebirth on PlayStation in 1999. Luckily, even newcomers are bound to fall in love with gameplay that is always innovative, gripping and oozing with detail. The theme of MGS 4 is 'nowhere to hide' as you reprise the role of Solid Snake, battling against futuristic killing machines against a backdrop of political machinations.

Each shell-casing is individually marked. OK, maybe not...



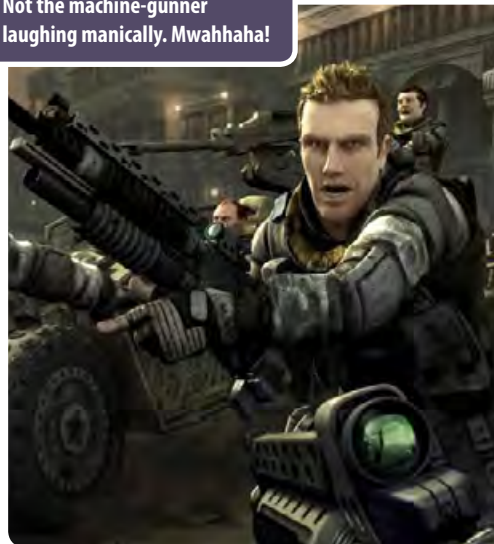
2 Killzone

Pub: Sony | Dev: Guerilla | Out: September 7

There's little doubt Sony is using Killzone to show off all the best bits of it's new console. What we've seen of it so far is frankly staggering.

This shooter sees you battling on foot and in a string of lethal rides, from attack helicopters to nippy land vehicles. And on a technical level it's out of this world. The physics look set to raise the bar for console gaming, as does the wonderful attention to detail embodied in the beautiful facial animations. And, despite all this lardy-da stuff, we're also expecting a brilliant and bitter fighting experience too.

Not the machine-gunner laughing manically. Mwahaha!



1 Grand Theft Auto IV

Pub: Take Two | Dev: Rockstar | Out: October 19

As we go to press the GTA trailer is just days away and we can't wait for news of the most exciting game on the planet. . .

Not for the first time, the latest Grand Theft Auto has been shrouded in mystery since way before it was officially announced in May last year. All kinds of made-up stories and fake screenshots have flooded into an information void that will no doubt keep us guessing for some months to come.

Of all the crap that's been postulated about GTA IV, two nuggets seem to make a lot of sense to us. The first is that the game will be set in London, a return to

the pre-freeform 3D era GTAs. This has been a persistent rumour and tallies with Rockstar's desire to move the series away from the US to add a distinctive flavour to their next gen gangster game. Plus, a senior Sony official pretty much told us



this was true with his own mouth.

Secondly, the game is said to be a massively multiplayer affair, enabling you to form gangs and kick-off turf wars with real humans using an internet connection, of all things.

The only thing that's getting our goat about GTA IV is the fact that Microsoft has struck a deal that means 360 gamers will get extra episodic content. No fair, we cry, while throwing our toys out of our PS3-branded pram.

AND THE REST...

It's a busy old year on PS3

Tom Clancy's Splinter Cell: Double Agent March 30

NBA 2K7 April 6

F.E.A.R. April 20

Tom Clancy's Rainbow Six: Vegas April 27

Untold Legends: Dark Kingdom April 27

Hellboy April 27

Coded Arms Assault April 27

Bladestorm: The Hundred Years War May 5

Saints Row May 18

Armored Core 4 May 31

Tom Clancy's Ghost Recon Advanced Warfighter 2 June 1

Driver 5 June 1

Harry Potter And The Order Of The Phoenix June 1

Lost: The Official Game Of The TV Series June 1

SKATE June 1

Pirates Of The Caribbean: At The World's End June 25

Everybody's Golf 5 June 29

Eye Of Judgement June 29

Fatal Inertia June 29

The Club August 31

Assassin's Creed September 1

Blacksite: Area 51 September 1

Brothers In Arms: Hell's Highway September 1

Heavenly Sword September 7

Ratchet & Clank September 7

Singstar September 9

The Getaway September 7

Golden Axe September 7

Interstellar Marines (AKA Project IM) September 7

Stranglehold September 7

Gradius September 7

Warhawk September 7

Afrika September 7

EyeToy: Eyedentify September 7

Monster Kingdom September 7

Sega Rally REVO September 28

Haze September 28

Turok September 28

Clive Barker's Jericho November 11

Gran Turismo 5 March 30, 2008

TONY HAWK'S PROJECT 8

THE MOST REALISTIC SKATEBOARDING EXPERIENCE EVER!

Rebuilt from the ground up, Tony Hawk's Project 8™ immerses players in the definitive skateboarding experience using ultra realistic graphics, enhanced physics, and extremely responsive controls that simulate the feeling of skating with every trick and bail. Experience the intensity and pressure of skating against some of the world's top pros in true to life competitions as you aim to become the #1 skater. The trick-based gameplay features amazing, detailed character animations that react realistically on and off their boards, a new physics system, an innovative bail mode, and the ability to move ramps and rails throughout the city.

The experience is so real, you don't just skate it...you feel it.



MOST UNIQUE, ROBUST AND REALISTIC SKATEBOARDING GAME EXPERIENCE EVER

Tony Hawk's Project 8™ offers more goals, side-missions, and secret areas than any other Tony Hawk game.

INNOVATIVE, NEVER-BEFORE-SEEN GAMEPLAY ELEMENTS

Control the skater's body during falls to minimise or maximise damage. Trick through photo shoot locations by watching yourself through a picture in picture to get the best looking shot.



ENHANCED PHYSICS AND RESPONSIVE CONTROLS

The new physics systems allow for a greater sense momentum and gravity. Seek out bigger ramps to gain enough speed to perform bigger air tricks and get to secret areas.

NEXT GENERATION GAMEPLAY BRINGS SKATEBOARDING TO LIFE

This game features the most advanced graphics ever for a Tony Hawk game, including full 3D body scans of pro athletes and motion captured skateboard tricks.



 REPLAY THIS VIDEO

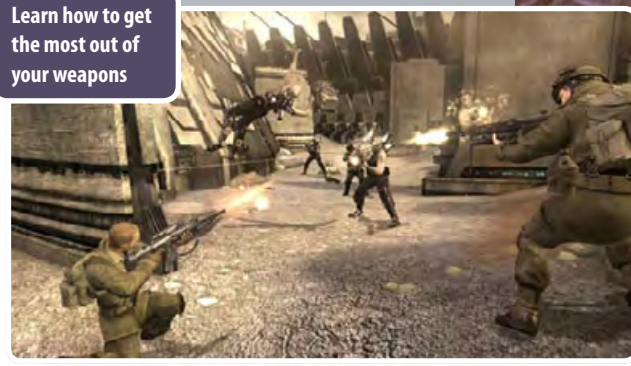


Publisher: Sony
Developer: Insomniac Games
Heritage: Spyro Year of the Dragon, Locked and Loaded, Ratchet and Clank
Link: eu.playstation.com
OUT NOW

The alien design isn't that original

Resistance: Fall of Man

Learn how to get the most out of your weapons



"Developer Insomniac Games has nailed it in terms of feel and pace"

Sony pick and mix the clichés but create the best reason yet for buying a PS3

There's a lot to be suspicious of with Resistance: Fall of Man. At first glance it seems like a game that's been designed by committee using a big FPS venn diagram, as it fuses two favourite gaming scenarios: World War II and aliens. It's as though some genius has realised both Call of Duty and Halo sell very well, so what could be better than a game that has the

Allied forces of WWII blasting ET? While playing the game there's a perverse pleasure to be had in ticking off every FPS cliché as they show up, but by the time you finish Resistance you'll be in little doubt that this is possibly the finest game of the PlayStation 3 launch.

History rewritten

The game's unlikely storyline is contrived by setting Resistance in an alternate universe where WWII didn't happen and the threat to mankind didn't come from the Third Reich. Instead a monstrous race called Chimeras, the origin of which is unknown, has swept through Russia and is well on the way to conquering

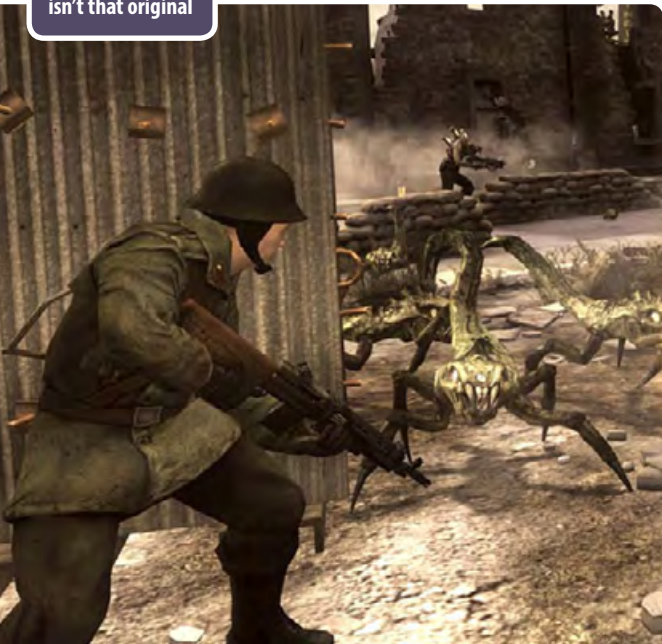
Europe. Of course there's fierce human resistance and gamers are dropped into action on the British front as American soldier Nathan Hale.

Heavy weapons

The reason why Resistance rises above being a collection of swiped set pieces is down to the execution: developer Insomniac Games has nailed it in terms of feel and pace. Insomniac's excellent Ratchet and Clank series, feted for its amazing array of weapons, pushed the boundaries of what can be expected from a barrel and a trigger. They've continued their sidearm sorcery with Resistance.



The Chimera are merciless with the AI troops



FAR FROM FUTILE

One of Resistance's greatest strengths is its structure. There's always stuff to entertain and test you.



Facing up to the organised and effective Hybrid fighters who are all armed with Bull's Eyes.



Entering the Chimera conversion centres and taking on the fast moving Leapers.



Getting to mess around with the LAARK rocket launcher that has a very tasty secondary fire.



Shaking the SIXAXIS like a loon to wriggle out of the grasp of a razor toothed Menial.



Discovering a Widowmaker, which makes taking on a bunch of Hybrids seem like a walk in the park.

Different Chimera classes carry different weapons

"There's a vicious array of grenades and thundering automatics"

These are the standard 'grunt' Chimeras

Eventually you must take the fight to them



TOOLS OF THE TIRADE

The weapons are undoubtedly the stars of the whole Resistance show. There are eight in total - each with a secondary fire option accessible with the L1 button.



Bull's Eye

Auger

XR-003 Sapper

>Resistance continued

The Chimera are more advanced technologically than the humans, and they've created some devilish weapons, like the Bull's Eye, which lets you 'tag' targets then find cover and release a stream of bullets, or the Grenade Blaster which floats a bubble into the air that can be detonated from a distance. Couple these with a vicious array of grenades and automatics, and you have a weapons solution for every occasion.

The big bad

The other big strength of Resistance is the fodder for these cannons - the Chimera. While they lack a little in terms of awe-inspiring

The Bull's Eye

This is the Bull's Eye, which is initially one of the most effective weapons in the game. It can be used as just a conventional weapon, but the secondary fire allows you to 'tag' a target which acts as homing device for all future bullets fired.

design (they look like rejects from Midway's Area 51), they make up for it with savagery and intelligence.

There are several different classes of Chimera, each with their own way of attacking and approach. So there's the standard Hybrid, the grunts, who attack in packs and constantly use cover intelligently. Then there's the lupine Howlers that exploit their rock hard hides to rampage towards you, and the Titans, a very different challenge thanks to their heavy weaponry. What all the

Next Gen?

While the design of the Chimera isn't astonishing, the amount of detail that's gone into them is. For instance, the vulgar piping that protrudes from their back isn't just for show - it can be blasted apart and is a weak spot of the Hybrids. This combined with the fine animation and cute AI makes the Chimera a threat the like of which you haven't witnessed before.



READER REVIEWS!
Agree with us?
Disagree? Let us know what you thought.



