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Issue 5 | July 2007

HGZine

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

HUGE PSP/DS PREVIEW!

Worms: Open Warfare 2

The slippery critters head to the Gulf!

THEY'RE BACK!

Konami Classics

The best DS retro collection yet?



WIN!
MASSIVE
SUPERBIKE SBK 07
GIVEAWAY
INSIDE!

SBK 07

The best bike game on PSP!

Pursuit Force 2

Lethal Weapon meets GTA on PSP!



FULL REVIEWS!



DS

Metroid Pinball

Samus' keeps on rollin'!



PSP

Dragon Ball Z

Crazy Jap air-battles!



PSP

Smash Court Tennis 3

Better than Virtua Tennis?

PLUS!
The latest
mobile games
revealed



PSP



Publisher: Sony
Developer: Bigbig Studios
Heritage: Pursuit Force (PSP)
Link: www.playstation.com
ETA: September 2007

Yeeha! Leaping onto vehicles and taking out drivers is a gameplay dynamic we approve of 100%.

"The developers have worked on Colin McRae and TOCA on PSP"



Take a look at the Police uniforms of the future! Part Val d'Isere ski resort, part Elvis jumpsuit!

Bikes will again be at the centre of the experience, but handling will be much improved, say Bigbig.



Pursuit Force: Extreme Justice

LATEST NEWS

It's gone a bit Bond and a bit 24: the clock is ticking...

What's the story?

This is the much anticipated sequel to one of the PSP's early breakout hits. Indeed, the original Pursuit Force came out of nowhere to become one of the system's flagship titles alongside WipeOut Pure and Everybody's Golf at a time when the machine really needed quality software to boost its profile. It's developed by Bigbig Studios, a team who know a thing or two about the driving genre having previously worked on the magnificent Colin McRae and TOCA series at Codemasters.

What do we know?

As you would expect from a high-profile sequel this is destined to be bigger, better, faster and more explosive than it's predecessor. The brilliant hook in the original was the ability to move seamlessly from ground-based gun-toting to vehicular mayhem with an intuitive leap command. This gratifying feature remains but has now been expanded to include train, helicopter and car based gymnastics. Indeed some 12 dedicated vehicles make it to this sequel including jet-skis, trucks, buses, bikes, speed boats and hovercraft.

The driving model, the only major criticism of the original, has been tightened up considerably so now you can really throw vehicles around with skill and precision, plus a new first-person view has been added so when you leap into vehicles you have the option of looking directly through the windshield - this should aid the aiming of weapons immeasurably. Indeed hands-on previews and video footage suggest that there's going to be far more bang for your buck in this sequel.

Extra depth also extends to your new team mates, each of whom comes with core skills



INTERACTIVE CONTENT
 Look, listen, jump and shoot!



The first-person view will come into play when your vehicle has in-built weaponry, giving you greater accuracy.



Gangs in this game don't like to keep a low profile, just look for the Mad Max inspired vehicles.



PREVIEW FEEDBACK!
Click here to tell us what you think of Pursuit Force! Extreme Justice

The cable cars in the distance hint at riskier jumping opportunities...



Even Mel Gibson wouldn't chase helicopters!



The police cars are bigger and better than the gang bangers that litter the streets.



You'll feel like Jack in an episode of 24 at times, but move at a much faster pace.



> Pursuit Force continued

"There's five gangs and loads more vehicles including...trains!"

such as demolitions, driving or piloting and you'll be able to switch between them with great liberty. Animation and detail also gets a makeover with the jeans and T-shirt combos of old dropped in favour of natty leather jumpsuits. The detail is now so great you can even make out muscle tone such as a torso six-pack on characters.

But expect Capital City to be a much more anarchic place this time with five gangs, including the Raiders, Vipers and Syndicate riding roughshod through it, each with their own gang colours and colourful vehicle designs. Think Mad Max but with more sophisticated weaponry. And if you enjoyed the boss battles from the original you're going to love these, described by Sony as completely 'outrageous'. Each has several phases – a giant tank, for instance, must be battered by helicopter mini-gun fire, weakened with explosives then have its commander pummelled in a good old fistfight.

With an overarching plot tying everything together (so the missions don't feel quite so disjointed) Pursuit Force: Extreme Justice is expected to deliver 50 missions in 7 environments totalling around 20 hours of playtime. In fact, when you consider that new weapons, vehicles, team mates and a 4-player ad-hoc mode have all been added this has to be on your PSP hit list right away. Prepare to take the leap sometime in September.

When do we get more?

Sony has just released a stupendous trailer for game which uses in-game assets and delivers a great feel for how it's going to play. With the game due out in the autumn, expect an exclusive review in issue 7.

Anything else to declare?

Sony is currently on a mission to expand and advertise its PlayStation online portal and you'll discover more and more Sony games taking advantage it. Pursuit Force: Extreme Justice will support downloadable content which will include extra missions and customisation features like weapons and costumes for your crack police squad. We wouldn't bet against a demo appearing on yourpsp.com either..

PSP



Publisher: Sony
Developer: Sony
Heritage: PaRappa the Rapper (PSone)
Link: www.playstation.com
ETA: July 2007



Prince Fleaswallow is a laid back kinda guy more interested in jamming than selling his wares.

Your driving instructor probably didn't rap at red lights, or constantly forget to close the door.



Remember: kick! punch! it's all in the mind. Mr Miyagi eat your heart out.



"We can't wait to make friends with Chop Chop Master Onion again"

PaRappa the Rapper

LATEST NEWS



Rhythm action classic comes kicking and punching its way back to PSP

What's the story?

It's now ten years since PaRappa the Rapper on PlayStation infiltrated the hearts of gamers the world over with its musical charm and naive simplicity. To celebrate the anniversary Sony is re-releasing the game on PSP but with a host of additional features.

What do we know?

Although the original brought the rhythm action genre to the masses it was a very short-lived experience consisting of just six rap-inspired levels. Thankfully Sony has added a number of social gaming features to breathe new life into the game and make the most of the PSP's wireless capabilities.

The first is a Head to Head rap mode allowing up to 4 PSP users to duke it out to become the rhythm king. You'll also be able to game share a rapping demo level with friends, which is a pretty clever move by Sony when you consider PaRappa has the ability to charm even the coldest of hearts. But that's not all, using PSP's Infrastructure mode players will now be able to download 8 remixes to play direct from Sony's own website.

With a graphical overhaul and a new 16:9 screen format we can't wait to make friends with Chop Chop Master Onion, Instructor Mooselini and Cheap Cheap the Cooking Chicken all over again.

When do we get more?

The game is already out in Japan and lucky US gamers will be getting their excitable palms on it come July. Unfortunately, us Europeans get it in August.

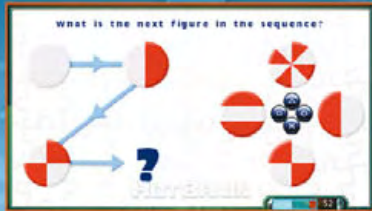
Anything else to declare?

In Japan Sony has released some excellent PaRappa-inspired stickers to adorn the PSP. Hopefully we'll get similar merchandise when Sony's marketing department goes into full swing.

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PSP Incoming

Coming soon to your PSP

S.W.A.T. Target Liberty

Publisher: Sierra | ETA: Autumn 2007

With scriptwriting by Scot Rosenbaum (The Shield) and genuine SWAT consultants on board expect this to contain a high level of authenticity. Set in New York it's your job to thwart a number of terrorist plots using a team of experts in different fields such as explosives, surveillance and stealth. Teamwork and tactics will be a focal point and there's also the addition of a multiplayer ad-hoc mode to look forward to.



God of War: Chains of Olympus

Publisher: Sony | ETA: Q4 2007

Anyone familiar with the God of War series will realise what they're in for: a seriously addictive adventure with some of the best cinematic boss battles and combat moves ever conceived. This PSP version is an exclusive adventure set before the events of the original PS2 game but contains all its energy and sophistication. With a new camera for PSP, special attacks and levels set in places as diverse as Hades and Tartarus, this could be the PSP game of the year.

Castlevania: The Dracula X Chronicles

Publisher: Konami | ETA: November 2007

Konami's first Castlevania title on PSP looks like a stunner.

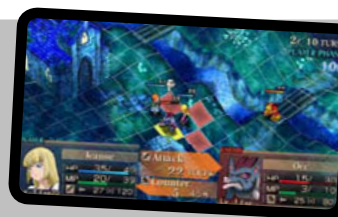
Although this is largely based on the well regarded PC Engine game it's been considerably spruced up with sumptuous 3D graphics. You play as Richter Belmont literally hell bent on returning Dracula to his grave. This version contains all the classic castle exploring, weapon upgrades and creepy enemies but also has new character designs, unlockable music and the ability to return to stages to find hidden items. Another classic, reborn on PSP.



Jeanne d'Arc

Publisher: Sony | ETA: Autumn

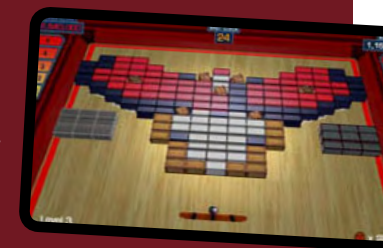
A tactical isometric game based on the Maid of Orleans seems a bit peculiar, but as it's by Level 5 (the team behind Dragon Quest VIII: Journey of the Cursed King) we're more than optimistic. The company's trademark cel-shaded visuals look sumptuous and you can control up to 7 characters in every action-packed encounter. With deep skill customisation, weapon specialisations, combined attack options, magic spells and 40 plus hours of game we'll stake our reputation on this being a classic.



NBA '08 Block Party

Publisher: Sony | ETA: October 07

This looks amazing: an NBA game that provides all the slam dunk action of a traditional basketball title with a suite of mini-games based on the sport. So alongside Fast Break, Alley-Oop and Block a Shot there's twisted diversions such as Skee-ball, Shooting Bricks and Pinball. The comprehensive Conquest mode allows you to take over territory in what sounds like a dauntingly deep experience and the whole package is enhanced with online ladder tournaments. Very weird but it might just work and appeal to non NBA fans.



Dungeons & Dragons Tactics

Publisher: Atari | ETA: September 2007

The only problem with tabletop D&D sessions was all the bloody paperwork. Thankfully Atari comes to the rescue with this exciting looking game based on the official D&D 3.5 ruleset. All the major races, classes and monsters are included and your good/evil alignment will even change the outcome of the game. An Ad-hoc cooperative mode should engender dungeon-clearing friendships and you can even download further content. If you pre-order, you even get a D&D anorak. Actually, that's a lie.



ROUGH CUTS

More PSP games...



COMING SOON

Tomb Raider: Anniversary (Out Now)... Dragonball Z Shin Budokai 2 (Out Now)... Tom Clancy's Rainbow Six Vegas (Out Now)... Coded Arms Contagion (Out Now)... Driver 76 (Out Now)... Capcom Puzzle World (Out Now)... NBA 2007 (June 8)... Brunswick Bowling (June 15)... The Cube (June 29)... Guitar Hits 2006 (June 29)... Dungeons & Dragons Tactics (June 29)...

DS INCOMING

Coming to a dualscreen near you!

Luminous Arc

Publisher: Atlus | ETA: September 2007

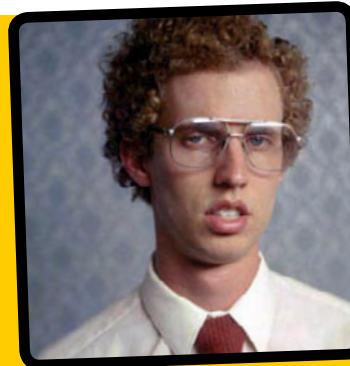
Released in Japan in February to rave reviews Luminous Arc is an Atlus turn-based RPG cast from the same mould as the magnificent Disgaea series. As it contains wondrous characters, tactics, special attacks and a hot Wi-Fi multiplayer mode you should definitely get excited about it if you're a fan of the genre. Set for release in September in the US, it should pitch up in Europe soon after.



Napoleon Dynamite

Publisher: Crave | ETA: TBA

No screenshots as yet but we simply had to tell you the news that cult movie Napoleon Dynamite is being turned into a videogame by Crave Entertainment. It will feature all the major characters including Kip, Uncle Reco, Pedro, Tina the Llama and, of course, the fleet of foot, Napoleon Dynamite himself. Expect catch-phrases galore, time machines, bad drawings and some hot 80s dancing later this year.