"Intelligent and challenging bad guys and a magnificent arsenal of guns to use on them"

You have to have eyes in the back of your head to beat this lot.



The Chimera seem to have a much more advanced technology

> **Resistance** continued

different classes have in common is unsettling, sinister movements and unpredictable energy. This provides Resistance: Fall of Man with the two pillars on which all great FPS' are built – intelligent and challenging bad guys and a magnificent arsenal of guns to use on them. Of course all these

elements aren't given to you up front, instead they are drip fed into the action, so you are continually given new problems to solve and new tools to solve them with.

For instance, at the start the Chimera threat is confronted on the streets of York and Bristol where Bull's Eye is perfect for exploiting the cover and distance between the enemy. As the plot takes you into tight and disturbingly dark corridors suddenly the shotgun becomes prevalent, then as you disturb nests of flailing Menials liberal use of Hedgehog grenades that burst into a shower of spikes is recommended.

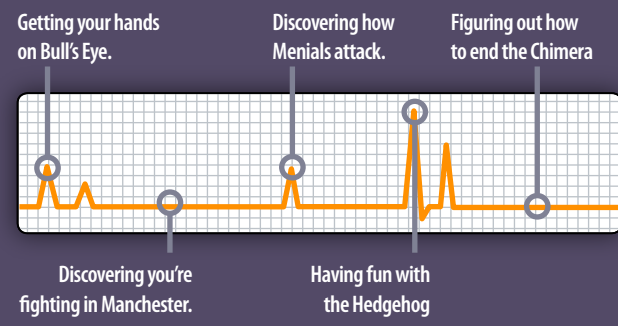
Magic moments?

The only thing that lets the game down is a bit of a lack of moments of pure magic to make it more than a very good FPS. Exciting and technically excellent yes, but in terms of breaking new ground, something you should expect from your new console, it falls short.

That said, as a launch title it really does stand up to close scrutiny and should definitely find a place on your shelves from day one. ●

Dave Harrison

PULSOMETER *Signs of life*



P3Zine
Verdict

A fantastic FPS, but not without flaws

- + 40-player online options
- + Superb weapons
- The design of the Chimera

87 %

**GRAB THE WHEEL. GRAB A GUN.
GRAB HOLD.**

FULL AUTO 2

BATTLELINES

OBLITERATE AN ENTIRE CITY TO CHANGE THE COMPETITIVE LANDSCAPE



ENGAGE IN FIERCE SINGLE-PLAYER AND DESTRUCTIVE MULTIPLAYER COMBAT



CHOOSE FROM A VARIETY OF CUSTOMISABLE CARS AND WEAPONS



A NEW AGE OF CAR COMBAT, MADE POSSIBLE ONLY BY THE POWER OF THE PLAYSTATION®3.



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PLAYSTATION 3 PSP

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Publisher: Sony
Developer: Namco Bandai
Heritage: Ridge Racer series, Tekken series and many more classics dating back to Pac-Man
Link: namcobandaigames.com/games/ridgeracer7 OUT NOW

Ridge Racer 7

The old man of racing gets a full next-gen service and comes out gleaming

Old Japanese proverb say: you can't launch a new PlayStation console without a new Ridge Racer game. PS1, PS2 and PSP have all launched with a Ridge for company and here we are again, PS3 arriving on the shelves accompanied by Ridge Racer 7. Nothing changes – and that's actually a very good thing. You see, the last few Ridge games have been poor; tedious attempts to broaden the formula with gubbins

like story-driven gameplay, which lost sight of the reason the series triumphed in the first place – simple, ultra-playable arcade racing. Ridge Racer 7 is a return to form precisely because it doesn't try anything new. It is content to just deliver the turbo-



The thrill of picking up a spanking new motor gets the VIP treatment it deserves.

Use the full width of the track as you drift around corners, maintaining speed is more important than sticking to the racing line.

charged thrills and powerslide-tastic cornering that made the original game such a joy.

This back-to-basics approach means anyone who has ever played a Ridge game before will be grinning like a loon within seconds of revving



RACE FOR THE PRIZE

A quick guide to Ridge racing success.

"Turbo-charged thrills and powerslide-tastic cornering"



BOOSTING
Timing your nitros is key. Beware of boosting on a tight bend and flying into the barriers.



DRIFTING
Powersliding through bends is an art in Ridge Racer. You'll *have* to master it to be a winner.



SLIPSTREAMING
A cheeky way to get extra speed is to loiter in the slipstream then hurtle past.



OVERTAKING
You can clip rivals to overtake them but you must be at least level or you'll take a speed hit.



CRASHING
Don't do it. Better to slam on the breaks or go sideways for ages, it'll cost you less time.



The game looks absolutely gorgeous. An eye-watering display of pin-sharp detail and stunning lighting effects.

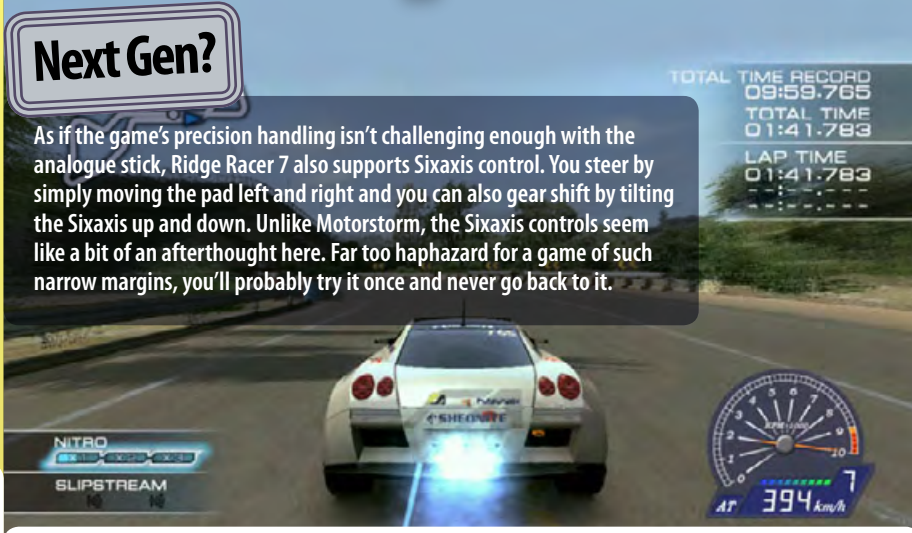


Two-player splitscreen can't hold a candle to the joys of online racing.



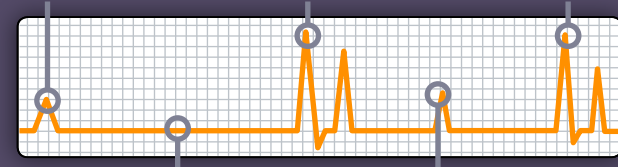
Next Gen?

As if the game's precision handling isn't challenging enough with the analogue stick, Ridge Racer 7 also supports Sixaxis control. You steer by simply moving the pad left and right and you can also gear shift by tilting the Sixaxis up and down. Unlike Motorstorm, the Sixaxis controls seem like a bit of an afterthought here. Far too haphazard for a game of such narrow margins, you'll probably try it once and never go back to it.



PULSOMETER Signs of life

Thud – Clip the barriers and it's race over.
 Night rider – Neon-lit Ridge at its most atmospheric.
 Nitro – Hit boost and zoom like a jet fighter.



Sterile City – Another grey, anonymous track.
 360 – Spinning right round yet staying in the lead.

MEAN MACHINES

New Ridge motors that'd leave Jeremy Clarkson choking on his bacon butty.



- Tarrazi Centelle
- Gnade Magnifico
- Sinseong Motors Jujak

Tarrazi Centelle

A beautiful handmade supercar from sports vehicle specialists Tarrazi, the Centelle's shape resembles the Dodge Viper but has none of the weight ratio problems of its real-life counterpart – handling beautifully despite its size.

SPECS
 Engine: V-type 8-cylinder
 Cylinder capacity: 4000cc
 Drive system: FR
 Length/width/height (mm): 4,550 x 1,930 x 1,350
 Top speed: 318kph
 Drift type: Standard

>RR7 continued

up the game, but if you're new to the series here's what to expect. First up, realism is nowhere to be seen. This is the anti-Gran Turismo and it hasn't even heard of physics. Cars are never referred to as such, instead going under the name 'machines', possibly because despite looking like cars and sounding like cars, they don't actually move like any cars you've ever seen. They seem to hover an inch above the track, zooming along with no sign of traction to interfere with their quest for ultimate speed.

and screeching as your back-end threatens to go, but a quick turn into the skid will sort you out. Even though you regularly feel on the verge of losing control, these cars don't want to spin out and will happily drift along until you right them. Just make sure you don't bang into the barriers – a sure-fire way to drop from first to fifth and just about the only way to really lose momentum in this game.

So, non-stop speed and breakneck cornering, this is clearly a crazy racer in the Burnout mould, right? Wrong. What makes Ridge Racer unique is that, although the entire race is driven at top speed, it requires total control and pinpoint precision to take the chequered flag. Your performance has to be exact throughout: on the starting grid, hit the three-quarter mark with your revs to jump out of the blocks; maintain maximum speed throughout, slipstreaming traffic to overtake; do not hit any rivals or

Powerslide

They don't see any need for braking either. As you approach a bend, take your finger off the accelerator for a split second, swing into the apex of the corner and watch in delight as the machine powerslides round with barely any speed loss. Sure, you might turn a bit too heavily and end up facing sideways, skidding



barriers; and most importantly, make sure you drift expertly through the bends to fill up your boost meter – without which you haven't got a hope of winning. The slightest error can cost you the race and while some may find that it infuriating, the vast majority will revel in this artistic quest for total racing perfection.

It'll take a lot of blood, sweat and tears before you get behind the wheel of the game's most desirable machines.

Lee Hart

P3Zine Verdict

Ridge is back doing what it does best: arcade racing

- + Classic lightning fast Ridge racing
- + Cool futuristic machines
- May be too antiseptic for some

83

%

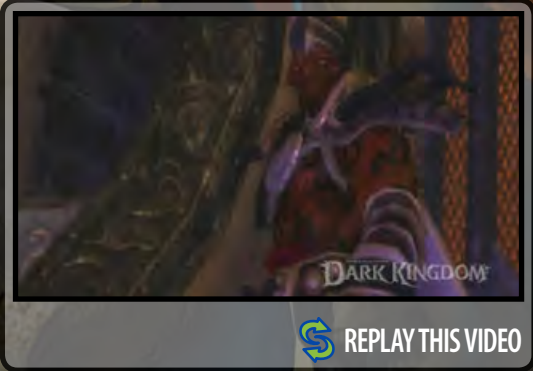
THE LAST THING GOING THROUGH YOUR

ENEMY'S HEAD WILL BE YOUR SWORD.



UNTOLD LEGENDS DARK KINGDOM

THE ULTIMATE NEXT-GENERATION ACTION-RPG EXPERIENCE.



 REPLAY THIS VIDEO

Full Online Support: Go online and play cooperatively with your friends or acquire additional game content

Engaging Action-RPG Combat: Devastate enemies with chained melee attacks, mind-blowing spells and powerful special attacks

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



PLAYSTATION 3



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Publisher: Sony
Developer: Evolution Studios
Heritage: The World Rally Championship games
Link: www.motorstorm.com
OUT NOW

Bikes kick up a swirling dust devil for those unfortunate to be stuck behind them.



NO CLAIMS BONUS
The margin between victory and void is wafer thin. Be careful out there, people.

Motorstorm

It's the first ever Best Racing Game On PlayStation 3!

This is what next-gen should be about – providing experiences that simply wouldn't have been possible on the previous technology. Arguably the most outright entertaining game in PS3's launch line-up, Motorstorm is also one of the most technically outstanding. Set around a fictional racing festival in a mountainous desert region, this is just an excuse for chucking all of the PS3's

processing power into a barrage of racing madness. We're talking cars, pickups, motorbikes and buggies all tearing through the landscape, avoiding huge boulders and rickety fences, constantly trying to barge each other off the road or avoid being rear-ended into oblivion. All of this runs at a frenetic frame rate and it's depicted in stunning hi-deffo-vision, awash with jaw-dropping visual flourishes – mud splattering the screen as vehicles surge through soggy ground; clouds drifting across the sun casting beautiful real-time shadows over the cliffs; debris flying past your windscreen when a truck ploughs through a barrier. You'll spend the first few races just trying to take it all in.