Marvel Trading Card Game

Publisher: Konami | ETA: July

Based on the popular trading card game from Upper Deck Entertainment, Marvel Trading Card Game allows players to collect over 800 cards inspired by classic comics such as Spider-Man, The Incredible Hulk, the X-Men, the Avengers, the Fantastic Four and Ghost Rider. The best part is that regular Wi-Fi tournaments will be hosted by Marvel with prizes going to the best card battlers. There's even real cards given away with each game for hardcore fans. Those looking for tips before the game is released can go to www.marveltcgonline.com and we're certainly looking forward to its European release at the end of July.



ROUGH CUTS

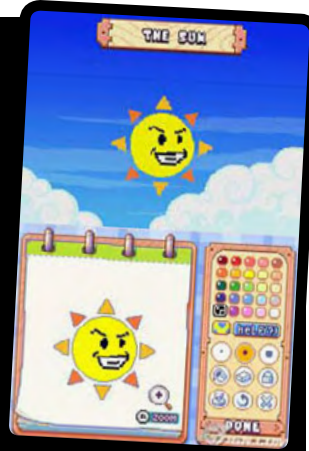
More DS games...



Drawn to Life

Publisher: THQ | ETA: September

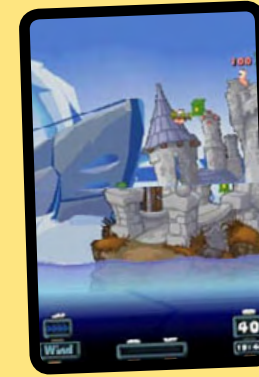
Here's a weird one: a game that not only let's you create your own hero but draw and repopulate the world around you. By using the DS stylus and touch-screen you can even create the sun, the moon, plants, animals and rain clouds. Of course, you don't have complete creative freedom over this as 'templates' must be collected in a series of platform-style mini-games but it's certainly one of the most novel titles we've come across in a while. We can't wait to get doodling come September.



Worms 2: Open Warfare

Publisher: THQ | ETA: July 2007

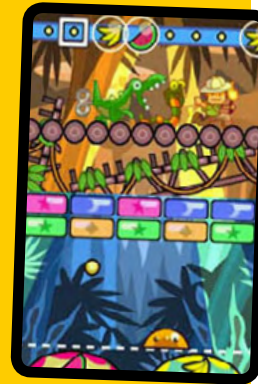
Worms is one of the cutest turn-based strategy games ever conceived mainly because it focuses on humour over statistics. This latest iteration includes new single-player Puzzle and Campaign modes plus fantastic Wi-Fi multiplayer options, the ability to customise your worms with clothing and victory dances and 11 new weapons such as the Bunker Buster and er, Buffalo of Lies. See the cover feature for more.



Nervous Brickdown

Publisher: Eidos | ETA: Autumn

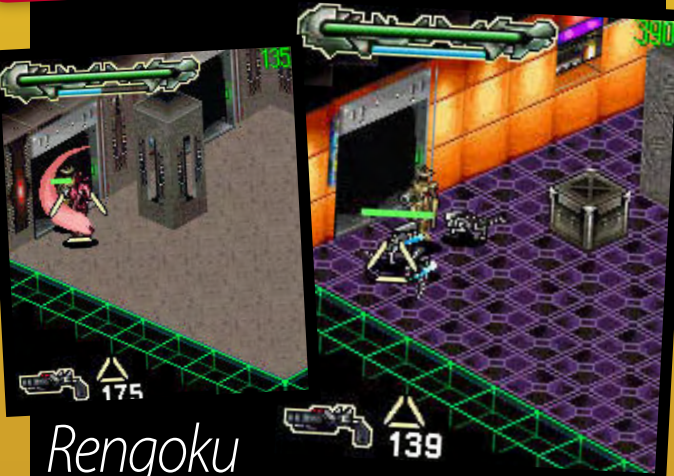
Remember the original bat and ball Breakout game? Well this is the same thing imagined through a brain pickled in vodka. With 135 levels consisting of surreal elements that include submarines, spaceships, haunted houses and crocodiles it's going to be a very peculiar but hopefully addictive experience. The fact you can use the microphone to blow away ghosts says it all.



COMING SOON

Kirby Mouse Attack (22nd June)... Megman ZX (22nd June)... More Brain Training from Dr Kawashima (29th June)... Final Fantasy Crystal Chronicles (28th July)... My Sims (October)
Happy Cooking (31st August)... My Word Coach (31st August)... Namco Museum DS (August)... Dynasty Warriors DS (August)... Juiced 2: Hot Import Nights (September)...

MOBILE NEWS



Rengoku

Publisher: Hudson Entertainment **ETA:** 2007

Robotic existential angst is coming to a phone near you courtesy of this mobile adaptation of the minor PSP hit. Playing as a cyborg called GRAM (which no doubt stands for something complicated), you are more than the sum of your metallic parts, searching your automated soul for the reason behind your existence. It's a personal journey that involves upgrading multiple components and brutally slaughtering a swathe of ruthless enemies via an isometric viewpoint.



Harry Potter and The Order of the Phoenix

Publisher: EA **ETA:** June

Not to be confused with Brian Potter of Phoenix Nights, the ubiquitous boy-wizard returns. Naturally this is also accompanied by an appearance on the smallest screen. In the game, our Harry returns to Hogwarts to discover that much of the wizard community is in denial about the resurgence of evil Lord Voldemort. Forming the grandiosely named Dumbledore's Army, he sets about teaching his fellow students how to defend themselves against the Dark Arts. On the phone.



One Million Robots

Publisher: Game Snacks **ETA:** July

More robotic mayhem is promised in this free download, although this time the metallic slaves are on the wrong end of a drubbing. As the name suggests, they are not few, they are legion, and must be wiped out in a top-down 2D fashion. Some frantic thumb work will be required, although it could be worth the effort as the first person to slay a million robots will win a phone.



Super Yum Yum 2

Publisher: Namco Networks **ETA:** 2007

Leon the Chameleon is back, although you could be forgiven for not knowing that he ever went away. Not a game for the colour blind, the idea is to save Leon from the belly of the sinister Tum Tum by scoffing the fruit that matches your skin colour. Being a chameleon, this is obviously an issue, and one that you'll need to address over the course of 36 levels across four different worlds, namely Jungle, Beach, Pond and Space.

Solitaire

Publisher: Inlogic Software **ETA:** Out Now

It's been said that solitaire is the hardest game to play, but Inlogic is hoping to buck this trend with a revamped release of the evergreen solo card game. As ever, the aim is to sort all the cards into four piles, adhering to the usual rules, albeit accompanied by sound effects, music and vibrations. And if you're really competitive, you can post your score on their website.



The Sims Bowling

Publisher: EA **ETA:** June

Not content with the little computer people's already burgeoning raft of activities, EA invites you to take The Sims bowling. Once you've chosen and a Sim, you can hit the lanes, scoring strikes and turkeys in a pair of sweaty shoes. In a chilling reflection of real life, your success on the bowling lanes is reflected by a rise in popularity, although in a tragic twist this increases the game's difficulty.



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NUTS

9.1 OUT OF 10
GAMESPOT

9.3 OUT OF 10
IGN

9.1 OUT OF 10
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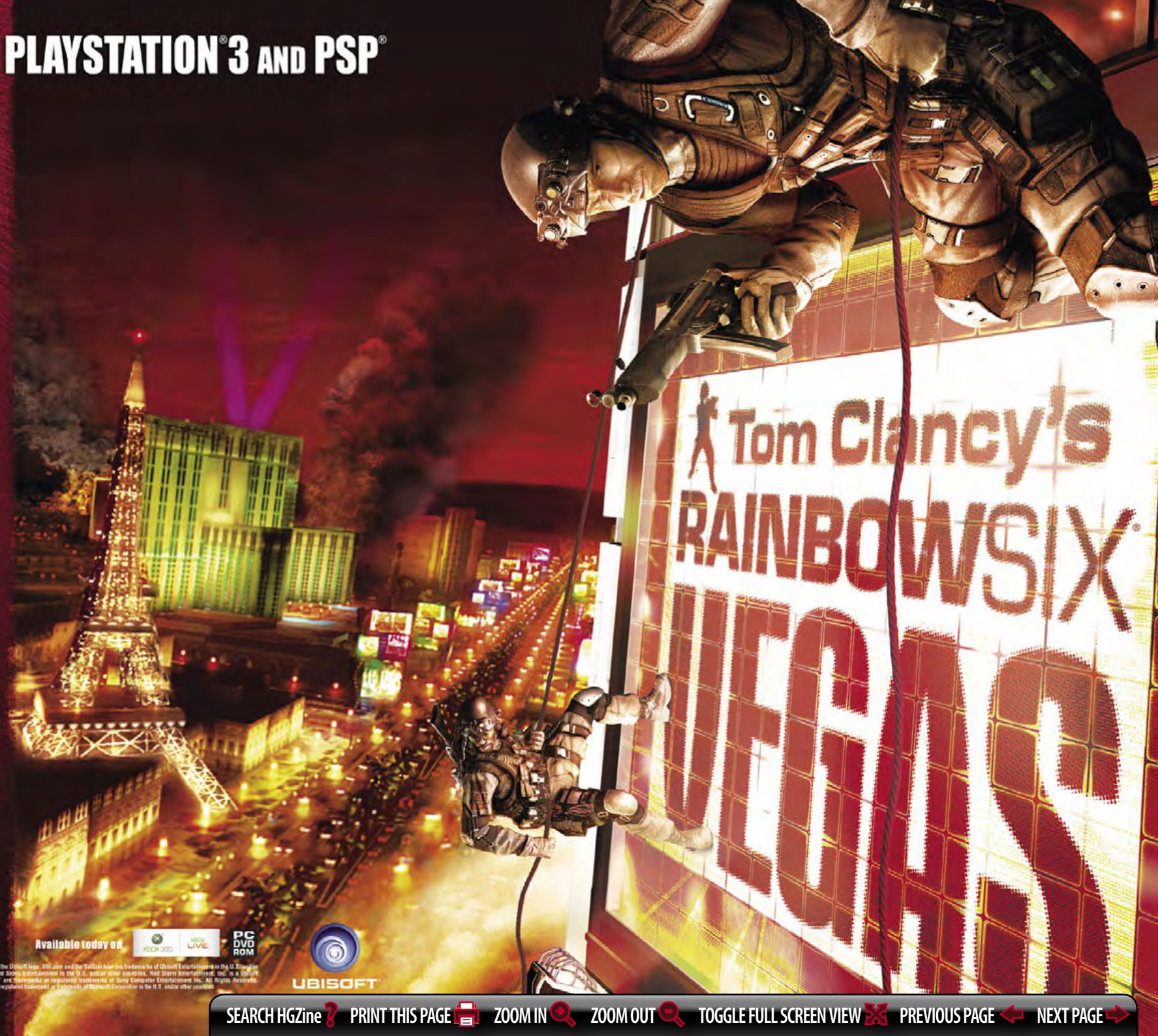


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DS PSP

HANDS ON

"The DS exclusive mini games make a nice change from the explosive action"

For added individuality you can even customise your Worms' hats - on the PSP version, at least.



Publisher: THQ
Developer: Team 17
Heritage: Worms series, Alien Breed, Superfrog
Link: www.wormsopenwarfare2.com
ETA: July

PREVIEW FEEDBACK!
Click here to tell us what you think of Worms2!

Worms: Open Warfare 2

Possibly the most addictive online handheld game ever nears release...we can't wait!

After last month's hands-on, we thought we'd bring you an update on Worms: Open Warfare 2. Too much information? Not a bit of it - there's a reason we're getting rather excited about it, and we're hoping that in a month or so's time, you lot will completely agree with us. Make no mistake - Worms: Open Warfare 2 is one to add to your 'must-buy' list.

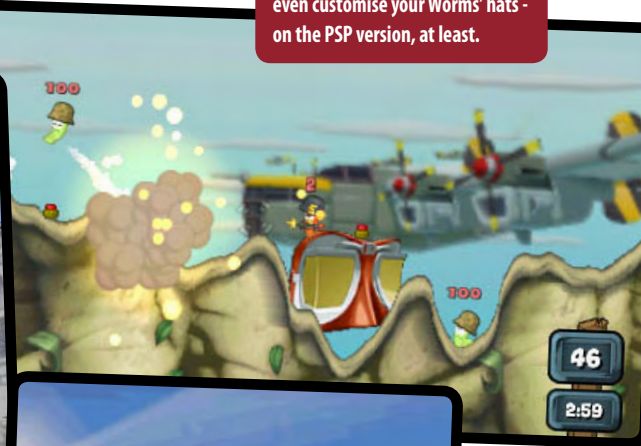
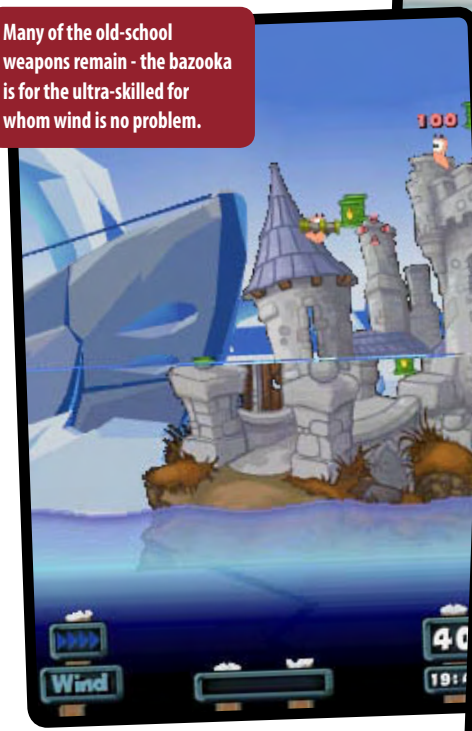
We really like the ability to battle in wars from different eras - alongside the

settings we showed you last month, there's also the chance to climb aboard Spanish Armada galleons or even engage in a futuristic World War III with spaceships and lasers. And the DS-exclusive mini games are looking great too - two of the games stand reasonable comparison to the likes of Kirby Power Paintbrush and Yoshi Touch And Go. It makes a refreshing change from the strategic yet explosive action of the main game, especially when you're frustrated at being blown to smithereens for the eighth game in a row!

Not that PSP owners haven't got something to cheer about - the online settings are a cut above the DS's still impressive options, but with the ability to setup and join Clans, and the improved Replay facility (it's great to rewatch your very best shots time and time again) the version on Sony's handheld might just have the edge at the moment.

Both versions have seen graphical improvements, with the DS game looking remarkably close to the PSP - it's certainly a step up from the disappointing visuals in the DS port of

Many of the old-school weapons remain - the bazooka is for the ultra-skilled for whom wind is no problem.



There's a clean, uncluttered look about the DS graphics that bring back fond memories of the Amiga originals.

the first Open Warfare. The game benefits from a tougher approach to the previous game too - recent Worms titles have been accused of lacking the brutality of earlier versions, but this is back-to-basics, hardcore stuff. With Worms flying around the landscape at

WEBFIGHT

Team 17 have some exciting plans for Open Warfare 2's online content...

Worms has always been best in multiplayer, and the developers have really gone to town with the online options. For starters, there'll be downloadable content, for when you've exhausted the game's existing landscapes and scenarios, and there will be a number of online high score tables and rankings. The official website will provide an almost unprecedented level of community support for a handheld title, while regular players will see rewards by way of unlockable content with plenty of bonus items which can be unlocked, or even bought online in the Worms Store. And for those who want to show just how good the game is, there's a GameShare facility which will allow owners of the game to send a couple of stages to their mates.

DS PSP

WORMS 2 OPEN WARFARE

For added individuality you can even customise your Worms' hats - on the PSP version, at least.



The icy climes of the Cold War can make for treacherous terrain - careful not to slip off the edge!



The DS version isn't as attractive as the PSP game, but the action can be spread across both screens.

> Worms 2 continued

regular intervals and new weapons like the Electromagnet (more on that in this month's exclusive interview) creating absolute havoc, it's a riot of explosions, general mayhem and - most importantly - bloody good fun.

Still not convinced? How about the customisation options, which allow you to change almost every aspect of your game, from the weapon sets through the worm voices (there's an incredible array of speech banks) to even the levels themselves. Yes, you can draw in your own landscapes to play on. Brilliant. Then there's the brand new weapons, like the Lightning which can

"You can customise every part of the game from weapon sets to worm voices"

resurrect previously-deceased Worms with a small amount of energy, or the boomerang, which definitely does come back! Or perhaps the Special Events might float your boat? These appear at random intervals during games and can completely change the balance of a game - things like earthquakes which shake precariously positioned Worms off their perch, or gas clouds which obscure certain areas from view. These add an extra layer of tension to proceedings, as you decide whether to move your Worms to positions of relative safety, or keep your fingers crossed that you won't be affected.

Above all, Worms: Open Warfare 2 just plays a fantastic game of strategic, tactical annelid-on-annelid combat. It's more balanced, more fully-featured, and more addictive than the series has been since the late 90's. For all its additions, it plays a far purer game than

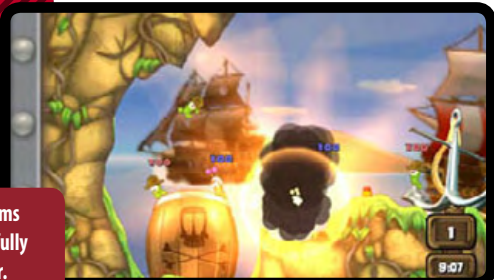
Necromancy plays an unexpected role with the new Lightning weapon reviving fallen comrades.



you'd think, and none of the innovations affect the glorious simplicity that's kept the series alive for so long. For our money, Worms has always made more sense in 2D, and once you're battling online with this, we're certain you'll think so too. All we can say for now is: roll on July, and we'll hopefully see you online. ●



Thankfully, Worms remains as gleefully explosive as ever.



DS PSP

HGZine WORMS 2 OPEN WARFARE



Looks great and, finally, looks as good on DS too.

LARA CROFT TOMB RAIDER®

ANNIVERSARY™



 REPLAY THIS VIDEO

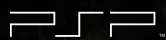



9/10
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DS PSP

"Worms is gaming history!"

Karl Gilbert from THQ talks us through the PSP and DS versions of Worms: Open Warfare 2.



Karl didn't spot the worm making rude gestures...

The Worms series is twelve years old now - are you surprised it's lasted as long as it has, and why do you think its popularity has endured?

I think it's fair to say that Worms has planted itself firmly in the annals of gaming history as a fondly cherished classic, with its popularity and continued success being accredited to a number of defining qualities. At its core, Worms is an immensely fun and highly addictive game which has continued to maintain a distinctively off the wall humour that appeals to a vast audience. Worms has maintained its appeal by never straying far from the underlying concept which made it such an incredibly good game, but has managed to stay fresh by constantly adding and tweaking features. The ever-increasing arsenal of wacky and inventive weapons (which have proved as much fun to think up as they are to use!) is testament to this, along with the ever-increasing set of tools, which allow users to create their own customized content. To this effect, I'm not the least bit surprised that Worms has remained so popular for so long!

The first Open Warfare game had some very positive reviews, but both versions were criticised for feeling slightly 'underdeveloped'. Do you think that's a fair criticism?

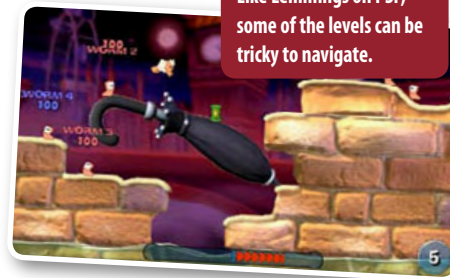
I think that, to an extent, this is a fair criticism in the respect that the first Open Warfare game didn't contain the same level of content as was seen in

previous instalments. However, I don't believe this made it any less of a Worms game. In many respects, I believe it's paved the way for Open Warfare 2. It allowed us the opportunity to assess the criticisms (and praise alike) so that we can include the content players wanted to see and improve on the areas that were well received. Having taken everything that was said about the original Open Warfare into account, we have been able to develop what is, without doubt, the most content rich Worms game to-date.

Certainly, this sequel seems to have a huge array of extra features - would it be fair to say that the main addition is the online multiplayer? Can you tell us a little more about the online implementation in both games?

The online multiplayer aspect of Open Warfare 2 is certainly amongst the most exciting additions to the game. One of the main criticisms aimed at the original was the online implementation (or lack of). This has been addressed in the sequel with every multiplayer option catered for on both consoles.

Like Lemmings on PSP, some of the levels can be tricky to navigate.



"The online multiplayer is the most exciting addition"



There's always a laugh to be had, even when you're stood still, watching.

The PSP and DS versions feature the same Deathmatch, Fort and Race modes, which can be played online or over local Wi-Fi. Online these can be played for fun or in ranked games for points. To make the ranked games meaningful, both versions have a wide variety of leaderboards that players can strive to appear on, as well as some fun boards for those who like to play more casually but want to see their efforts rewarded. Ranking statistics from the PSP and DS games can be viewed in-game or on the official website (www.wormsopenwarfare2.com). Both versions also have some basic community aspects, in the form of Friends/Rivals rosters on DS and Buddy lists on PSP. The PSP takes the community aspects a step further, with the option for players to form Clans, as well as upload content such as custom schemes, maps and flags for other

> Interview continued

players from across the world to use. We think there's plenty here to keep players entertained online for many hours!

Multiplayer has always been a large part of Worms' appeal, and clearly the new game's focus is on that, but what does it have to offer to the lone player?

Worms is no doubt best played with friends as a multiplayer game and for that reason, it is often considered to be lacking in single player content. That's certainly not the case with Open Warfare 2, as we have made every effort to ensure that there is as much content and playability for the lone-player as there is for the multi-player! The game has seen several additions in gameplay modes, including a rope racing mode in which the player must reach an exit point on a specially designed maze-like landscape and, for the first time in a Worms game, a Puzzle mode. There are also PSP and DS exclusive single player modes. On

Is it a bird, a plane or a farting worm? The Halloween level cooks with fart gas...



PSP we have Time Attack, in which the player must use the utilities provided to reach the other side of a map in the shortest time possible. On DS we have Laboratory mode, a series of 3 mini games which utilize the DS stylus, touch screen or microphone. In addition to these new game modes, the player also has numerous customisation tools to create their own landscapes, flags, teams and schemes, as well as well as numerous AI settings to ensure that playing alone never becomes stale.

The new single-player Puzzle mode sounds intriguing - can you give us some more detail about that? We're so used to blowing things up in Worms games, we forget that there's strategy involved...

The puzzle mode is an entirely new game mode never before seen in a Worms game and is also one of my personal favourites. These levels require the player to place brains over brawn in an attempt to perform a specific task (which isn't always clear from the outset) with a very limited amount of weaponry. In most cases, players are required to utilize weapons in ways they may not have previously considered. This not only adds an interesting new spin on the classic gameplay, it also supplies the player with an alternate skill set to take into multiplayer games and encourages them to experiment with innovative ways in which to use their available weapons.



Online play is easy to set up and key to welcoming fans back to the series.

"It's less about graphics and more about ease of use and charm"

In what way is the PSP's replay mode enhanced, and how do the touchscreen and microphone-based minigames in the DS version work?

The replay mode on PSP now shows a trajectory line on all worms, objects and weapons during the replay event. This enables players to track the action better and assess exactly what went wrong. There's also the option to watch the replay as many times as you like now, so if you were wondering what happened to one of your worms in that last Air Strike attack or if you just want to revel in the evil cunningness of the killing blow you just landed on your opponent, you can watch it again and again!

A criticism of the first Open Warfare was that the DS didn't fully utilize the extra input options at its disposal. This has now been addressed with the introduction of the Laboratory mode which utilises touchscreen, stylus and microphone in three sets of different fun and challenging mini-games. There are two touchscreen games: one

requires the player to guide a worm to an exit point on the landscape by drawing lines on screen before setting off a chain reaction of explosions; the second requires you to propel a worm across the landscape and around obstacles by using the stylus to keep the worm moving. The microphone mini-games, on the other hand, require the player to blow into the microphone in order to pilot a parachuting worm to safety. We think they're very intuitive and interactive additions to Worms.

Finally, where do you see this classic series going next - can you see Worms ever going to the land of 3D in the future?

I honestly believe that Worms can only get better and we're always looking at ways in which to improve upon it. Response from players has indicated that fans of the series prefer to wage war on two dimensions as opposed to three, so we plan to keep delivering great Worms gameplay in that format from now on, I think. There's plenty of life in the old Worm yet! ●



WORMS: OPEN WARFARE 2
 Publisher: THQ
 Developer: Team 17
 ETA: July 2007

PSP

HANDS ON

Manhunt 2

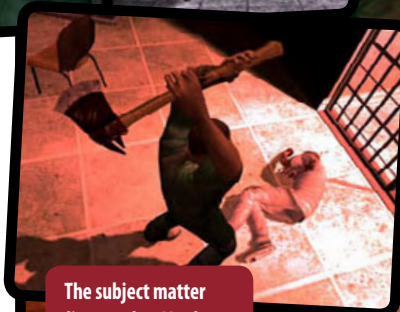
Like a particularly bloody *Prison Break*, Rockstar's latest sequel prepares to scare us once more.