Perhaps the most impressive aspect of this chaos is that it's totally convincing; you really feel as if you're in there amongst it, battling with

In a way it's better to crash and burn than simply make a daft mistake and fall off.



"It's depicted in stunning hi-deffo-vision, awash with jaw-dropping visual flourishes"

both the treacherous landscape and the other whacky racers. It's survival of the fittest and the fastest, a war of attrition helped enormously by some of the finest AI ever seen in a game. Although 12-player online action is available, racing against computer-controlled opposition is just as good. They're devious like humans, competitive like humans and, importantly, fallible like humans. You'll grin with delight the first time you witness two computer vehicles so wrapped in barging each off the mountain pass that they fail

Even the man-falling-out-of-vehicle physics are lovingly realistic.



Next Gen?

Motorstorm's online action is some of the best we've seen. Identical to single-player races, the speed is just as immense and there's an extra frisson when you're up against the unpredictability of the human mind. There are loads of customisation options before you even get on the road and you can choose to host or enter general races or contests restricted to a specific type of vehicle. There's also a catch-up option to stop the leader gaining an unassailable advantage.



A vehicle / scenery interface at high speed will turn you into a raging fireball.



Anyone with severe vertigo take note. Mega velocity + tight bends x massive drops = big trouble.



Taking shortcuts will speed you up but, more often than not, they'll also take you close to disaster.



Boost marks the difference between winning and losing... and nailing a bend and flying into space.



Pileups are inevitable with so many racers on the road. When it happens, you'll want to be well out of it.

SPEED STARS

The three coolest vehicles in Motorstorm's lockup.



Monarch Champ

Patriot Surger

Castro Varadero

Monarch Champ – Bike

So fast with the boost on, your brain can barely register it. The bike is ideal for gamers who prefer to nip through traffic and stay out of trouble rather than smash everything in sight – like a roadrunner dodging past a herd of charging rhino. Also brilliant on the jumps.

>Motorstorm continued

to notice the 800ft drop looming. But that grin will soon be wiped when another rig shunts you up the backside and out into the great blue yonder. A quick respawn later and you're right back in the thick of it.

Pick 'n' mix

Another major plus is the fact that gameplay is entirely different depending on which mode of transport you're in. Riding a dirt bike leaves you extremely vulnerable to the rest of the field, who will strive to nudge you off the course or ram you into a massive rock and turn you into a fireball. This calls for a more judicious approach as you nervously avoid their attentions, but on the plus side the bike does make it easier for you to nip between cars and overtake or head off in search of shortcuts. In contrast, get behind the wheel of a pickup and it's a license to charge around bullying the

opposition, relying on brute force rather than sheer speed to move through the field.

The clever way races are organised ensures you'll have to give each type of vehicle a try. The Motorstorm festival is made up of 21 events, each featuring four races spread across the eight tracks. Some of these contests let you select your own transport, others put you in a compulsory vehicle. But whatever you end up driving, there's one constant to the action – turbo boosts. You need to learn the tracks and time your boosts wisely to have any chance of winning. Spunk your charge away at the wrong moment and chances are you'll either zoom into the abyss or splat straight into a big boulder. Hit the turbo on a straight or a ramp, however, and watch this baby fly.

The heart-in-mouth thrill of biking at full turbo speed – the

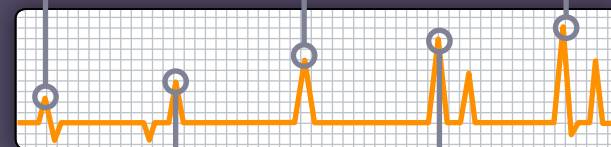


PULSOMETER *Signs of life*

Meagre range of single-player options

Rival nudged off a cliff. Revenge, oh so sweet.

Turbo boosted canyon jump. Yes!



Crashed. Again.
Respawnng. Again.

Arrrrgh! I'm
faaaaaalling!

world rushing past in a blur, wheels scrabbling mere inches away from a vast drop to the canyon below – is reason in itself to go out and buy a PS3.

Motorstorm isn't flawless by any means: there's no offline multiplayer, it could do with a few more tracks and you sometimes get the frustrating sense that there's a bit more luck than judgement involved in winning these chaotic races. But as a spectacle, as a technological showcase, and as a relentless, nerve-shredding example of extreme racing, Motorstorm is far and away the greatest next-gen speed freak.. ●

Lee Hart

P3Zine

Verdict

The most fun you can have with PS3's launch line-up

- + Brilliantly fast, chaotic and addictive racing
- + Opposition AI borders on genius
- Eight tracks is a bit stingy

88
%

MARVEL ULTIMATE ALLIANCE

Marvel: Ultimate Alliance is an all-new Action/RPG that lets players create their ultimate team from the largest Super Hero alliance ever as they engage in an epic quest to determine the fate of the Marvel universe.

For decades, Earth's Super Heroes have opposed evil in their own cities, and on their own terms. But now, Dr. Doom and a newly reformed Masters of Evil have plans for world domination, and the heroes must band together to defeat them.

Players can create and control their own completely unique team, selecting from the largest roster of legendary Super Heroes ever assembled in one game.



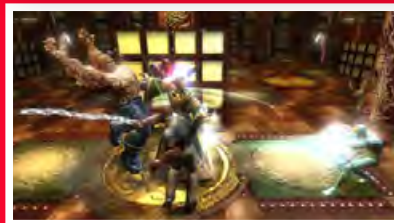
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NOW**

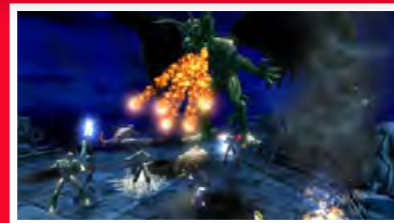
MARVEL ULTIMATE ALLIANCE



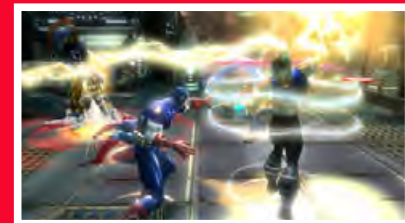
1080p
Support



SIXAXIS Motion Sensing
Technology



2 NextGen Exclusive
Playable Characters



5 PS3 Exclusive Bonus
Villain Side Missions



Publisher: Sega
Developer: AM2
Heritage: 18 Wheeler
Ferrari F355 Challenge
Outrun 2006: Coast 2 Coast
Link: www.sega.com/
gamesite/vf5
OUT NOW

Virtua Fighter 5

Sega's scrapper is back to prove it's the king of the ring

Virtua Fighter 5 is an astonishing looking game. From the muscular movements of the combatants, to the delicate light effects of distant waterfalls, this oozes next-gen class. If anyone ever questions your decision to spend £400 on a console and £1000 on a TV, just fire up this game. Let them witness the fabric flow, the polished floors reflect and the water ripple - they'll forget their put-downs as they pick their jaw up

from the floor. What's important to understand though is that these visual pleasures are the only thing you'll get for free from Virtua Fighter 5: everything else has to be earned.

This is probably the purest fighting sim around and uses a 'poke and parry' fighting system that has captured the imagination of hardcore players across the world. While Soul Calibur or Tekken might fill the screen with light and magic for a standard combo, VF requires you to nail quarter circle combinations just to get a flurry of punches going. It's a sober style of action that might disconcert some.

Practice makes...

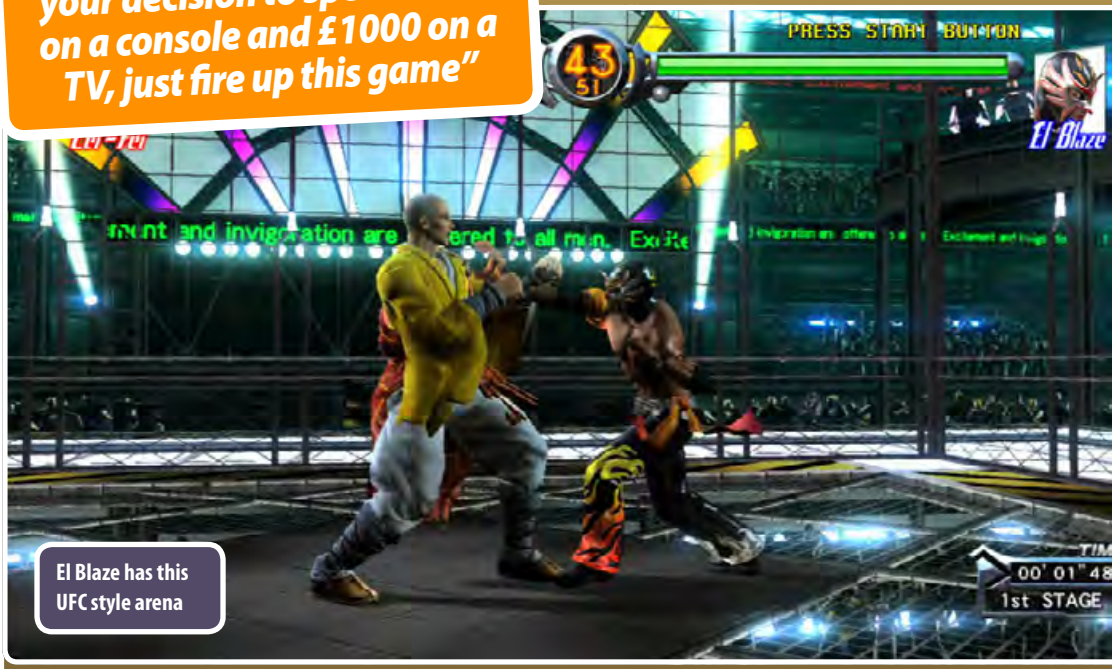
The only way this can be changed is by spending time in the Dojo assigning a number of combos



Next Gen?

Virtua Fighter 5 has a VF.TV mode that lets you watch bouts between expert players. The idea is to pick up tips by looking at their strategy and tactics, and to help you there's even an option to have the buttons they press come up on screen.

"If anyone ever questions your decision to spend £400 on a console and £1000 on a TV, just fire up this game"



El Blaze has this UFC style arena



LEARNING THE HARD WAY

If you're not familiar with Virtua Fighter it pays to spend time in the dojo developing your style.



Choose a simple character then get familiar with several easy to execute but effective moves.



Learn which moves chain together and practice them till they become as natural as breathing.



Once mastered you can control fights by keeping out of danger and then darting in to unleash an attack.



When under attack you have a small window of opportunity to respond, that's why you must know each combo well.



It's best to practice with another player as you will start to learn how to defend certain patterns of attacks.



You must leap on any mistake your opponent makes

DEBUTANTES

There are two new characters to get to grips with, while another has been made easier to compete against.



- El Blaze
- Eileen
- Lei Fei

El Blaze

Newcomer El Blaze is a really fun player to use as he has grappling, but is far quicker than Wolf. The idea is to compensate for his lack of reach by darting in at an opponent, closing the space quickly and then grabbing.

>VF5 continued

to muscle memory so that timing and strategy can be concentrated. This of course will be old news to VF fans who may be slightly upset to find that very little has changed since VF4. The main differences include the introduction of two excellent new fighters – Eileen and El Blaze, who have distinctive styles that manage to add VF experience rather than unbalance it. The other major improvement concerns the in-game performance and in terms of response and reliability, VF5 sets new standards. Not a single frame of animation is wasted as each fighter flinches and responds to every slight movement of the d-pad. This enables you to rely on reflexes for defence and split-second decisions for attack. Put the time in to learn its subtleties, preferably with a player of similar standard, and you'll discover wonderfully balanced and rewarding combat.

It could have been better though... the absence of an online mode is a surprise and really would have taken beat-'em-up into a new generation as well as offering early adopters an alternative to FPS or sport games.

The one player Quest Mode also lacks a decent hook. Admirably, it tries to recreate the thrill of arcade competition by having you tour virtual arcades to take on AI opponents in order to improve your rank and unlock accessory items for the fighters, but the early stages are far too easy, so it becomes a question of stamina rather skill.