Amazingly, it's been four years since the tabloid controversy. Four years since Rockstar Games was accused of corrupting the nation's innocent children with the story of James Earl Cash, a crazed director named Starkweather and a bloody, gory killing spree. Obviously the fact that the game was 18-rated made no

difference to the red tops, which argued for its banning, but in whipping up such a media frenzy actually raised the game's profile, increasing sales. Yet behind the furore, Rockstar North had crafted a genuinely mature 'Mature' game, with reason and consequence to the slayings, and an adult atmosphere worlds away from the cartoon bloodshed of the GTA games.

Rockstar's brand new division, Rockstar London, has taken over development of this sequel, but fans of the early game needn't worry too much, as the original developer is overseeing the whole project. As is the Rockstar way, very little has been revealed about the game so far, suffice to say that it should play very similarly to the first game. This time taking control of amnesiac asylum inmate Daniel Lam, it's your job to take advantage of a power outage to escape your prison and find out how you got there. We're in third-person stealth territory again, with the same killing process as the first game - each murder becomes more violent the longer you've spent standing behind the victim, as the cursor goes from

Just in case you were in any doubt as to whether the game was going to be dark enough, here's some proof.

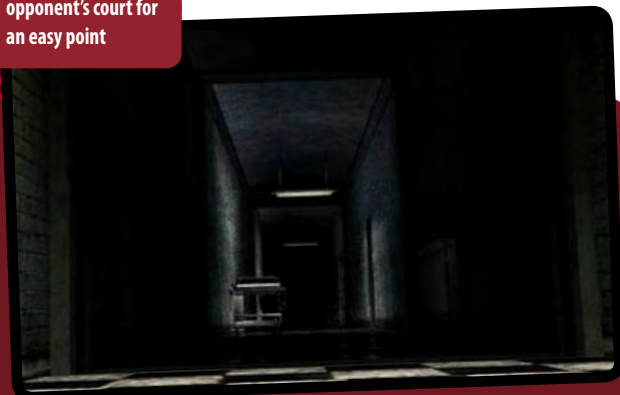


The subject matter dictates that *Manhunt 2* will be brutal, but it could be even more violent than the first.

As if the game wasn't already controversial enough, an early level takes place in a brothel. Tabloids, sharpen your pencils!

"You take advantage of the power outage, escape your prison, then go on a killing spree"

Move onto the large flashing circle and you can smash the ball into your opponent's court for an easy point



ASYLUM PEEKER

For your eyes only...

If you fancy a few sneaky hints to the backstory behind the game, then we suggest you visit the 'Patient Files' section of the *Manhunt 2* website. A word of warning: it's very dark, very creepy, and certainly not for anyone under 18. Be afraid. Be very afraid.

white to yellow and finally red for the most gruesome executions. Added to the mix are new environment-specific kills, which trigger more elaborate death sequences, for the more gratuitously violent players. Meanwhile, there's added tension to remaining in the shadows, as certain enemies can

now see you if they look in your direction long enough. In this case, more of the same can't possibly be a bad thing, though we're concerned that without your lead being at the behest of a dictatorial madman, the executions will be killing for killing's sake. ●

PREVIEW FEEDBACK! Click here to tell us what you think of *Manhunt 2*!

PSP HGZine *manhunt 2*

HOW COMPLETE? 90%

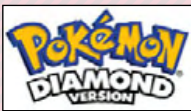
EXCITEMENT 90%

Gorier certainly, but better? We hope so.

DS

HANDS ON

PREVIEW FEEDBACK!
Click here to tell us what you think of Pokemon!



Publisher: Nintendo
Developer: Game Freak
Heritage: Pokemon series, Drill Dozer
Link: www.pokemon.com/#diamondandpearl
ETA: 27th July

Pokemon Diamond/Pearl

Gotta catch 'em all. Again. Like we haven't a million times already...

Rejoice, Poke-fans! If you're reading this issue of HGZine the very second it hit the net (and if not, what's kept you?) then it's a mere six weeks until Pikachu and chums bound onto DS for the latest round of collecting-and-battling fun. We've spent a few hours with the US version. The good news? It's as life-consumingly addictive as ever. The bad? We wanted more.

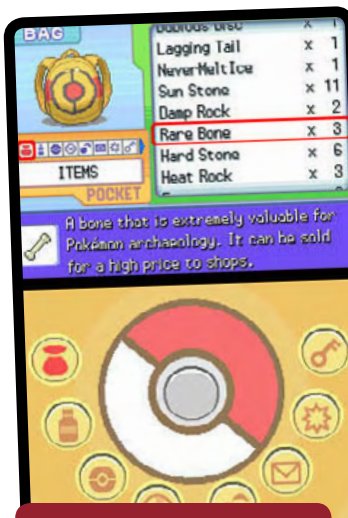
It's not that we're greedy or anything, but we know what the DS is capable of, and it's disappointing to see there's been barely any improvement in the graphics. The Pokemon themselves don't have any fancy 3D attacks, and still look - and sound - as if they're just shouting at each other rather than engaging in any kind of

recognisable combat. The story is the usual back-of-a-napkin rubbish, while the standard gameplay has evolved less than a level 1 Piplup - see the box below.

Pokenet online

Though in reality, that last point isn't necessarily a bad one. Pokemon Diamond and Pearl are every bit as deep as previous versions, if not more so. And it feels like a perfect fit for the DS console. Instead of scrolling through menus, you can just tap your way through most of the game, which is a real time saver both in battle and in your inventory. Not only that, but in the game's most radical change, you can finally battle with a whole world of fellow 'Mon fanatics, online.

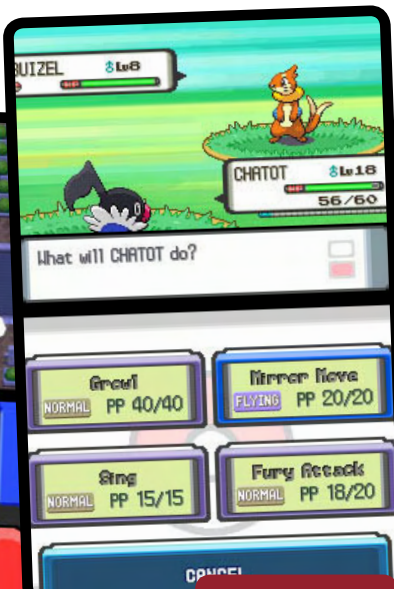
Of course, this is Nintendo, so you're going to have to spend time tapping in more numbers than Bill Gates' accountant, but once you've updated your Friend Code list, you're in for a real treat - battling over Wi-Fi is pretty much flawless. Just as good is the online trading - bin one of your most useless creatures and if you're lucky, someone might have swapped it for one of their unwanted.



The touchscreen streamlines everything nicely, making inventory management a doddle.



The bottom screen always comes in handy for something, whether it's a menu detailing your Poke-team, or simply telling you the time.



Battles don't look any better than before, but again the touchscreen navigation makes them more of a pleasure.

"You'll have to spend time tapping in more numbers than Bill Gates' accountant"

More than anything, it's still got that irresistible allure to the obsessive-compulsive in you - you really feel like you do have to catch 'em all. And when 'all' means the best part of 600 Pokemon, you know you're in for a long, long summer. ●

STARTER'S ORDERS

Three is the magic number

As ever, when you begin the game, you're given the choice of three different Pokemon. There's Water Pokemon Piplup, Grass Pokemon Turtwig and Fire Pokemon Chimchar. While in the past there's usually been one choice that's more advantageous than the other two, these three seem surprisingly well-balanced, as indeed does the game on the whole. It's only a slight refinement, but a very welcome one.

DS **HGZine**

HOW COMPLETE?	EXCITEMENT
95%	85%

Familiar but it's Pokemon online. Finally!

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Solitaire Classic
Artifact
5 Star Generals
Double Take
Go Wild

UpLift
Times Square
Word Search
Triple Elevens
Trivia
Pick Up 6
Wordz



REPLAY THIS VIDEO



NINTENDO DS™

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DS

HANDS ON



Publisher: Sega
Developer: Sega
Heritage: Sonic series, Super Monkey Ball, Yakuza
Link: www.sega.com/games/game_temp.php?game=sonicrushadv
ETA: Q3'07

PREVIEW FEEDBACK!
Click here to tell us what you think of Sonic!

Sonic Rush Adventure

Rush 'n' attack in the spiky one's piratical tale...

While Nintendo's Mario seems to go from strength to strength, staunch rival Sonic has stumbled of late, lurching from one disaster to another - sort of like a bluer, spikier version of Lindsay Lohan. This culminated in the debacle that was Sonic PS3, and despite a recent career resurrection via the pretty good Secret Rings on Wii, Sonic's adventures in the third dimension haven't exactly set the world alight.

There's one obvious exception to this ignoble decline, and it's in the shape of 2005's Sonic Rush - a blistering slice of dual-screened brilliance from 2D masters Dimps Co. Sure, there were one too many sudden, near-invisible drops, and the 3D boss battles weren't up to much, but for the most part Sonic Rush returned the series to its

"Sonic Rush Adventure has a retina burning sense of speed"

roots. Its lean, mean levels provided fast-paced entertainment seemingly long since abandoned by the increasingly hapless Sonic Team and remembered exactly why Sonic became so popular in the first place; speed. With loop-de-loops and near-vertical inclines spread across top and bottom screen, Sonic whizzed about with gay abandon in a manner not seen since the Megadrive days. He emerged a character refreshed.

So it's not surprising to see Sega reuse a similar template for its DS sequel. While development duties have - slightly worryingly, we admit - been taken from the original team, Sonic Rush Adventure looks to have the same potent blend of twin-screened running and leaping as the first game. Hurrah.

With the latest Pirates of the Caribbean movie breaking all kinds of box-office records, it seems Sega has jumped on that particular bandwagon to embrace the public love for the

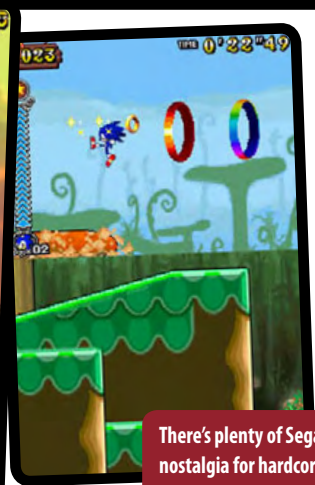
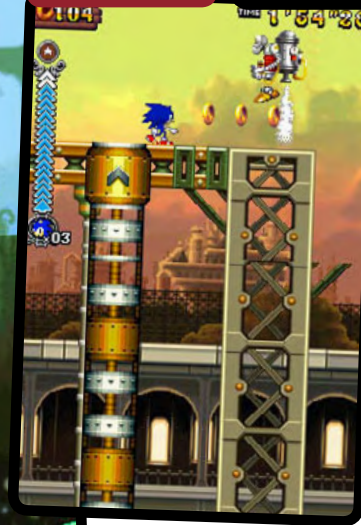
There's a number of different craft to traverse the ocean-based 3D stages - ranging from jet-bikes to submarines.



The DS screens have been used well, expanding play.



The graphics don't look too great in static shots, but they move at one hell of a lick.



There's plenty of Sega nostalgia for hardcore fans from 1992!

ADVENTURE ON THE HIGH SEAS

Sonic goes back to the future...

The genius of the original's stages wasn't in the hackneyed settings but in the way they were put together. What we've seen so far of the seven new levels - forests, mountains, ghost ships and sea caves - shows a lack of originality, but the level design looks to be well up to scratch, with giant mushrooms that launch Sonic through the air and dangling vines to swing from like a prickly Tarzan. The enemies look a little more interesting, with pterodactyls and robotic triceratops among the foes to stomp or spin-attack. Interestingly, Sega have mentioned that the game will use the Nintendo Wi-Fi Connection, but that little tidbit is all they've let slip on the matter - could we see online multiplayer racing? Here's hoping...

You'll get to try out water vehicles between each level.



DS

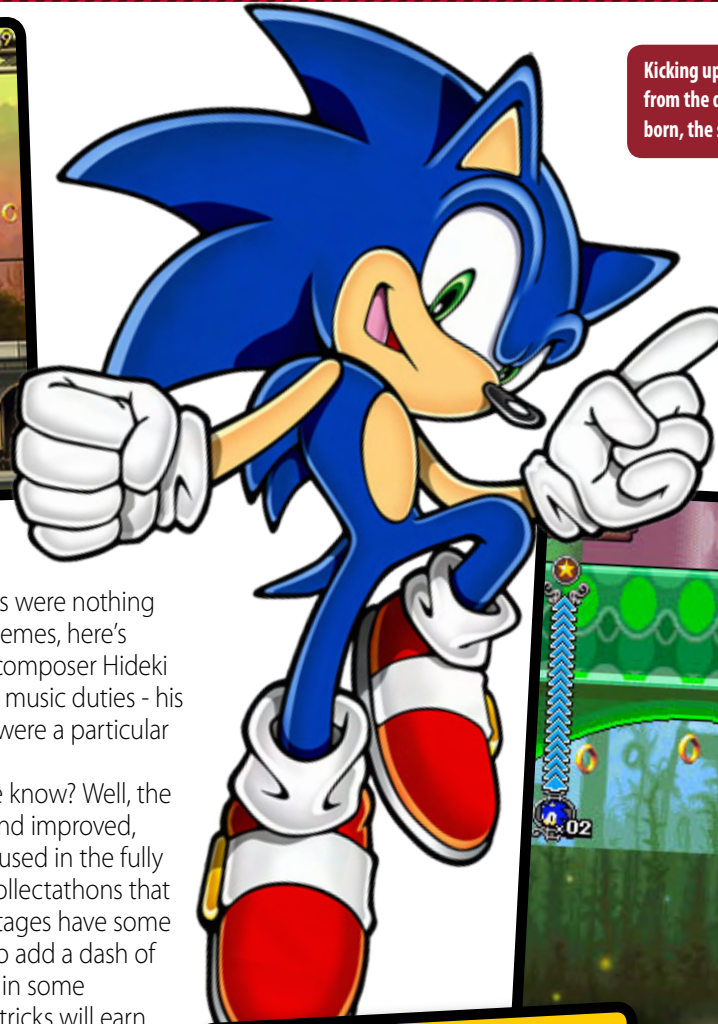
SONIC RUSH ADVENTURE



The action moves from top screen to bottom without a moment's pause - it's quite tricky to adjust to at first.



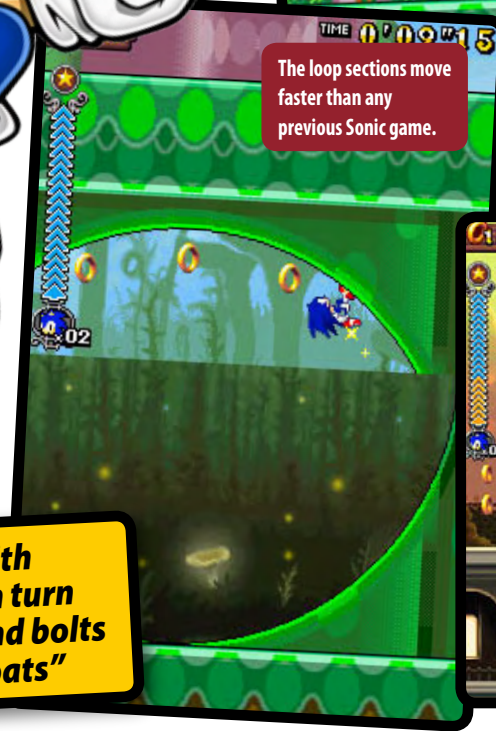
The DS can fit loads of action on screen, at speed, with no blur.



Kicking up a storm, from the day he was born, the spiky fella.



The loop sections move faster than any previous Sonic game.



Blink and you'll miss a cascade of free rings from heaven.

> Sonic Rush continued

scurvy sea-dogs. Faced with foiling evil robotic - Robotnik? - pirate Captain Whiskers, it's up to Sonic to traverse a host of fairly uninspired locations - which you'd say were cliched if you had time to stop for a breather - to collect ship parts for buddy Tails. Turns out your foxy friend has a bit of a way with mechanics, and can turn said pieces into various kinds of water transport for the between-level 3D sections. These look to be a little meatier than the brief touchscreen diversions that were present in the original - which may well be a good thing, if the Wii game is anything to go by.

We only hope that this doesn't get in the way of the 2D action - the short, sharp shocks that made up the stages in Rush showed exemplary design,

even while the themes were nothing new. And talking of themes, here's hoping Jet Set Radio composer Hideki Naganuma returns for music duties - his catchy ditties in Rush were a particular highlight.

So what else do we know? Well, the boss scraps are new and improved, with both DS screens used in the fully 3D battles. The ring-collectathons that make up the special stages have some ship-to-ship combat to add a dash of variety, and engaging in some touchscreen flips and tricks will earn you bonus points.

We'll be happy just as long as the basic levels have that retina-melting turn of speed that made Rush such a, er, rush. With plenty of time yet to add an extra layer of polish, we're confident that Sonic Rush Adventure will be yet another DS title to add to your ever-growing shopping list and a much healthier return to form for the troubled hedgehog. ●

"Tails has a way with mechanics and can turn collectable nuts and bolts into all kinds of boats"

DS **HGZine** **SONIC RUSH ADVENTURE**

HOW COMPLETE?	EXCITEMENT
75%	88%

Possibly the best Sonic game in years!

SPECIAL REPORT

Pocket Power

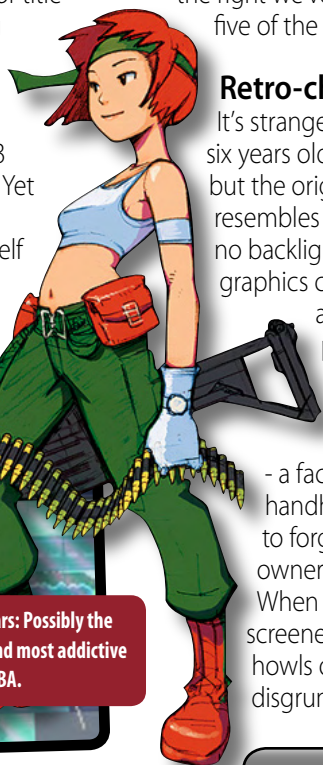
As the last major GBA release hits Euro shelves, we take a look back at the history of Nintendo's handheld marvel

The release of Final Fantasy VI in June would seem to sound the death knell for the humble GameBoy Advance. The rise of the all-conquering DS - and its ability to play every GBA game - has led to software support drying up, leaving Square-Enix's remake as the last major title to hit PAL shores. It's a crying shame in many ways - the US NPD figures for April revealing that the console unbelievably outsold the PS3 for the third month running. Yet in Nintendo's eyes, it's a necessary evil - the brand itself (or the name, at least) just doesn't fit the company's new non-gamer-friendly

approach, and for developers the profit margins are much higher on the two-screened wonder. It's an ignominious end for a console which, since its launch in 2001 has brought us more handheld classics than we've space to name here, but if you cast your eyes to the right we've taken the time to list five of the very finest.

Retro-chic

It's strange that a console barely six years old now looks so archaic, but the original Advance now resembles a museum piece. With no backlight, the SNES-standard graphics could barely be seen in anything other than perfect lighting conditions, but then again it didn't gobble up batteries - a factor developers of rival handhelds continually seem to forget, as Atari Lynx owners will no doubt testify. When the slimline, sexy, flip-screened SP hit shelves - to howls of derision from some disgruntled GBA owners who



Advance Wars: Possibly the greatest (and most addictive game) on GBA.



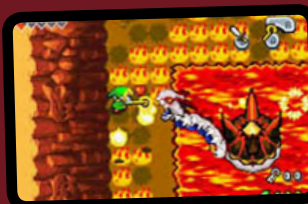
Five Star Gaming

Here are five games we think represent the very best in GBA action.



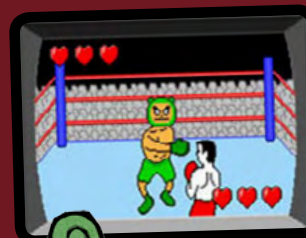
1. Advance Wars

Quite simply one of the most addictive gaming experiences on any console, Intelligent Systems' masterpiece is incredibly well-balanced and accessible, its turn-based strategy gameplay fine-tuned to perfection. It's easy to get into, and even easier to lose hours to - be prepared not to sleep properly for about a month!



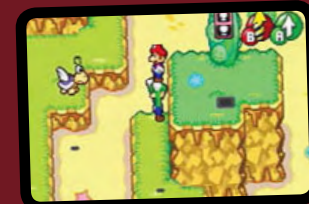
2. Legend of Zelda: The Minish Cap

Rather than go for the more obvious Link To The Past, we'd like to recommend this underrated adventure gem. The ingenious shrinking mechanic makes for some inspired puzzles, and the brilliant kinstone fusion will have you returning time and time again. A limited edition gold SP (complete with Triforce logo) was released to coincide with the game's launch.



3. Wario Ware Inc. Mega Microgames

The original, and - seeing as how tilt-based sequel Twisted still hasn't made it to Europe - still the best of the series, with over 200 microgames testing your twitch gaming reactions to the limit. The variety and invention shown here is staggering, and your first few goes will have you regularly dissolving into tears of laughter.



4. Mario and Luigi: Superstar Saga

Alphadream's hilarious action-RPG comfortably beats its DS sequel in the funny stakes, as well as providing a much less linear and longer-lasting experience. Its irreverent take on the Mushroom Kingdom allows for some real surprises, and enemy sidekick Fawful is one of the most memorable baddies ever.



5. Astro Boy: Omega Factor

To prove that the GBA wasn't just about the first-party titles, we're including Treasure's blistering actioner in our list. It's a knuckle-whiteningly hard game, but it's the kind of intense, thrilling shooter that the developer is famed for. Its anime graphics are remarkable, while the bosses are some of the best you'll encounter on a handheld. Awesome stuff.



"The variety and invention in Wario Ware is staggering"

THREE TIMES THE FUN?

The GameBoy Advance - a handheld evolved. Here are the three versions and their specifications



Original

SP

Micro

Original

Size: 3.2 x 5.69 x 0.97 inches

Weight: 140g

Release date (Europe): 22 June 2001

Miscellaneous: The GBA was released in five different colours - Indigo, Arctic, Glacier White, Fuchsia and Spice. The pad layout was similar to the SNES though users complained about the dark screen - Nintendo would later solve the problem with the SP edition which was, in effect, the deluxe edition.

> GBA continued

resented shelling out again for the improved version - handheld technology had evolved to a degree whereby brightness didn't necessarily equal short battery life. That, and you could plug in to recharge, anyway. It



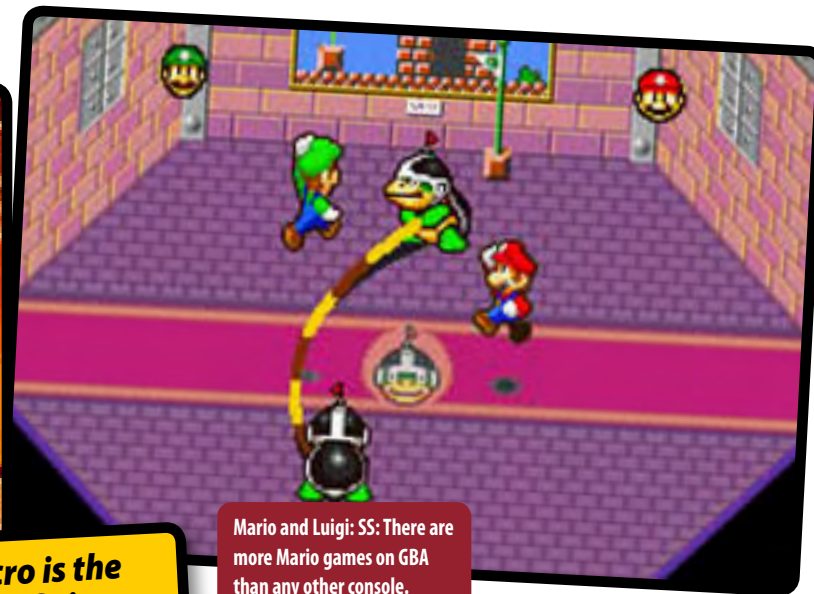
Wario Ware: It just doesn't get more bonkers than this! Apart from Takeshi's Castle...

"The GBA Micro is the first console to fit in your pocket without making you walk like John Wayne"

was launched alongside a more mature marketing campaign from Nintendo - its success perhaps paved the way for a more mainstream-targeted approach, currently reaping substantial dividends for Wii and DS.