We expect everyone to be seduced by VF5's incredible visuals, and rightly so, but it's our duty to warn you that this is a very serious game that requires a lot of personal development as a VF player to really take the title to the heights that it deserves. Be prepared to put in, to get the most you can out.

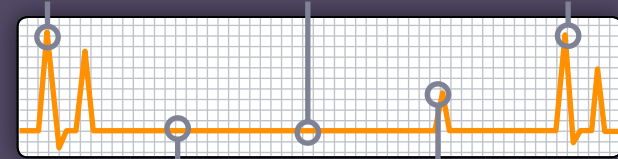
Dave Harrison



"We expect everyone to be seduced by VF5's incredible visuals, and rightly so"

PULSOMETER *Signs of life*

Just one glimpse at the graphics and you'll be stunned. Spending time in the Dojo is necessary but sobering. Soon you'll be punching the air after giving Jacky a pasting.



Then you'll start playing and realise you're lacking in skills. Slowly you understand just what is required of you.



Venessa is toughest of the females



VF can seduce on graphics alone

P3Zine Verdict

Beautifully crafted, but be prepared to put the work in

- + El Blaze – a pocket dynamo
- + Sumptuous graphics
- No online options

86%

HandheldGamerZine

For PSP & DS - Issue 2 out now!



Don't miss issue #2



SONY PSP

Prince of Persia: Rival Swords Call of Duty: Roads to Victory Tomb Raider: Anniversary

NINTENDO DS

Phoenix Wright Final Fantasy (all of them!) Lunar Knights Harvest Moon

PLUS! LOTS MORE...



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Issue 2 | April 2007

HGZine

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Lunar Knights

The vampire slaying sleeper hit uncovered

THEY'RE BACK!

Final Fantasy

Every new FF title previewed

My Sims

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★★★★

HGZine

Completely free of charge
 Passionate about videogames
 Dedicated to handheld
 Written by the best in the biz

★★★★



Publisher: Activision
Developer: Treyarch
Heritage: Spider-Man 2, Ultimate Spider-Man
Call of Duty 2: Big Red One
Link: www.callofduty3.com
OUT NOW



Call of Duty 3

A full-on assault on the senses

At the beginning of Call of Duty 3 you're hoisted over a wall and find yourself in the midst of what can only be described as a virtual Hell. Before your very eyes a churchyard is ripped apart by artillery shells and automatic fire... plumes of smoke fill the air, twisted and shaped by the ferocious blasts. Suddenly a German fighter plunges from the sky, smashes into the church tower and decimates the structure, showering everything in debris and dust. It's all designed as an assault on the senses to leave you shell shocked and in awe at the amount of detail and movement. And it works.

It's a thrilling start, but no more than we've come to expect from Call of Duty - a game that has usurped Medal of Honor as the ultimate in WWII shooters.

Stirring stuff

You're soon shaken out of your appreciation of the opening spectacle though as stinging enemy fire forces you to creep behind gravestones while returning shots with as much venom as possible. It's a test of strategy and concentration that will leave you

breathless. Significantly though it's representative of the whole game as it's full of intensity, grit and HD horror.

As in the previous incarnations of the game, you witness the action from the perspective of four different soldiers - a US infantryman, a British SAS officer, a Polish tank commander

"Full of intensity, grit and Hi-Def horror"



ART OF WAR

Taking the fight to the Third Reich in every way possible.



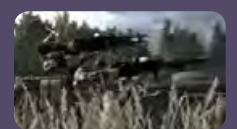
The second mission is particularly memorable for its oppressive weather and dark nightmarish qualities.



You're required to provide cover to your squad from a local barn equipped with a sniper rifle.



You can sit back and unleash some real firepower as you become a spotter for an American tank.



There are several vehicle sections including this jeep ride during the first level as the SAS officer.



Once you've completed the campaign you should have all the skills necessary to compete online.



The Island level is one of the stand out parts of the game



There are some short vehicle sections to motor through



To regain health you must find cover and stay hidden

and a member of the Canadian mechanized infantry. The whole game is set in one campaign, the Normandy break-out, when the Allied forces attempted to exploit the momentum gained by the D-Day landings.

The downside to focusing entirely on this one campaign >

Next Gen?

Developers Treyarch used a new scanning process to create graphics of uniforms and vehicles far quicker than drawing them from scratch. This has enabled it to include far more detail in the game and idiosyncratic touches to everything you see.





The multiplayer options are excellent once get online

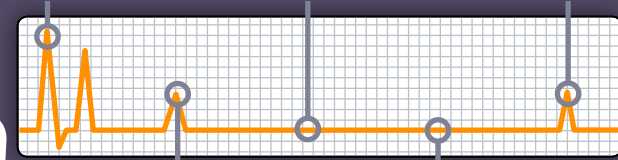


Hugely atmospheric and it looks stunning

"An online mode allows up to forty players to slug it out"

PULSOMETER *Signs of life*

Amazing opening scenes in the churchyard. Every mission is very similar. The online mode is a cute Battlefield 2 rip off.



The Island level is real test of strategy. Even the SAS levels have very little stealth.

GI JOE

Join the US infantry - always right in the thick of things - for some of the most intense battles of COD3.



Germain-Sur-Seves

Mayenne

Pitch Battles

Germain-Sur-Seves

You take control of Nicols, a GI who is part of a small squad that always seems to be responsible for taking the fight to the Germans. Initially this kicks off with the opening churchyard scene, but then leads into the countryside of Germain-Sur-Seves.

>COD3 continued

is that the game is all staged in Northern France so each level looks much like the last. To make matters worse and to add to the sense of 'seen it all before' the gameplay is also very linear throughout. Lastly, it doesn't really develop on the WWII

setting, which means that most of the action, while undeniably stunning, has all been seen before.

Wounded

Technically there's the odd fault as well. You'll come across glitches such as invisible walls and fallen soldiers who get stuck in places and

This is a shot from the multiplayer mode in which you can play as the Allied or German.



positions that force a level restart. Not good. Add to this the fact that the PS3 version looks significantly more washed out and flat than the 360 edition and pretty soon a game that should have been a Day One 'must-buy' is in danger of slipping into the 'also rans' - although an online mode that allows up to forty players to slug it out makes up for some of the disappointments.

Ultimately this is still Call of Duty and we're not suggesting that it isn't an enjoyable game. But the series has set remarkably high standards that we thought might be surpassed on the PS3. Unfortunately this time around it has just come up short.

Dave Harrison

P3Zine Verdict

Visually stunning but lacks the spark to make it great.

- + Loads of onscreen activity
- + Amazing smoke effects
- Battle scenes feel repetitive

82%



Publisher: Activision
Developer: Vicarious Visions
Heritage: Terminus, Handheld Spider-Man and Tony Hawk's
Link: www.marvelultimatealliance.com
OUT NOW

Marvel Ultimate Alliance

Holding out for a hero? Well here's 25 of them...

This is comic geek heaven. Over 140 characters from the Marvel universe, 25 of them playable, including relative obscurities like Luke Cage and Deadpool alongside Spidey, Wolverine and the other usual suspects. But not just that, you also get to construct your own ideal Marvel superteam. Iron Man or The Hulk, Captain America or Daredevil... it's like choosing your favourites from a tin of Quality Street when you really just want to stuff them all in your greedy gob.

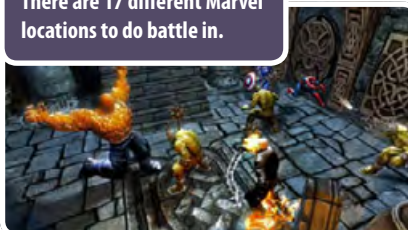
The actual gameplay is an X-Men

Legends-style mix of action and RPG elements, as you attempt to stop Dr Doom's plot to create a gang of supervillains. In practice this means charging around familiar Marvel locations beating up on endless hordes of rent-a-goons. The basic moves – attack, throw, smash, block and jump – can be strung together to produce countless different combos, plus each hero has eight upgradeable skills along with a unique Xtreme Power that can be charged up to wipe out everything on screen.

All change

Your team always features four heroes and you can switch between them on the fly; enabling inventive attacks like webbing up an enemy as Spidey then swapping over to Wolverine to slice and dice before the hapless bad guy can escape. Three friends can get involved for

There are 17 different Marvel locations to do battle in.



Spidey webs up an enemy, enabling Cap to deliver some happy slapping.

"Charge around Marvel locations beating up on endless hordes of rent-a-goons"

co-op or versus action, but even if you're playing with computer allies the AI ensures that you can pile into danger knowing your team-mates won't just stand around while you get your spandexed arse kicked.

With the opportunity to change your entire team arising at each access point things are kept pretty fresh, and there's an undeniable thrill in living out those childhood fantasies of smashing as The Hulk, clobbering as The Thing or flying into action as the Silver Surfer. The only real flaw is the chronic lack of gameplay variety – it's just a non-stop procession of entering a room, battering villains, moving on to the next room... repeat until Thor's beard turns grey. ●

Lee Hart



Sue Storm, the Invisible Woman.



All the different weapons and abilities are on show.



Ghost Rider also plays a major role in Ultimate Alliance.

TEAM TACTICS

The right hero for the job



There are loads of rewards and bonuses available to those who know their Marvel history. For example, put together a unit of Captain America, Thor, Iron Man and Ms. Marvel and you've created The Avengers – resulting in team bonuses and a boost in attack damage for all members.

P3Zine

Verdict

Almost irresistible if you're a Marvel connoisseur

- + Fantastic selection of heroes
- + Immersive Marvel universe
- Not enough variety

81%



There's a range of different views available, aficionados and masochists will insist on the on-board camera.



As you wind through the narrow streets the Monaco GP can't be beaten for drama and spectacle.



Replays are incredibly realistic – squint and you could be watching the Grand Prix on ITV.

F1 Championship Edition

“Weather effects that are so realistic you'll be reaching for a broly”

Glams like a newly-polished McLaren, but handles like a pig on stilts

Publisher: Sony
Developer: SCE Studio Liverpool
Heritage: All the Sony F1 games on PS2
Link: development.scee.net/profile_liverpool.html
OUT NOW

IN THE PITS Keep your motor running



Until now the best example of pit-stopping in an F1 game was back in 1984 with the aptly-named Pitstop II, where you moved the mechanics around as they worked on the car. Since then F1 games have mostly opted for dull automated stops, but F1 CE bucks the trend – requiring you to press the correct buttons in response to on-screen prompts to refuel and change tyres.

Don't be fooled by first impressions. F1 Championship Edition looks the business with its ultra-detailed vehicles, stunning reflections and lighting, plus weather effects that are so realistic you'll be reaching for a broly. Lift up the hood for closer inspection, however, and you'll discover things aren't quite as they seem – this is PS2's Formula One 06 in all but name, buffed up with a sexy visual sheen, but otherwise an old and not-particularly-good game that comes hampered by serious handling issues.

If you've played Formula One 06 you'll know that simply keeping your car on the track was a major challenge, never mind actually trying to win a race. The same applies here. The balance of the cars feels all wrong; they're twitchy, unresponsive

and negotiating a bend involves a minimum of six tweaks of the analogue stick. It's like trying to control a wonky-wheeled shopping trolley with a mind of its own, except this one's moving at 160mph. Whether this twitchiness is realistic is highly debatable, but one thing's for certain – it isn't much fun.

Straight talking

Out on the straights it's a different story. The movement of the cars still feels haphazard, but at least the sensation of speed is there. Tearing along at high velocity, background lost in motion blur, the game handles it all beautifully; running at a smooth 60 fps. Another impressive element is the hugely in-depth career mode that encompasses the entire F1 circus – from pre-season tests to championship deciders,

all the while dealing with media interest and performance goals from your team.

Unfortunately, once you come to another bend all that good work goes out the window. It's hard enough for something as limited as an F1 sim to compete with the likes of Motorstorm and Ridge Racer. Throw in the erratic handling and it has about as much chance of taking the chequered flag as Jenson Button on a Penny Farthing. ●

Lee Hart



P3Zine
Verdict

A Ferrari chassis disguising a Ford Escort engine.

- + Entertaining pit stop mini-game
- + Good career mode
- Frustrating, twitchy handling

52%



Publisher: EA
Developer: EA
Heritage: FIFA, Tiger Woods, Madden, etc
Link: www.fightnightround3.com
OUT NOW

THROWING IN THE TOWEL

Not so boxing clever



Fight Night Round 3 lets you challenge all-comers in online bouts, but in most of these fights once we gained the upper hand our opponent simply exited the game rather than take any more punishment. Although you pick up the win on your stats, while the cowardly rival suffers a loss and a disconnection point, it's scant consolation.

Fight Night Round 3

The Muhammad Ali of boxing games steps into the PS3 ring

A crunching right cross catches you square on the jaw. Head twisting violently to the side, eyes rolling like a pair of dice, you desperately cling on both to consciousness and the opponent who's now winding up the knockout blow. A tooth-rattling uppercut later and you're on a one-way trip to Canvas City. Over and out. Goodnight Vienna.

This isn't real, but it's as close as you're ever going to get without actually climbing in the ring with Ricky Hatton. Perhaps more than any other launch game, Fight Night Round 3 demonstrates the power of PS3. Rather than just showing off the beauty of hi-def spittle, the graphics are so incredible that you'll feel like you really

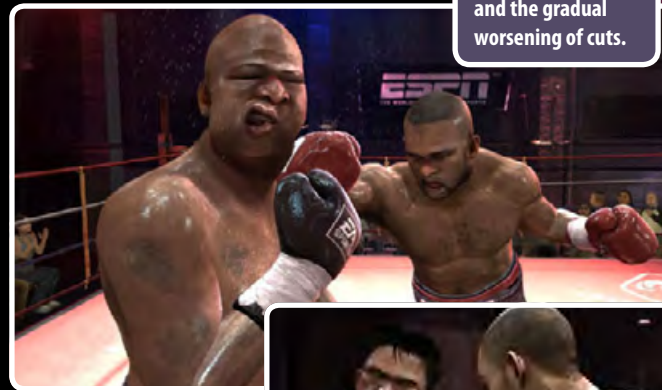
are stalking that ring, putting you're neck on the line while the floodlights beam down and the crowd bays for blood.

Reaction time

Also adding to the realism is EA's fantastic Total Punch Control system. Refined from previous versions, it's surprising just how much more convincing it is to throw a punch by pushing the analogue stick, instead of simply pressing a button. The system reads your intentions brilliantly, enabling you to make split seconds decisions like turning a straight jab into a swinging haymaker if your opponent suddenly drops his guard. Fast reactions are an absolute must, especially with the new Get In The Ring feature which sees you boxing from the fighter's-eye view. Coming on like a pugilistic FPS, the intensity is incredible as the blows rain down – and if you take too much punishment the screen goes blurry as your poor broken peepers begin to swell up.

Far and away the best boxing game around, Fight Night Round 3 fails to land the knockout blow due to one unfortunate problem – the absence of rumble in PS3's Sixaxis pad. Such a small thing,

The hi-def visuals show off the impact of punches through facial contortions and the gradual worsening of cuts.

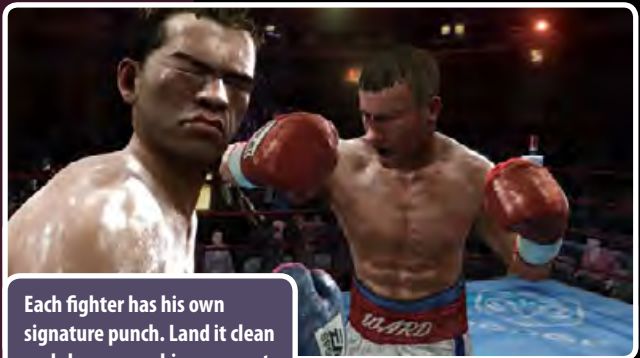


but without that feedback you lose the sense of really landing punches and taking bone-shaking punishment to the head. So while the game looks better on PS3 than ever before, it doesn't quite feel as good as the PS2 version. ●

Lee Hart

The lighter boxers produce some thrilling contests with less knockouts but more non-stop punishment.

"Fight Night demonstrates the power of PS3"



Each fighter has his own signature punch. Land it clean and chances are his opponent will be eating canvas.

P3Zine Verdict

- + Ace new first-person perspective
- + Eye-watering visual realism
- No rumble in this jungle

King of the ring, but no rumble feedback is a major blow

80%



Publisher: EA
Developer: EA Sports
Heritage: FIFA 07
NHL 07, NBA 07
Link: www.easports.com/
tigerwoods07/
OUT NOW



Tiger Woods PGA Tour 07

Reliable, good looking - Tiger's back

A golf swing is a very delicate creature. It's a process that requires the harmonious movement of your entire body and if it isn't just right the results can be disastrous. Tweak your stance, change your hip movement or even part you hair the other way and you'll pay – so when you've got it right – leave well alone.

And that's where EA finds itself with the Tiger Woods series. Because it came up with the perfect control

system several years ago, EA has to justify its annual update with fresh challenges and courses rather than new gameplay, and that's exactly what we get for Tiger's PS3 debut.

New tricks

Granted, there are a couple of changes to the control system, such as Loft Stick control which allows you to control the flight of a ball, and a new shot aiming reticule which



Play on the world's finest courses

"EA came up with the perfect control system years ago"

shows a general area rather than pinpoint position for aiming (the idea is to make it a more difficult

and a more convincing game, which it does). Then, as a next-gen nod, the Sixaxis is used to implement spin on the ball when in flight by tilting the joypad; apart from that everything is pretty much the same.

There are a couple of changes for the worse, mainly on the greens where there seems to be no sensitivity with analogue to control the speed of putt. That combined with cup physics that have more in common with a pinball table and you can expect plenty of unnecessary dropped shots.

This will of course be the first of many Tiger Woods outings on the PlayStation 3 and while this is nowhere near being a disaster there are some rough edges in what is a usually highly polished product. Hopefully these will be ironed out come the 2008 edition, where we should be able to expect a little more from our PS3 golf. ●

Dave Harrison



The game looks lavish and lush in HD

TIGER PROOF

As balanced as the man himself



The beauty of EA's game is its ability to appeal to any standard of gamer. Someone who wants to smack sub par scores at St. Andrews can do so almost instantly by employing Tiger himself and all the swing assist possible. There's also enough substance to support those who change stroke types and shape their shots or learn the hard way with a poorly skilled golfer.

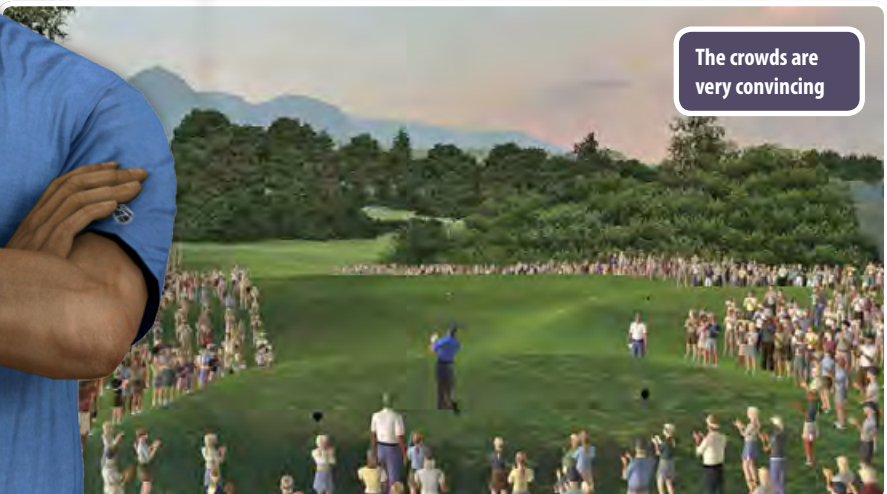
P3Zine
Verdict

Excellent package but very few surprises

- + Looks beautiful
- + Makes you feel like a pro
- Nothing really new here

78
%

The crowds are very convincing





Publisher: Sega
Developer: Hitmaker
Heritage: Crazy Taxi
Virtua Tennis 2
Link: www.sega-europe.com
OUT NOW

See if you can lead Henman to glory on grass



The mini-games are superb



The graphics truly are photo-realistic

Virtua Tennis 3

Same game - new balls

Virtua Tennis 3 is a brilliant game. In terms of offline multiplayer, it's up there with Mario Kart for creating poisonous competition between close friends, and can turn the mildest of men into bad losers and even worse winners. It's also got a control system engineered by arcade gods, one that's incredibly simple to

pick up but has hidden layers of sophistication to give more skilful players the edge. Then there are the basic shots – topspin, slice and lob – which combined with a forgiving return system means that any gamer can get the ball back over the net and compete in rallies. But you soon discover that your shots increase in speed and accuracy, the longer you

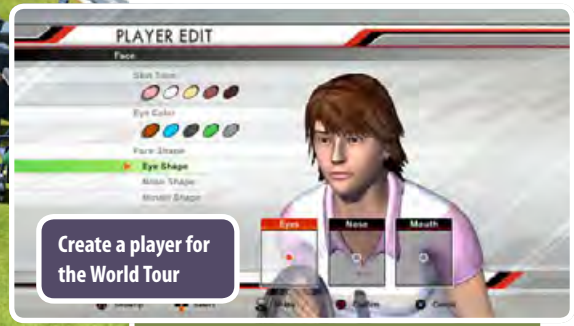


hold down the buttons: so winning returns are achieved by getting your player to the ball early. Simple, but brilliantly effective.

On the line

The same of course could be said of Virtua Tennis 2 and indeed Virtua Tennis, and that's because hardly anything has changed since Sega's sport series first appeared in the arcades over seven years ago. Sure, the visuals and animations have moved on - this is a PS3 game so every superstar player looks convincing and glistens with sweat in the next-gen light, but that's it really. It's not because Sega is being particularly lazy or cynically trying to sell old rope, it's just that there's little point in tweaking what already works so wonderfully.

We can however, be more critical when it comes to the one player game. The AI opponents are unconvincing as realistic opposition no matter what the skill setting; the World Tour mode, where you develop a created player, could have been far better. It starts with entertaining mini-games where you improve your players' stats, but



Create a player for the World Tour

BALLS TO THIS

Bored of tennis? Try bingo or bowling!



The World Tour mode has ten brand new mini-games to play as well as a few old favourites. They're the highlight of what is quite a limited one player experience and are not only great fun to play, but they're the way you get to develop the skills of your created player.

"Every superstar player looks convincing and glistens with sweat"

these are followed up by mini-tournaments that are completely devoid of drama and suspense: they are either incredibly easy or a test of patience as your AI opponent refuses to make a mistake.

Virtua Tennis is as good as ever it was and has great enhanced visuals; there just doesn't feel to be any extra depth to its PS3 incarnation. ●

Dave Harrison

P3Zine + Four player doubles

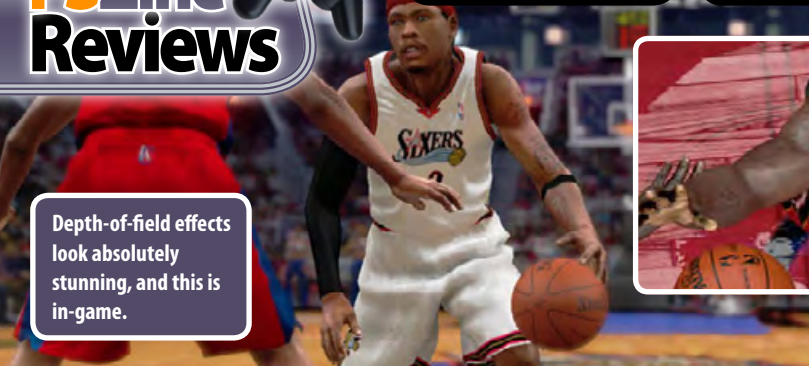
Verdict + Lobbing an opponent

Just as good but no better than it has been

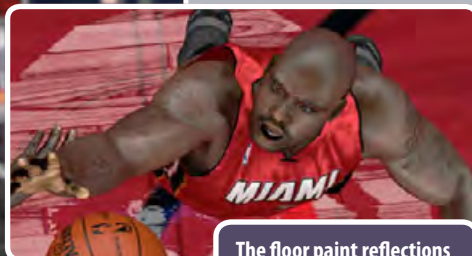
- One-player tournaments

80

%



Depth-of-field effects look absolutely stunning, and this is in-game.