Long live GBA

It's a testament to the brand's power that the console redesigns were seen by the majority as a good thing rather than just a way of extorting money from gadget fiends. In fact, it's this very strategy that has enabled the GBA to last as long as it has - the ever-evolving handheld's latest iteration (the quite stunning GameBoy Micro) was a sales disappointment by Nintendo's standards, but still found its way into the palms and pockets of nearly 2 million gamers in its first year of release. You can find the Micro for around 30 notes these days, which is a bargain in



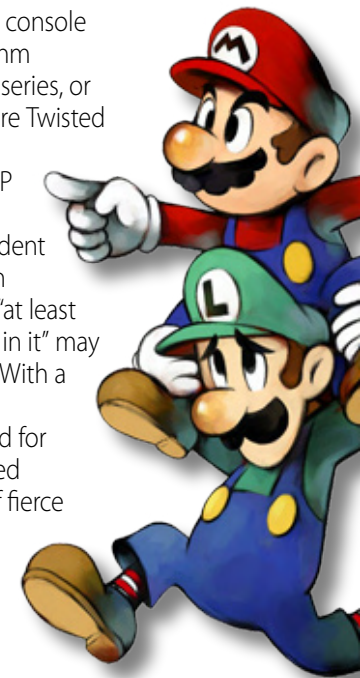
Mario and Luigi: SS: There are more Mario games on GBA than any other console.

anyone's eyes, particularly as its dazzlingly bright screen and exceptional D-pad put the DS Lite to shame. It's also perhaps the first console to ever comfortably fit into your pocket without making you walk like John Wayne.

Above all else, the GBA's incredible software library is undoubtedly the key factor in its longevity. While some developers treat its 'entry-level' feel as an open invitation to create licensed shovelware, you don't have to look too hard to find the good stuff. It's true that many of the top titles are merely remakes of SNES games, but PSP players will agree that there's something special about playing a

classic or three on the move. While it's a shame that Europe has missed out on some of the finest games the console has to offer - the likes of Rhythm Tengoku, the Bit Generations series, or the forever delayed Wario Ware Twisted - there's arguably more great games on GBA than either PSP or DS so far.

Nintendo of America president Reggie Fils-Aime's assertion in November that the GBA had "at least one more holiday season left in it" may even be an underestimation. With a cheap-as-chips pricetag, its accessibility as a first handheld for many youngsters, its continued impressive sales in the face of fierce competition may be more than just a flash in the pan. Perhaps we should hold off reading those last rites for a while yet...



SNAKE NEEDS RECRUITS- ARE YOU IN?

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METAL GEAR SOLID
PORTABLE OPS



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DAVID HAYTER / STEVE BLUM / DAVID ABRANDV / NOAH NELSON / DWIGHT SCHULTZ

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MUSIC BY NORIHIKO HIGINO / ENDING THEME "CALLING TO THE NIGHT" VOCALS BY NATASHA FARROW / DIRECTOR: MASAHIRO YAMAMOTO / PRODUCER: NORIYUKI OKAMURA / GENERAL MANAGER & PRODUCER: HIDEO KOJIMA
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DS

Anno 1701: Dawn Of Discovery

"Anno is treated with the kind of reverence reserved for sausages in Germany"

City building finally breaks into the mainstream on DS

If you told someone even five years ago that they'd one day be playing a fully featured city simulation game on a handheld console, you'd have been dismissed as a fantasist. However, that fantasy world is alive and kicking on the Nintendo DS, and is indeed teeming with life, from lowly pioneers to wealthy aristocrats, all bidding for a slice of 18th Century pie. The Anno series has been kicking around for years on its natural home of

the PC without really troubling the mainstream. Except in its native Germany, that is, where it is treated with the kind of reverence normally reserved for beer and sausages.

If you've ever played this type of thing before, you'll know the routine. Build a settlement from scratch, provide for your citizens' needs, watch them develop and live happily ever after. Except

of course it's never that easy. A burgeoning population requires a regular food source, houses need protection from fire and crime, people insist on access to churches, schools and taverns, and before you know it you're overseeing a teeming mass of humanity using only your DS wand.

Nevertheless, it's a surprisingly intuitive interface, cunningly replicating the mouse control system of its PC-based brethren via some reasonably well-honed touchscreen antics. Buildings can be placed at the tap of a wand, roads built between two points, and an economic infrastructure constantly tweaked, be it on public transport, at the barber shop, or for an insomniac burst, the comfort of your own bed.

Tight Fit

It's tempting to damn Anno 1701 with faint praise simply because it has been so ingeniously squeezed on to the DS: much like a dog walking on its hind legs, it's not that it does it well, it's that it does it at all. That would be doing



The advisor provides tips and grimaces.

the game a great disservice though, as it's an extremely playable affair regardless of format.

As ever, you begin the story mode with absolutely no intention of getting sucked in, begrudgingly building a lumberjack and a fisherman to provide the basics for your nascent settlement. You might casually scatter a few

STORYBOARD

Words & Pictures...

Calling them cut scenes is somewhat stretching the point, but the narrative is enhanced by a series of stills and accompanying text. It's a rip-roaring tale of a dying king's legacy, the discovery of new worlds, piracy on the high seas, and warfare with indigenous tribes.



Ideal conditions for sugar, tea, and a nice bit of spice.



Combat is rudimentary but effective.



> Anno 1701 continued

rudimentary houses around, build a sheep farm to provide your citizens with cloth, or even build a quarry to provide them with stone. Tastes soon change, and they'll begin to demand tea and sugar, necessitating a farm and a plantation respectively. New options regularly become available, and in time you'll build a shipyard and discover another island, with the perfect climate for growing spices. Coca plantations soon follow, and keeping abreast of it all becomes an increasingly frantic business, manically tapping your screen and tending to every need like a virtual plate-spinner, to the point where you almost begin to care about your population's welfare.

With the main story complemented by a sandbox mode, and a multiplayer option, there is plenty of play here, and it's a game that scarily gets under your skin, with full-blown addiction occurring almost overnight. As for the ultimate litmus test of handheld gaming, consider that tube stop missed by quite some margin. ●

Steve Hill

The cartoon cut scenes add a unique style and look good.



Pirates have big beards and say "harharhar."



In the old days, beards and dodgy lip hair equalled pure, nasty evil.

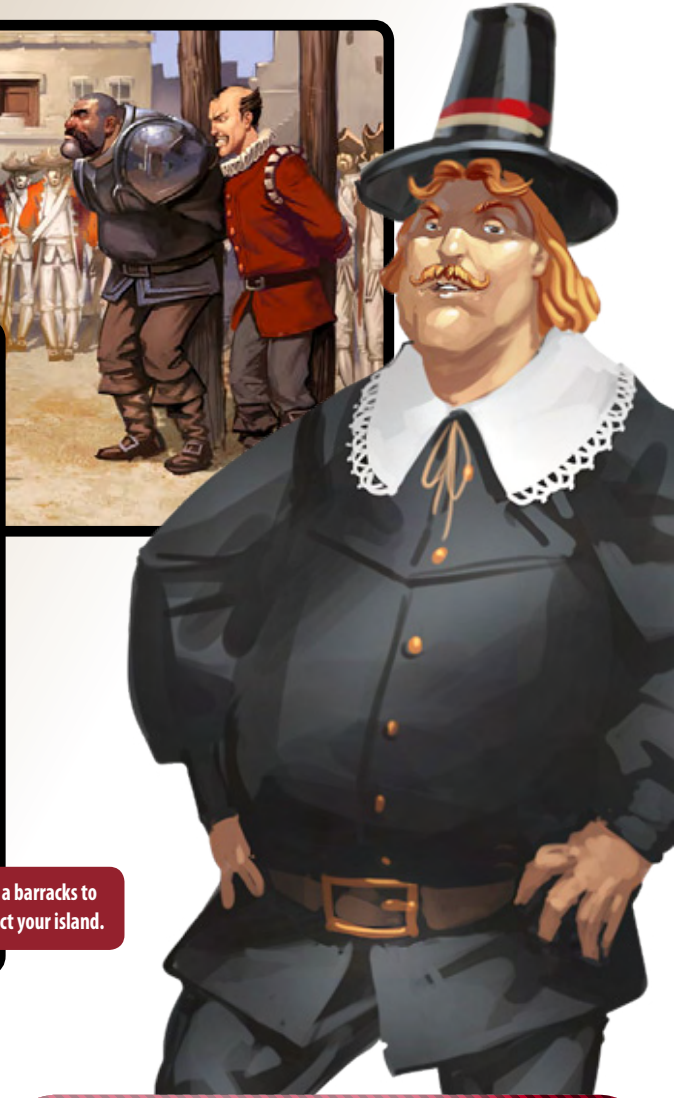


Build a barracks to protect your island.

"There's plenty of play here, and it's a game that scarily gets under your skin"



INTERACTIVE CONTENT
Click here to see Anno in action...



HGZine Verdict An entire civilisation in the palm of your hand!

- DS Few concessions to DS
- Highly addictive
- A bit fiddly

8

PSP

SBK-07 Superbike World Championship

The official riders, tracks and bikes of the Superbike series - and racing gameplay that officially rocks

Right away you know this is a decent bike game, from the way you forget to turn early enough for the first bend and smash into some tyres or a wall at 150mph. SBK-07 needs to be played like a bike game - brake early, brake gently, then turn, get your rider banked nicely, and gently accelerate away from the bend. Get all that right and you feel like a world champion. That's why people like bikes. SBK-07 gets it right. Bike games need to be smooth, so the speed and motion of banking into corners comes across well - SBK-07 has

that slickness. The track side scenery is pretty sparse and it does look like you're racing around a nuclear missile test site where everything over six inches high has been obliterated, but if that's what needs to be done to keep the speed up and the rider animation smooth, we really don't mind.

"Lovely bottoms"

There's a lot to do here as well, and it's nicely broken down into manageable chunks. Quick Race and Race Weekend let you jump into individual events, with the latter taking your through warm-ups, qualifying and the usual two races of a Superbike race meet. Championship is all of the above, spread across a whole season, with players rewarded with unlockable cards at the end of a successful run. These open up free goodies, like developer ghost riders to test yourself against, race videos and photos of lovely umbrella-holding girls to look at - ladies who also liven up the pre-race loading screens with photos of their pretty faces and bottoms. If all PSP

GO HARDCORE

Mix sim and arcade modes!

You can play on Arcade or Simulation control settings. Arcade is just that and a bit pointless - why bother racing when you can just cut across the grass at 160mph and miss out entire bends? Luckily, you're allowed to blend Arcade and Sim controls, tweaking traction control and all manner of riders aids to suit your style.

Careful - one touch and you'll be off at the first bend.

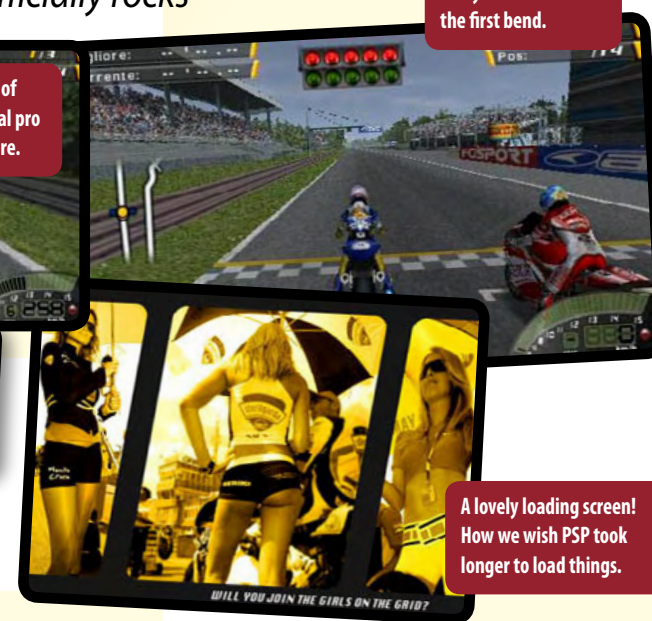
Publisher: Koch
Developer: Black Bean Games
Heritage: N/A
Link: kochmedia.co.uk
OUT NOW

You can easily just drive across the grass if playing with Arcade controls.



That's the back of Max Biaggi - real pro bikers are in here.

"There's bonus photos of pit girls' lovely faces and bottoms"



A lovely loading screen! How we wish PSP took longer to load things.

games had photos of pretty faces and bottoms on their loading screens we certainly wouldn't moan about the loading times to much.

Before each race you can tweak everything on your bike, with a further menu choice of Arcade or Simulation handling letting you tweak the bike's feel to be as simple and gravel-skimming as you like, or touch-the-grass-and-you're-dead difficult. SBK-07 has everything a biker and bike-gamer could need.. ●

Gary Cutlack

HGZine Verdict Fast, exciting and challenging. The best PSP biker yet.

- Simple, easy and addictive
- Fast and realistic
- A bit bare at times

PSP

9

DS

SimCity DS

City building made Sim-ple...