The floor paint reflections look impressive, as does everything else.



NBA 2K7

Shooting hoops in the best way possible



Publisher: 2K Games
Developer: Visual Concepts
Heritage: NBA 2K Series
Link: www.2ksports.com/games/nba2k7
OUT NOW

Already available on Xbox 360 since last year, NBA 2K7 is without question the best simulation of basketball - as our Americans would say - period. Using the six months gap until the PS3's European release to good effect, Visual Concepts has tweaked and toned in every area to realise what can only be described as the best simulation of basketball on offer, on any console.

Graphically the game measures up to and in certain instances,

overtakes the 360 version, with the added benefit of HDMI exposing textures for their beauty and offering an unrivalled visual experience. The camera is often slick and always useful, leading to some pristine replays, most of which will find you rewinding and replaying that classic 'teabag' moment and all at fully supported 1080p at 60 frames per second.

Sixaxis controls aren't overly intrusive, and while some might call it gimmicky, the ability to simulate a free throw has to be commended for its subtlety and application. Bundle with this the enhanced A.I behaviour over previous versions and you're left with a game that surpasses any other basketball game. Matching Xbox Lives' online features, NBA 2K7 goes above and beyond to plant itself firmly at the top of your launch day must-have list.

Gareth Williams

P3Zine Verdict
Not to be missed top drawer action

- + Unrivalled gameplay
- + Excellent online features
- + Beautifully rendered

90%

NHL 2K7



A solid take on NHL, but bloody hard to boot!

Following its NBA stable-mate, NHL 2K7 is massive in North America. Here in Blighty, we're aware of 'ice hockey', but we don't shout 'fight' from the stands with quite as much vigour and enthusiasm. However, Kush Games are passionate to the point of obsession and it shows here.

Every aspect of the game has been given an overhaul for the, with impressive AI and off-puck controls leading the line. Obviously the inclusion of some form of Sixaxis controls hasn't done the game any harm, as the 'Crease Control' mechanism works rather well. The idea being that you move the goalkeeper with the controller when an opposing player closes in on the net. Seamless switching to an alternative behind-the-net view adds to the excitement. On the downside, it does also create a problem when scoring. If you're used to football,

you're out of luck here, as games are often won by a single goal. The addition of a beginner level just for us foreigners would've swayed the score a little more skywards

An extremely well designed game that could've been a little more forgiving, it'll certainly give you more enjoyment than most, and won't disappoint those who pick it up come launch day.

Gareth Williams



Publisher: 2K Games
Developer: Kush Games
Heritage: NHL 2K Series
Link: www.2ksports.com/games/nhl2k7
OUT NOW



The plastic surgery has gone too far this time.



Take a look at that goalie - he'll be saving almost everything.

P3Zine Verdict

Rewarding for those that venture onto the ice

- + Intense end-to-end puck action
- + Graphically superb
- Frustratingly hard

75%

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- EvilAvatar.com

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SUPREME COMMANDER

It's RTS on a n...

FIRST LOOK

TOMB RAID: ANNIVERSARY

Lara's back for a b...

LIVE INTERVIEW!

142 BATTLEFIELD

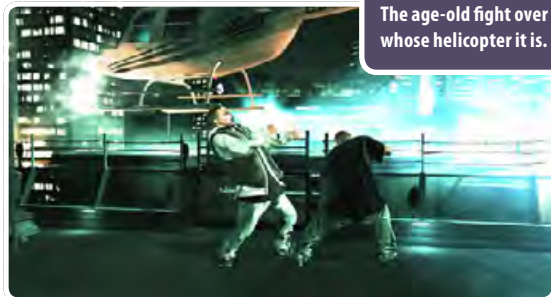
Clarke and Shaughnessy on Northern Strike

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ZOOM IN ZOOM OUT TOGGLE F...



Damn, that's gotta hurt.



The age-old fight over whose helicopter it is.

Def Jam: Icon



Super Rap Fighter Turbo!

EA has recreated Def Jam for the next generation of consoles, and for the most part, it's a move forward. The game is sharp, frenetic, and offers up a slew of innovative gameplay elements. The Fight Night Round 3 developers have taken over the hip-hop reigns this time around, and it shows - to the point where fans of the earlier game might be completely taken aback.

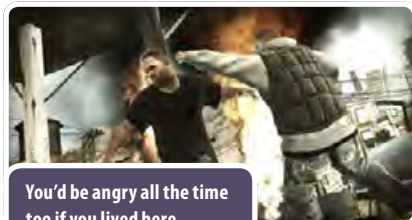
Gone is the rapper-wrestling game, and in its place is a much more methodical, sweet science-style fighting engine. As with Fight Night, power attacks and throws are handled with the right analog stick. Unfortunately, though most

techniques feel too simplistic, and your AI opponents block and throw at an almost telepathic level.

The soundtrack meaningfully affects gameplay by triggering arena pitfalls, giving the fighters extra power, and generally laying out the entire rhythm of the game.

The story mode, where you create your own label, is hilariously absurd. So much so in fact that it makes the gameplay flaws seem less important. The other fighting modes round out a solid package, and online play is also generally stable. The visuals aren't quite jaw dropping though, and the game suffers from a nearly schizophrenic tendency to change the colour filter of the screen with the music.

It's the smooth mix of music and fighting game elements, along with the main plot that makes Icon worth checking out. ●



You'd be angry all the time too if you lived here.

Great presentation

Fighting engine feels a bit sluggish

83%

Verdict



You'd be angry all the time too if you lived here.

Tony Hawk's Project 8

Get ready to grind



Impress the locals with your boarding prowess...

Following a few bogus instalments that focused too much on Jackass-style pranks, the Hawkster rediscovers his mojo by getting back to basics. Project 8 is as pure a boarding sim as we've seen since Pro Skater 2 and is all the better for it. Rocking an all-new next-gen engine, the trick system is beautifully fluid and there's a superb range of environments to show off in, including a vast city centre and an amusement park. The best thing here though is the new Nail the Trick option, which lets you create radical new moves that can then be incorporated into the game - a fantastic innovation. For pure next-gen boarding fun it doesn't get any better than this. ●



... and the new 'respect' meter will go through the roof.

New Nail the Trick option

Top boarding action

85%

Verdict



Publisher: Activision
Developer: Neversoft
Heritage: The Tony games dating back to Pro Skater 2
Link: www.tonyhawksproject8.com
OUT NOW



Now it's time for the pre-requisite badass gang shot.



Gangs with Porsches... the next urban menace.



Dogfights and challenging missions galore



Need for Speed: Carbon

Fast, furious, and dark

One of many straight ports from the Xbox 360, Need for Speed: Carbon is a solid game no matter where it lands. Although not quite as gleeful as Most Wanted (and with less emphasis on cop chases), Carbon has plenty of refined arcade racing action. Taking place in perpetual urban night, the racing offers a variety of straightforward street battles, drifting competitions, and untraditional boss battles reminiscent of Tokyo Xtreme racing games.

If you're a fan of the Need for Speed series, then the controls



And that was such a nice car.

and overall feel of the game will be instantly familiar. Playable, fun, and fast, Carbon offers impressive options for car customization, the ability to select and manage your gang members, and consistently engrossing driving variety. The cop chases are still the highlight, though. Few racers offer as much excitement as a full-blown pursuit in Need for

Speed. Cops will come at you from all angles, and evading them is absurdly entertaining.

The presentation is almost identical to the Xbox 360 version. The graphics are sharp and detailed, the licensed soundtrack is solid, and the rest of the audio is powerful. It might be a port, but it's still an excellent game.

Blazing Angels: Squadrons of WWII

Take to the skies once again

There's nowt finer than settling in with a mug of cocoa to watch a war film. The stiff upper-lipped Brits always need a hand from a maverick yank in movies that are reassuringly formulaic.

Blazing Angels is also likely to cause a sense of deja-vu. It's essentially yet another conversion of the previous gen original from a year ago, which wouldn't be such a bad thing if we weren't expecting more from Sony's dream machine.

On the plus side, you get ten extra flying coffins and two new levels, and the core action of accessible dogfighting and sometimes challenging missions is just as appealing.

But if you're looking for a game to impress your PS3-envious mates, then this isn't it.

Publisher: Ubisoft
Developer: Ubisoft
Heritage: GRAW
Link: www.ubi.com/uk
OUT NOW



P3Zine Verdict

- + Excellent presentation
- Not quite as good as Most Wanted

85%

P3Zine Verdict

- + Captures the arcade spirit
- Not next-gen enough

75%

Genji: Days of the Blade



Publisher: SCEE
Developer: SCEE
Heritage: Onimushi, Genji
Link: eu.playstation.com
OUT NOW

A budget PS2 game, now at a premium PS3 price!

Someone put a PS2 game in our Blu-ray player. And it's not even a particularly good one! As a first generation PS3 launch title, Genji: Days of the Blade is the perfect example of a bad stereotype. It's clearly a last generation game that was quickly shovelled over, with little or no enhancement. To make matters worse, it's a mediocre sequel to a second-rate game.

Essentially a joyless Onimushi clone, Genji wouldn't have been noteworthy even on the PS2. The graphics are decent and occasionally inspired, with some attractively dreamy ancient Japanese locations. Still, the presentation is far from exceptional, and the game has a rather hazy sheen to it. Even worse, the camera is immobile and usually in the wrong position, taking gamers back to the annoying old days of the

It's a tale as old as time. Svelte, hot samurai guy versus the hordes of the undead.



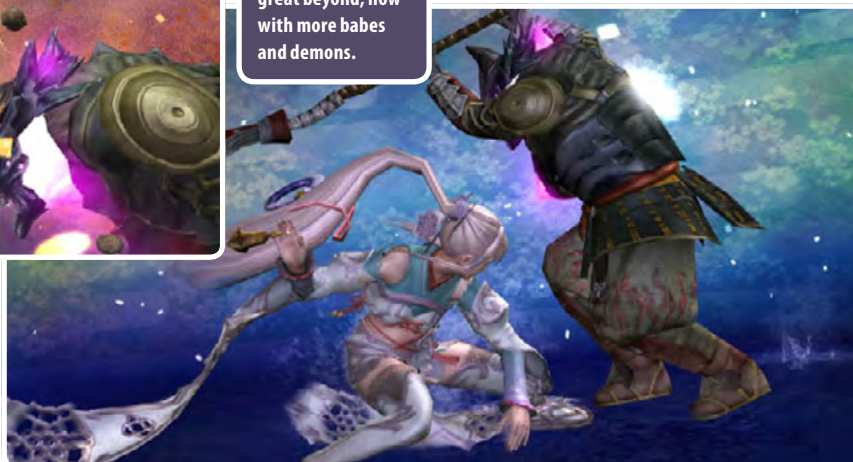
pre-rendered slew of Resident Evil clones.

On the plus side, the four warriors you'll play over the course of the game are noticeably different from each other, and the endless hordes of demon ninja monsters look pretty good. Also, some of the bosses are impressive. Unfortunately, the button mashing combat quickly gets old and repetitive. To top it off, the Sixaxis based dodging is poorly implemented, making it more aggravating than useful. ●



Laying the smack down in ancient Japan.

Fighting in the great beyond, now with more babes and demons.



P3Zine Verdict

- Terrible camera work
- Repetitive combat

58%



The traditional hyper-speed action still rules – there's just nowhere near enough of it.

Sonic the Hedgehog

Our spiky friend is back again

When will Sega learn that what we want from a Sonic game is exactly the kind of super-fast rollercoaster mayhem that made the hedgehog a star in the first place? This first next-gen outing serves up more of the tedious adventure elements that have blighted the series in recent times. Set in Soleanna, a human realm under attack from Eggman, huge chunks of the game involve wandering around chatting to the inhabitants in order to trigger the next bit of action. When you finally get to zoom and bounce around it's all over with far too quickly and you're soon back in Soleanna trying to decipher a policeman's riddle. Yawn. ●

Publisher: Sega
Developer: Sega
Heritage: 15 years of breakneck Sonic action
Link: sonichedgehog.sega-europe.com/en/index.html
OUT NOW



P3Zine Verdict

- It's Sonic the Hedgehog...
- ... but there's not enough Sonic

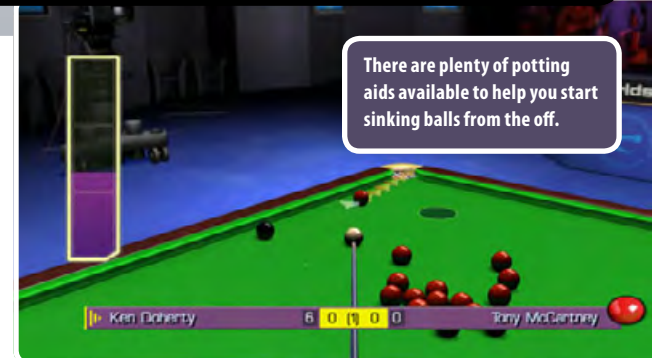
42%



Pardon me while I vogue... NBA style.



Style equates to points on the Street, so make sure you bring your A-game.



There are plenty of potting aids available to help you start sinking balls from the off.



Publisher: EA
Developer: EA
Heritage: NBA Street, NBA Jam
Link: www.ea.com
OUT NOW

NBA Street 4 Homecourt 2007

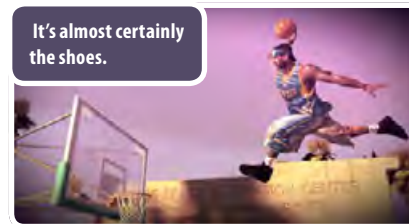
Street basketball done right

How much you enjoy the NBA Street series is entirely dependent on how big a fan of arcade-style sports you are. Over the years, we've seen a few great ones (say, Soccer Slam), and NBA Street Homecourt is certainly a good example of the genre. As the first of its kind on the PS3, it fits all the right criteria—it looks amazing, sounds great, and has fun, easy to get into gameplay.

That said, Homecourt doesn't really offer anything more than what you'd expect—simple, arcade-style street ball with little in the way of extra game modes. There's a career mode where, in tournament-style, you create a b-ball player who works his way through the ranks of the NBA greats. Other than that, the game has a few variations on the standard basketball—play without special moves, or another mode where you can only score points with outrageous trick shots, for instance. It plays well online too, but there's no online career mode option, which is just disappointing.

The tricks in the game are the big draw, and filling up your

gamebreaker meter to unleash superhero-like slams is stupidly entertaining. Despite a strange, retro-like haze to the courts, the graphics are topnotch as well. The characters look great, the location details are amazing, and the animation is some of the best you're likely to see. NBA Street Homecourt isn't deep or meaningful, but when you want some thoroughly entertaining two-on-two (especially with a friend), this is your one-stop shop. ●



It's almost certainly the shoes.

World Snooker Championship 2007

Right on cue

Snooker was never going to be a showcase for the power of next-gen but this doesn't even try – looking almost *exactly* like the PS2 version, you won't notice any extra gleam off the balls or sparkle in the eyes of the players. Thankfully, it absolutely nails the gameplay. The cueing action is controlled via Tiger Woods-style thrusting of the analogue stick and feels about as realistic as you could get without plugging in a full-size cue peripheral. With a wealth of options, including tons of official tournaments, a full pool season and a trickshot championship, this is easily the best pot-'em-up you can buy. ●

Publisher: Sega
Developer: Blade Interactive
Heritage: Snooker specialists since 2000
Link: wsc2007.sega-europe.com/en/index.html
OUT NOW

P3Zine Verdict

- + Crazy over the top arcade basketball
- Not much meat

85%

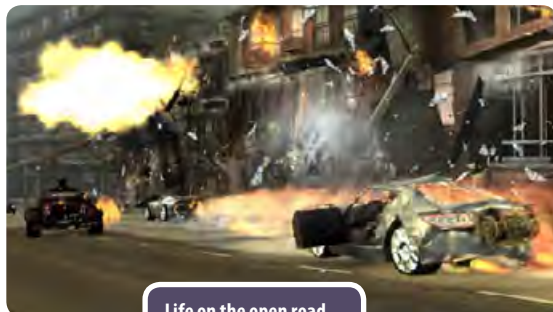
P3Zine Verdict

- + Plays a mean game of snooker
- Looks a bit basic

75%

Full Auto 2: Battle Lines

More like Full Auto 1.5



Life on the open road...



Publisher: Sega Europe
Developer: Sega Europe
Heritage: Full Auto, Burnout
Link: www.sega-europe.com
OUT NOW

Full Auto on the Xbox 360 was a fun if rather frustrating game, because everything but the key part - the actual racing - was so good. Now on the PS3, and labelled as a full-on sequel, not much has changed. There is little difference between Full Auto 2 and the original release... a new arena and story mode, and some other minor extras, but there's not enough here to fully justify the sequel in the series name tag.

The locations, ranging from downtown cityscapes and

shipping districts to the open road outside the city are terrific, and the game's focus on providing nearly endless demolition opportunities is undeniably appealing. But while it looks great, the racing still takes a backseat to the rest of the presentation. The physics feel flighty, and the AI is haphazard and cheap. You can still rewind time for those unfortunate crashes, and being able to blow away overpasses, gas stations, and other structures purely to disrupt the competition is satisfyingly sadistic.

Unfortunately, this is still a racing game in search of a decent racing engine. Sega's got the destruction portions down, now they just have to add the driving fun. ●

P3Zine
Verdict

+ Looks great

- Poor physics and AI

76%



Clearly, the A-train is going to be a little late today.

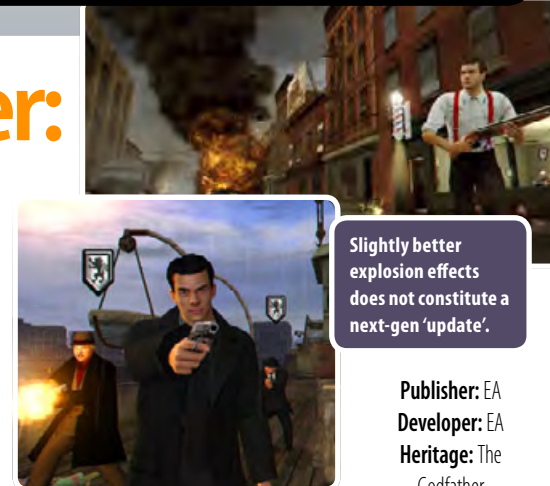


Aggressive driving always pays off in Full Auto 2.

The Godfather: Don's Edition

Does the Don have what it takes?

A cynical rehash of an average PS2 game is an offer any PS3 owner can refuse, and that's exactly what you'd be getting here. The original saw you rising through the ranks of the Corleone organisation in a pale imitation of the GTA series dressed up in the classic cloth of the movie. The Don's Edition features exactly the same gameplay with tacked-on new bits such as rooftop shootouts, a Corleone hit squad that can be called in to add extra muscle plus the ability to use the Sixaxis for



Slightly better explosion effects does not constitute a next-gen 'update'.

Publisher: EA
Developer: EA
Heritage: The Godfather

Link: www.ea.com
OUT NOW

'intimidation' tactics. None of which brings anything worthwhile to the party. ●

P3Zine + It's The Godfather
Verdict - Not enough new ideas
48%

THE ONES THAT GOT AWAY...

Their names were down, but this little lot missed the PS3 launch party



Elder Scrolls IV: Oblivion

Publisher: Ubisoft
ETA: April 27th

Won't be consigned to...



Splinter Cell: Double Agent

Publisher: Ubisoft
ETA: March 30th

Too stealthy by half



GRAW 2

Publisher: Ubisoft
ETA: June

Not quite advanced enough



F.E.A.R.

Publisher: Vivendi Games
ETA: April 20

Fear not. It's time on PS3 will come



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 ★★★

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Blu-ray reviews

We take a look at some of the latest and greatest Blu-ray releases for your spanking new PS3...



Casino Royale

Sony Pictures Home Entertainment / £24.99 / Featurettes detailing the new Bond, the babes of Bond, and a Chris Cornell music video

As the flagship Blu-ray release from Sony, Casino Royale delivers a bold and exciting new Bond. Despite innumerable product placements, the movie is an immaculate high definition experience. Daniel Craig is perfect as the next generation of the super spy, with none of the camp that bogged down the earlier films. However, the picture and sound quality are the real stars. While there are spots of graininess, the colors and blacks are incredible.



P3Zine Verdict

Bond is back and better than ever

+ Daniel Craig makes a great new Bond

- Not many extras

90%



Superman Returns

Warner Home Video / £25.99 / Additional scenes, several documentaries

Not quite the hoped for return, Superman's new leap into the public eye is a strangely flawed creation. High hopes for director Bryan Singer aside, pacing is disjointed, and there are too many liberties taken with the Superman mythos. When the movie works, though, wonder ensues. Action scenes are gorgeous and the transfer is very good, especially for the audio. Ultimately though Kevin Spacey's Lex Luthor steals the movie.

P3Zine Verdict

Superman Returns... as a deadbeat dad!

+ Great action scenes

- Slow pacing

78%



The Prestige

Touchstone / £24.99 / Director's "Notebook", the Art of the Prestige

Christopher Nolan is obsessed with revenge, but The Prestige takes it to an extreme. As a jigsaw puzzle that warrants multiple viewings, the movie is a disturbing, visually stunning tale of two stage magicians caught up in their quest to outdo one another. It's not to be missed, but if you missed it at the cinema the transfer onto Blu-ray is visually incredible, with crisp, forceful audio. When Tesla's machine crackles at the beginning, you'll swear you can feel the static in the air.

P3Zine Verdict

Batman vs. Wolverine vs. ... David Bowie

+ An intelligent enigma

- Lacking in extras

92%



Mission Impossible III

Paramount Home Entertainment / £39.99 / Featurettes, trailers, deleted scenes, commentary, and photos

Despite his one-dimensional glaring and monotone delivery, Tom Cruise may finally get his wish to be the American James Bond. Director J.J. Abrams proves his big screen acumen with an outstanding supporting cast, tremendous stunts, and great sets. Mission Impossible III works well as an high def demo disc, with gorgeous, mostly grain-free visuals and powerful, explosive audio.

P3Zine Verdict

The name is Hunt ... Ethan Hunt

+ First-rate high definition transfer

- No new extras

86%



Alien vs. Predator

20th Century Fox / £24.99 / Theatrical and unrated versions, commentary from the director and actors, a commentary track from the special effects crew

Sci-fi fans must have been in anguish over Alien vs. Predator. And with good reason. The brainlessness of the movie has to be seen to be believed. Despite this, there are a few great action scenes, and Blu-ray lends itself well to the dark, moody interiors. Nonetheless, a remarkable amount of grainy imagery makes for an extremely inconsistent picture quality. The audio, however, is terrific.

P3Zine Verdict

Paul W.S. Anderson vs. Aliens vs. Predator

+ Predators vs. Aliens!

- Brainless

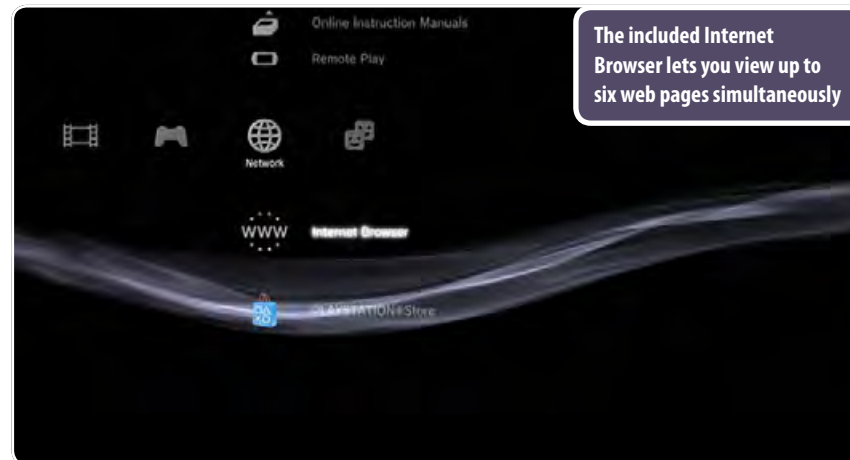
52%

PlayStation Network

The future of online gaming starts here

On March 23rd 2007, the PlayStation Network will go live in Europe. As Sony's answer to Xbox Live, the service provides all of the community features and downloadables you'd expect, but with a huge added bonus – it's all free. Everything, from voice chat, to video chat, to friends lists, to full 40 player online mayhem is provided completely free. No charge. Gratis. Etc.