It's easy to criticise a city – too much crime, too many dirty, pollution spouting industrial chimneys, not enough greenery, not enough houses... But spare a thought for the humble town planners responsible for bulldozing schools and bunging up taxes. Play SimCity and all of a sudden it becomes more apparent how cities like Hull came to exist.

SimCity puts you into the responsible shoes of a town major. Starting with a sprawl of scrap land, you earmark areas for use as industrial, residential and commercial zones, then build roads, railway systems and the odd library and football stadium.

Easy as ABC

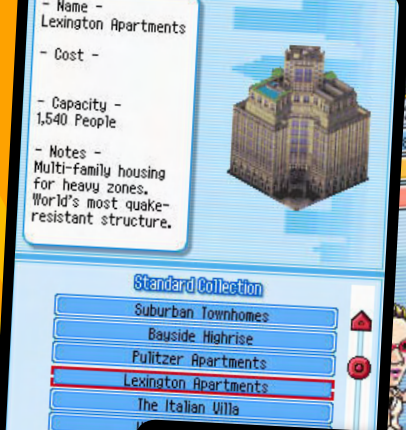
The DS makes construction simple – as well as fun. Roads are easily laid by dragging the stylus. Buildings and the various game icons are simply selectable with a tap. You even scrawl your signature on the bottom of important planning documents to approve them. There's a frustrating lack of undo button when demolishing,

and only space to save one city on the cart at a time. But on the whole, this scaled down SimCity 2000 has an impressive number of options and even all new features – like disasters that are now playable mini-games.

Immediately noticeable to anyone who's played any management game before – including Theme Park DS – is that SimCity is actually quite easy. Citizens flock to your city even while you're still struggling to work out how to connect their little houses to the National Grid. And they cope surprisingly well with the problems you accidentally ignore – a sewage works sprouting up in the neighbourhood, Godzilla trampling over their new library, that sort of thing. It's hard to do badly but you still need to work hard to unlock new technologies and make more cash. Like real life (or Monopoly), getting more dough is great fun too. City simulation might sound on the dull side, but the DS does it well. This is addictive city management at its finest. ●

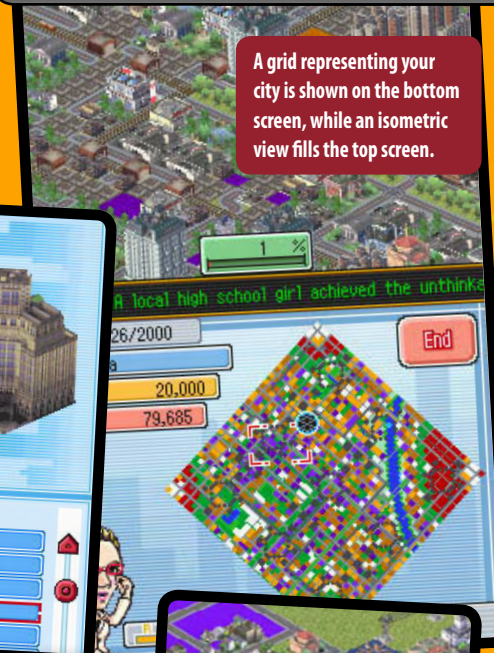
Kath Brice

You can choose all sorts of buildings and exchange them over wi-fi too.

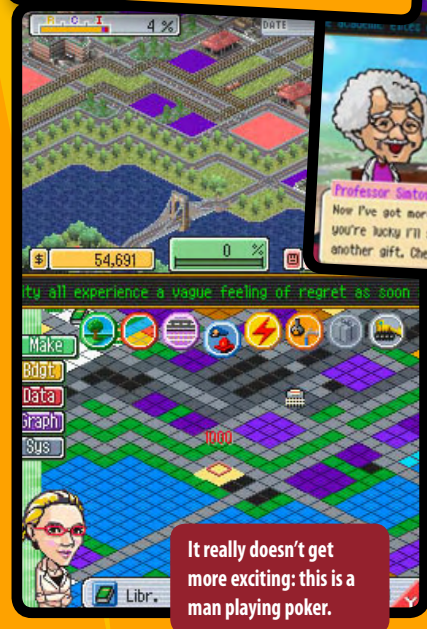


"City simulation may be on the dull side, but the DS does it well"

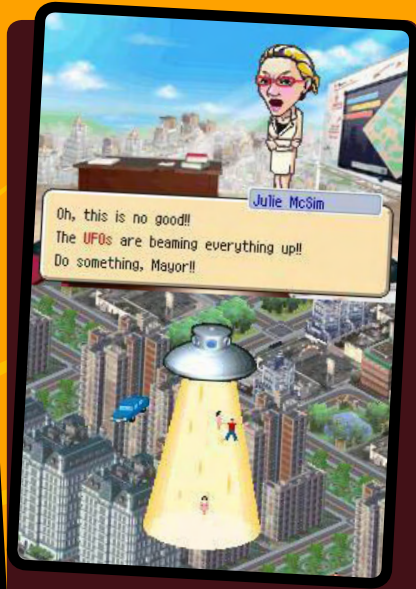
A grid representing your city is shown on the bottom screen, while an isometric view fills the top screen.



A passing tornado can flatten a town, but it's fun to watch.



It really doesn't get more exciting: this is a man playing poker.



CITY LIVING

Town planning, made easy

Plonking down a residential area, by highlighting an area on the grid, is simple stuff. And once put in, you just have to sit down and watch the houses crop up. But making areas affluent – with big mansions instead of piddling council estates – requires a bit more work. Your citizens need work, public transport, shops and utilities like electricity. Luckily, these things are easy to put into place. There's none of the tedium of laying water pipes like in previous SimCities.

The dual screen and accurate stylus of the DS is perfect for playing SimCity.



HGZine Verdict Addictive city building which will appeal to all control freaks.

- DS Rewarding to play
- The right amount of options
- Poor 'disaster' mini games

8

DS

Wario: Master of Disguise

Fatso Wario goes from mini-game host to master thief...

When it comes to good old fashioned charm and charisma, the thieving, severe flatulence-suffering Wario is the most lacking of all the characters in the colourful Mushroom Kingdom.

And Wario: Master of Disguise shows that its not just magnetism he's missing. It's also a platformer to rival smug Mario's finest.

The premise behind Master of Disguise is a good one. Cheeky Wario has found a way to jump into his TV set, then decided to steal the magic from a wizard and use it to become a master thief. He transforms himself immediately into Thief Wario – then later reins in his newly found magical powers to conjure up seven other powerful disguises.

Controlling Wario isn't as simple as you'd hope in a 2D DS game. Moving left

and right, jumping and crouching is done entirely on the d-pad, while the stylus is used to draw onscreen the various symbols that correspond to Wario's different outfits.

Fiddle-diddled

The controls are fiddly when you're fighting a boss, which calls for the skills of several Wario guises.

Controls aside, there's plenty of variation in each level thanks to environments that go from ship and pyramids to haunted house and laboratory. Exploration is needed to

uncover all the loot and treasure chest and find the way out – the mini-games that crop up for each treasure chest aren't Wario Ware enjoyable, but there's still enough to keep you interested.

Despite the comprehensive outfit-swapping though, Master of Disguise is a fairly bland adventure, and the disguises actually quickly become an inconvenience. Mario wins again. ●

Kath Brice

A mini-games is triggered every time you find a treasure chest – you need to successfully complete it to get the reward.

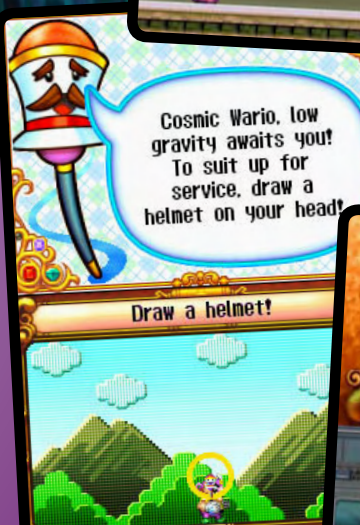


Arty Wario, attempting to paint his way out of trouble with the stylus.

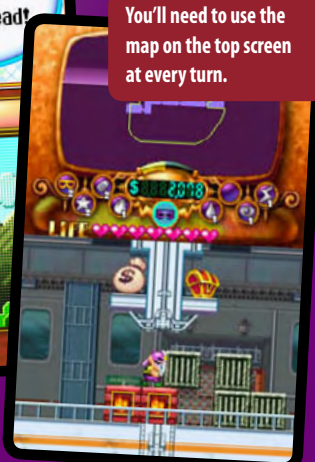
"Exploration is needed to uncover all the loot and find the way out"



Cosmic Wario can shoot enemies down, and also aim at items to trigger handy paths.



You'll need to use the map on the top screen at every turn.



There's plenty of visual Mario tie-ins to keep Mazza fans happy.

WARIO'S WICKED WAND

He's a sneaky shape-shifter!

Wario uncovers eight disguises in total in the game. Beginning with Thief Wario – who can jump high and pull off a charging attack, then Cosmic Wario (conjured up by drawing an astronaut helmet on Wario's head) who can fire off a laser gun. Captain Wario can swim and Dragon Wario breathes a fire attack.

Arty Wario can draw blocks to stand on and even hearts to recover health. Very clever, Nintendo.



HGZine Verdict *A decent adventure, but the core of the game just doesn't work well*

DS

- 👍 A decent, involving quest
- 👍 Learning new Wario disguises
- 👎 Dull mini-games

6

DS

Konami Classics Series: Arcade Hits

Fifteen slices of retro heaven in this beautifully compiled collection

Retro compilations seem to be all the rage these days, with every company worth its salt bunging a load of their early work onto a cart, disc or UMD. After all, it's easy money, right? It's rare to find a compilation that's actually had a degree of thought put into it, which is why *Arcade Hits* is such a treasure.

The actual games in the compilation are a bit of a mixed bag, but for every *Yie Ar Kung Fu*, there's a *Gradius* or *Contra*, and obscurities like cutesy top-down shooter *Rainbow Bell* and the surprisingly addictive *Roc 'N' Rope* are well worth a look.

Gamepedia

We won't go into detail about every individual title here, but it's not really the games that make this such an outstanding collection.

For starters, each game has customisable controls, and you can also alter the difficulty level, number of lives and whether you want to play the game in its original resolution, or stretched to fill the DS screen. You can use the top or bottom screens, or even turn the DS on its side, which is useful for the vertical-oriented titles. Most titles contain digital recreations of the original promotional material (posters, leaflets etc) to browse through, as well as information of their historical significance and gameplay hints. There's also the option to record your play to the cart, which you can rewatch later, and even - brilliantly - play around with the game's circuit boards, and tweak things to adjust the game's speed, or even add your own cheats.

Konami have really gone to town with this, and it's worth purchasing for educational value as much as for its

arcade-perfect ports. While some of the titles are well past their sell-by date, it's a fascinating historical record, and one which will give you a greater appreciation of the background behind some truly ground-breaking and influential games. If you're in any way interested in gaming's past, you owe it to yourself to pick this up - it's an absolute gem. ●

Chris Schilling

The bottom screen can display the original controls, or even tips on how to play the game - it's rarely wasted.



Classic button-masher *Track and Field* has a pre-recorded runthrough for you to try (and no doubt fail) to emulate.

"Each title contains recreations of ancient promotional posters, flyers and cabinets"

ARCADE IN FULL

Remember *Pooyan*? Hmm?

So what do you get for your money? Well aside from obvious classics like *Contra*, *Gradius* and *Track and Field* (all dated, but still great), there's the likes of time-travelling 1982 shooter *Time Pilot*, rubbish sports title *Basketball*, average treasure-hunt blaster *Horror Maze*, ancient (and overly familiar) beat-em-up *Yie Ar Kung Fu*, bizarre niche oddity *Pooyan*, and *Circus Charlie*'s addictive clowning around. Then there's solid platform shooter *Rush'n Attack*, brilliant shooter *Rainbow Bell*, brawler *Shao-Lin's Road*, the *Ice Climbers*-esque *Roc 'N' Rope* and creaky blastathon *Scramble*. Last but far from least is top down racer *Road Fighter* - the first arcade game your humble reviewer ever played. Ah, the memories...

Circus Charlie doesn't look great, but it's one of the most enjoyable games in the collection.



HGZine Verdict **A terrific treasure trove and the best retro pack yet on the DS.**

DS

- 👍 Lovingly recreated classics
- 👍 So many extras
- 👎 Some weak titles

8

Be a contender. Be in the action. Be Toseland!