In a similar fashion to the 360,



The included Internet Browser lets you view up to six web pages simultaneously

your friends' list is integrated into the PS3's XMB, and forms the hub of the PS3's online play, letting you check when your friends are online, send messages, or challenge them to games. Next to the friends list is the Network tab, and it's from here you can access the built-in web browser, or delve into Sony's content shop, the PlayStation Store.

The PlayStation Store is the first place you'll want to hit if you want to download anything for your PS3, including demos, trailers, in-game items, and full XBLA style games.

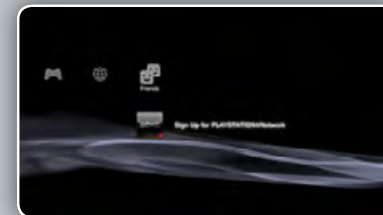
From cult hits like f10w, to re-born classics like Lemmings and Q*Bert, to full arcade conversions like Tekken 5, there's something for everyone to enjoy, and new games are being announced every day from the industry heavyweights.

Hi-def on demand

The majority of games downloaded from the Store contain full support for 1080p and 5.1 sound, giving you an experience that's every bit as impressive as a shop bought game, for a tiny portion of the price. For a ➤

GET ONLINE

Introduce your PS3 to the world



What you need

What you get

What you need

Although it may go without saying, the PS3 requires a broadband connection to get online, so if you're still using a stone age dial up connection, it's time to think about upgrading. If you're using an "old fashioned" wired router/modem, all you need do is plug one end of the supplied Ethernet lead into the back of your PS3, and the other end into your router. Once you've done that, simply go into network settings in the settings menu, choose internet connection settings, then wired connection, and "easy" (the default settings should be enough for most) et voilà, you should be online. The process for setting up a wireless connection is even easier, and practically the same as with a PSP. If you have a new fangled wireless router, simply going into the network setup menu, and telling your PS3 to scan for your network should be enough. Once it's found it, you'll be required to put in your WPA or WEP password. Once you've entered that, you're just a few button clicks away from being online with your PS3.

WHAT'S IN STORE...?

NEW RELEASE



f10w

An abstract title, f10w has enthralled the gaming community since it was first announced, and is easily the most hotly anticipated title on the Network.



Gran Turismo HD

A free download comprising one track and ten cars, this is the first GT game to feature online leaderboards, and the first taste of GT on PS3.

NEW RELEASE



Lemmings

Classic Lemmings action makes an HD return with this remastered classic. 40 new levels, online leaderboards and brand new gameplay features make this one a must buy.

NEW RELEASE



Tekken 5: Dark Resurrection

A full port of the Arcade beat 'em up, with added extras from the PSP incarnation, this is the most complete game on the Network, but is sadly lacking any online play.

NEW RELEASE



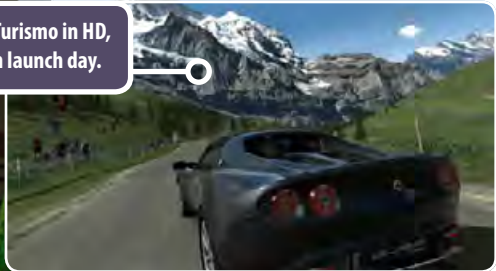
Blast Factor

Take on hoards of viruses in this old school shoot 'em up. A self-adjusting difficulty level, and Sixaxis tilt-sensor compatibility make this stand out from the crowd.



Little Big Planet is set to take the PlayStation Network by storm, allowing users to make their own levels, and share them online.

Get Gran Turismo in HD, for free on launch day.



download a new game, you simply walk over to the arcade. While Sony has confirmed that Home will not be replacing the PlayStation Store altogether, it's certainly going to be interesting to see how the two work together.

>Network continued

currently unspecified "introductory period", every downloadable game on the Store will cost between £1.99 and £6.99. While it's not known how long this offer will last, this means that everything will be priced to please your pocket come launch day. Even better, it means you'll be able to pick up full arcade conversions such as Tekken 5 for just £6.99 – a price that's actually cheaper than they pay in America! Shucks, there's a first time

for everything... Of course, all this is without mentioning the next big thing to hit the PlayStation Network – Home. Sony's virtual world is bound to be a massive hit when it's launched later this year, and it's promising to revolutionise the online experience, as well as content delivery. Imagine – rather than having to browse through a clunky interface to download a trailer, you simply meet up with some friends in a virtual world and walk into a cinema. Or, to

All to play for
With games to download, demos to play, trailers to watch, and friends to frag, the PlayStation Network is a fully featured online system that puts its rivals to shame. Although there's still some flaws to iron out, it's an impressive first attempt at an integrated online service, and one that's sure to play host to many great games over the years. We'll see you online. ●

PROS AND CONS

The battle of the bandwidth

PlayStation Network

- ☹️ There's no subscription for gaming
- ☹️ Free online video chat
- ☹️ Poorly implemented friends list – joining games is difficult
- ☹️ Many game servers are divided by region (in some games Europeans can only play Europeans)
- ☹️ Wide range of downloadable classics and new games, updated regularly through the PlayStation Store
- ☹️ Steady stream of additional content for games, both free and premium, accessible by everyone

Xbox Live

- ☹️ Monthly/Yearly subscription for gaming
- ☹️ Subscription required for video chat
- ☹️ Friends list implemented seamlessly into every game
- ☹️ Centrally hosted global servers, allowing anyone to play anyone
- ☹️ Wide range of downloadable classics and new games, updated regularly through XBLA
- ☹️ Certain content is initially restricted to subscribers



NEW RELEASE
Super Rub-A-Dub
Sony Exec Phil Harrison's duck fetish continues with Super Rub-A-Dub, a game that sees you tilting your controller to guide a duck through a bath, avoiding plastic sharks along the way.



NEW RELEASE
Go! Sudoku
A free download with 520 puzzles, this number crunching game will have you hooked for hours. Additional puzzle packs are also available for download to keep you thinking.



NEW RELEASE
Calling All Cars
Sporting some uniquely stylised visuals, Calling All Cars is a multiplayer Cops 'n' Robbers game. Made by David Jaffe, the man behind God of War and Twisted Metal.



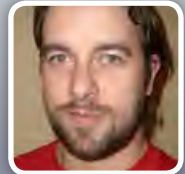
NEW RELEASE
Gripshift
This remixed version of the award winning PSP classic will be hitting a PS3 near you soon. Sporting 125+ levels and 720p visuals, Gripshift will put your driving to the test.



NEW RELEASE
Go! Puzzle
A collection of currently unconfirmed puzzle games. We don't know too much about this one, bar that it'll include Go Swizzleblock 2, a game that looks a bit like Bejewelled.

HOME, SWEET HOME

The facts, figures and secrets behind Sony's wonder console



Chris Schilling

Chris is the proud owner of all three 'next generation' consoles, and is looking forward to seeing battle commence in the new console war, with Sony unveiling a surprise weapon in its armoury...

What a difference a day makes. 24 little hours after the world and his dog was ready to write off the PS3, GDC arrives and Sony wows us all with Home, its new all-singing, all-dancing 3D online community. Sony clearly hopes that the service - due for release this autumn, with a closed beta appearing in April and an open one in August - is a real Live-killer.

For the unenlightened, Home is described by Sony as 'a virtual network of public and private spaces'; or in layman's terms 'a bit like an online Sims'. It's effectively an online chatroom except you can meet other PS3 users in person, or at least their virtual avatar. And from what's been revealed so far, it's quite staggeringly ambitious.

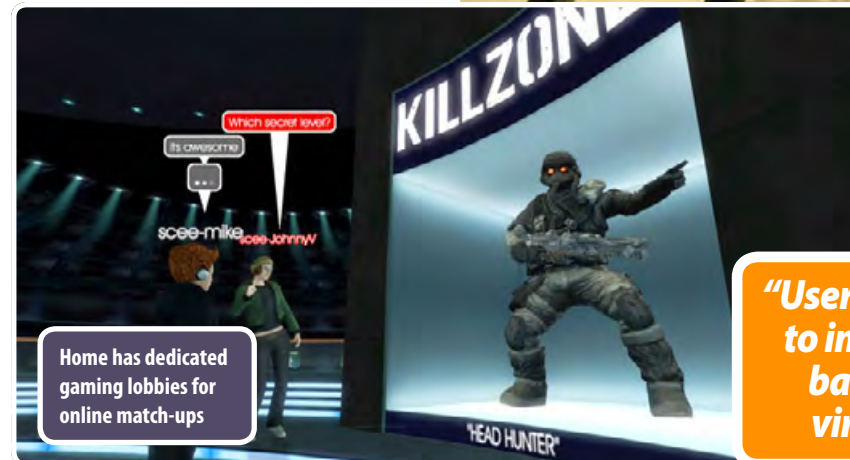
For starters, it's completely free so already Sony have one-up on Microsoft. Then there's the more audience-friendly look - not for nothing has Sony taken cues from the ever-popular Sims and notorious PC title Second Life. Communicating is simply a matter of walking up to people in the online meeting spaces and starting a conversation - you can chat via a bluetooth headset, type on a USB keyboard, or use easily

recognisable gestures - 'emotes'. All of which is far friendlier to non-gamers than the text-heavy Live.

Where the heart is

But that's mere window-dressing compared to the future possibilities. While it's unclear exactly which features Sony will have in place for launch, Home will allow users to have their own private residence with visual Entitlements (Sony's version of Achievements) on display and downloadable furniture. Users will be able to invite people back to their virtual pad to view any photos, movies and music they have on their PS3's hard disk. There's a virtual cinema and shop, an arcade to play pool and various old-school coin-ops, and virtually unlimited avatar and living space customisation. Oh, and you can get together to play games, of course.

All this sounds truly 'next-gen', and to a point, it is. But that's not to say that Home doesn't have its potential problems. Leaving aside the distinct possibility of moronic undesirables ruining this sophisticated world for many users, there are a number of other issues which Sony needs to address. Sharing media content



Home has dedicated gaming lobbies for online match-ups

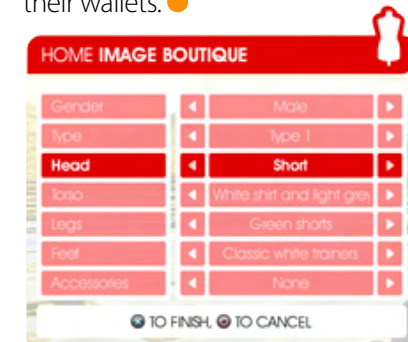
The impressive visuals set a benchmark for an online service

"Users will be able to invite people back to their virtual pad"

online could certainly be open to abuse - that's something that Sony will do well to properly police - while the nature of user-generated content could give rise to potential lawsuits if children get online and see something their young eyes shouldn't be privy to. But we're sure Sony's already one step ahead and will be working on ways to ensure that Home is an entirely pleasant experience for all its users.

Those who see PS3 purely as a games console won't necessarily view Home as the incentive they need to shell out 425 notes - though LittleBigPlanet, unveiled at the same time (and more on that next month)

might well have convinced the doubters. But for anyone happy to look past its purely game-playing credentials, Home could well be the thing on PS3 that justifies all the hype, conjecture and PR double-speak and tempts the public to open their wallets. ●



There's a wealth of options for creating a life-like avatar



In **P3Zine** Issue 2
DEFINITIVE REVIEW

The Elder Scrolls IV: Oblivion

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F.E.A.R.
Tom Clancy's Splinter Cell
Double Agent
Eye of Judgement

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Killzone 2
Final Fantasy XIII
Devil May Cry 4

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