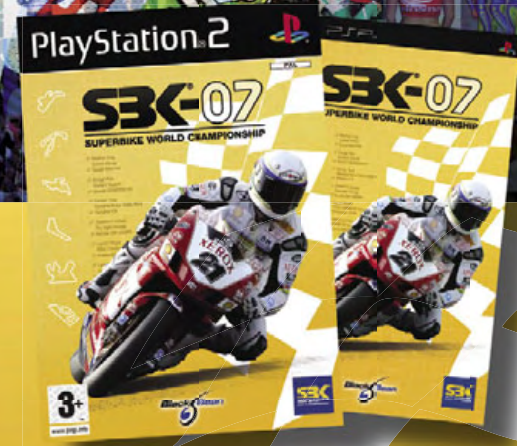
 [REPLAY THIS VIDEO](#)

THE OFFICIAL VIDEOGAME
SBC-07
SUPERBIKE WORLD CHAMPIONSHIP



Brolly girl images provided by www.gridgirlz.biz

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DS

Spider-Man 3



Publisher: Activision
Developer: Vicarious Visions
Heritage: Tony Hawk (GBA)
Link: /www.activision.com/en_US/game_specific/d73b038e-954b-4206-91e9-9f73183eef8.html
OUT NOW

Spider-Man goes Goth!

In line with current Hollywood trends the hero of the latest Spider-Man movie goes all moody and gets himself a black costume. We blame Marilyn Manson for this shocking corporate adoption of all things Gothic. We're not about to give away major plot spoilers but what does this mean in terms of Spider-Man 3 the videogame? A rage meter.

Yep, it's hardly the most stunning gameplay innovation but at least it shows the developer had a copy of the script. In fact, quality is evident throughout this game, from the glorious scrolling cityscapes to the focus on stylus touchscreen combat. And it's here where the game comes to life. With your left thumb solely in charge of Spider-Man's dynamic web-slinging the right hand is free to make stylus gestures on the touchscreen to take out assailants. While it might sound a little awkward it's actually a beautifully implemented system.

He likes to move

Spider-Man's combat moves consist of basic kicks, flips and punches, all generated by flicking the stylus in appropriate directions on the touchscreen, though more elaborate moves can be unlocked by earning

"Going 'bad' means Spidey now has a Rage meter to play with"

hero points (collected by defeating enemies and completing missions). The gesture system has a very pleasing feel and while it sometimes feels a bit random it's encouraging to find a developer willing to try new things with the technology.

Fortunately, the web-slinging energy from console has also been captured in this portable version and by simply manipulating the d-pad with your thumb you can chain web-swings together giving you a tremendous sense of liberty, even in what's fundamentally a 2D world.

So the web-slinging is ace and the combat satisfying but if the game has a weakness it's that the missions all feel similar, generally consisting of saving people from burning buildings and battering opponents. But despite the lack of mission ideas this is still an engaging comic-book caper worthy of the great Marvel name. ●

Mark Walbank

CRIMEWATCH NY

Spidey makes citizens arrests!

In between missions you're expected to go on 'crime watch' to reduce the level of lawlessness in New York. This is where the game gets a bit bogged down with repetitive pummeling. Beating certain missions will also see you confronting bosses from the movie such as Sandman, Venom and Green Goblin, though normal kicks and punches won't be enough to take them down – a more tactical approach is always required.



The plot is delivered via newspaper stories that really add to the sense of place. The voice-acting is equally impressive.



Chain enough combos together in quick succession and Spidey turns to the dark side – extra damage and moves are yours for the taking.

A clever 2.5D scrolling system gives a superb impression of the lofty New York skyline and you'll need to search hard for all the hidden bonuses



HGZine Verdict Reaches soaring heights but samey missions bring it down to earth.

- DS
- Joyful web-slinging
- Haptic combat
- Repetitive missions

7

DS

Metroid Prime Pinball

Samus is on a bit of a roll...

We didn't have very high hopes for Metroid Prime Pinball. For one, it's made by Fuse Games, who were behind possibly the worst Mario game ever, the abomination that was Super Mario Ball. Secondly, it's been available in the US since October. October 2005, that is. And thirdly, it seems like one of the strangest videogame ideas since Little Britain: The Game. And we all know how that turned out.

Thankfully, Metroid Prime Pinball is far from a disaster. In fact, it's pretty good. While it can't be easy to recreate the bells and whistles of a real table

(and to be perfectly honest we're not completely sold on the concept of pinball games on consoles full stop) Fuse have done the DS proud.

It helps that the graphics are marvellous, with some of the best 3D on the console ably representing the Prime universe. The majesty of the snowy Phendrana Drifts and the organic Tallon Overworld have survived the transition to the small screens, and they're just two of the six tables available. The seventh is the multiplayer table, Magmoor Caverns, which, rather generously, can be shared with up to eight players from one cartridge.

Spaceballs

While it takes some getting used to the gap between the screens as Samus's Morph Ball careers around the bumpers and flippers, the mission-based gameplay gives a good sense of structure to the game. Shooting up a ramp might bring up some enemies which you have to destroy with the ball within a time limit, or occasionally the ball disappears and you're given a brief task, like performing a series of wall jumps without falling. Succeed in all these and you'll move onto the next table.

As there's no way of saving, unlocking the final table or two for the

It's great to see full 3D across both the DS's screens, and everything runs remarkably quickly and smoothly too. The PSP has yet to do this!

The Pirate Frigate is one of the two available tables from the outset. These Metroids have a nasty habit of holding onto Samus and trying to shoot her between the flippers.

Sometimes Samus reverts to her normal stance and has to shoot as many enemies as possible. Apart from nudging the table, the touchscreen isn't used.

"The multiplayer table can shared with eight players from one cart"

READY TO RUMBLE?

Is that a DS in your pocket...

Metroid Prime Pinball comes with a Rumble Pak that slides neatly into the GBA slot of your DS. In theory it's supposed to rumble in time with the various bumps, table nudges and explosions, but you won't actually feel much. In fact, you'll most likely take it out after your first go, because the high-pitched whining noise it makes drowns out half the sound effects. Nice thought, but it just doesn't work.

Single Mission mode - basically a Free Play to get the highest score on each table - can be very tricky, and the game does have its frustrating moments, particularly when an unkind ricochet from a Space Pirate sends the ball straight between the flippers, no questions asked. But that's the random nature of the beast. Prime fans and pinball wizards should lap this up. ●

Chris Schilling

HGZine Verdict Sure plays a mean pinball and is a must for Metroid completists.

DS

- Technically excellent
- Fun multiplayer
- Some repetitive missions

7

PSP

DragonBall Z Shin Budokai 2

A new story but the same old lunatic air combat action.

The big selling point here is a unique story, following events after the TV show's 'Trunk's Another Story' episodes. You may laugh, but it's a big deal. Most DBZ games just rehash the same old histories and plots from the TV shows so having something new-ish, no matter how clichéd and predictable, is a nice touch.

This flimsy-but-new plot dumps you

in an insane alternate DBZ universe where Goku died and alien robots have... anyway, it's ludicrous. But it forms the background of the insane tournament. Broken down into little chapters and boss fights, it's very similar to PS2 and Wii's Budokai Tenkaichi 2, with you picking a character to fly about defending cities and engaging in gigantic, 3D scraps that span land, sea and air.

Sky high

The face buttons are your rush, smash and energy attacks, along with the left shoulder button that charges your Ki and the right one that pulls off an Aura Burst. X is your guard button. That's it, so off you go and fight in the air, on land and underwater. It's mental, but surprisingly enjoyable and very easy to pull off amazing special attacks that throw your broken opponent's body hundreds of meters through the air. There are two other single-player options – an Arcade battle that's your usual tournament-style challenge, plus the Z Trial section. This dumps you into a number of set scenarios and

"The flimsy plot dumps you in an alternate DBZ universe"

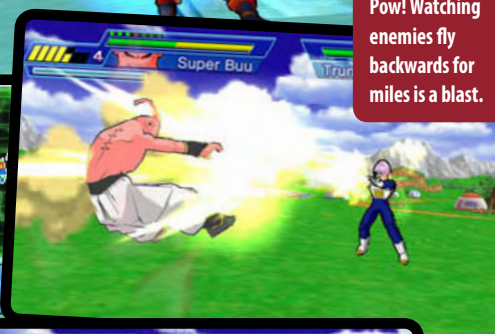
The between-combat bits have you patrolling the islands.

demands you survive. Time attacks and survival battles are easy, but there's also a whole section of extra challenges, where you're asked to win using specific moves. Five Aura Bursts, win with a special attack, don't take on any damage for a set period of time – it's a novel and interesting collection of mini games that livens up this little fighting game for solo players. Polished and packed with things to do, PSP DBZ's a surprise fighting star. ●

Gary Cutlack



Whoosh! Pulling off massive specials is easy.



Pow! Watching enemies fly backwards for miles is a blast.



Summoning a power-fart backfired and ended in death.



Publisher: Atari
Developer: Dimps
Heritage: One Piece
Link: www.uk.atari.com/
OUT NOW

THIS IS HARDCORE

Japanese voices, blue cat pirates? Yes!

You can hit an option and make the characters speak in their original Japanese voices if you want it sounding as weird and wacky as it looks, plus there's also support for ad-hoc wi-fi battles with friends - or soon-to-be enemies. DBZ is, as ever, for the hardcore.



Let me explain about the Booster screen and Customize, okay?

HGZine Verdict Crazy, fast and utter nonsense but it's exciting fight weirdness.

- Quick loading
- Nice looking
- 'Unique' plot

PSP

8

PSP

Smash Court Tennis

Namco's long-running tennis series gets smaller – and better. But can it out-hit Virtua Tennis 3?

You can't go wrong with tennis games. The formula's been set in stone for nearly a decade, thanks to Sega's stunning Virtua Tennis series that showed everyone how to do it. And that's still how it's being done – an arcade bit, a world-spanning career bit, some mini games and multiplayer modes – Smash Court 3 has everything a modern tennis game needs.

As you go through the Pro Tour single-player game you earn stat points to increase your custom player's skill, plus a cash bonus in the form of Shop Points to buy kit with. Smash Court also takes into account the short-burst nature of PSP gaming by letting you auto-complete matches in the Pro Tour career. This is cheating a bit and you might go to Hell for it, but essential if

you only play your PSP for a few minutes a day and still want to make headway. You might lose a match this way, but that's all part of the gamble. Elsewhere, exhibition events, mini games of Pacman Tennis and ad-hoc link-up games are also ideal for quickly getting a game on.

Control freak

Smash Court's play style is looser than Virtua Tennis' – you have more control over ball placement, rather than simply whacking it back without fear as you do in VT. You have to be more precise, but even beginners can get some fiendishly-angled shots in, thanks to SC3's careful ball-placing style.

The only problem we have with Smash Court 3 is with the PSP itself –

It's OK – Maria Sharapova is in! Along with 15 other real pros.

"The only problem we have is that you have to use the PSP 'nipple'"

you have to play it on the awkward little analogue 'nipple' – there is no option to use the d-pad, and using the shoulder buttons to sprint significantly ups the chances of you dropping your PSP while reaching for a shot. A shame, but Smash Court's good enough to bother putting in the effort to learn its control scheme, plus it has enough play style differences to make it stand out as Virtua Tennis 3's more technically challenging equal.

Gary Cutlack

Looks good for a PSP game – and is extremely well presented.

A wide range of moustaches are available for custom characters.

Yes, it has doubles – and ad-hoc wi-fi play for link action.

HGZine Verdict Loads of options, good gameplay and great visuals too.

PSP

- Looks sharp and clean
- Huge Pro Tour game
- No d-pad control option

9

GOING PRO

The money and the fame

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HALO 3

After weeks of playing it to death, what does the beta mean for Halo fans?

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HUGE PSP/DS PREVIEW!

Worms: Open Warfare 2

The slippery critters head to the Gulf!

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The best DS retro collection yet?

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Pursuit Force 2
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SMASH COURT TENNIS 3
Better than Virtua Tennis?

PLUS!
The latest mobile games revealed

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DS
Metroid Pinball
Samus' keeps on rollin'!

PSP
Dragon Ball Z
Crazy Zap air battles!

SMASH COURT TENNIS 3
Better than Virtua Tennis?

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> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

GREAT MAG FELLAS BUT WHY HAVEN'T you mentioned any of the brilliant PSone downloads that you can put on your PSP - the original Resident Evil is coming out soon isn't it? I'm so excited as it's one of my all time favourite games and, best of all, most downloads from the PlayStation Store cost a fiver! What a bargain.

> **Kevin Brown, via email**

>> **Good question. We've held off on covering the world of PS3 downloads for PSP until next issue because, amazingly, you'll be able to do it directly to PSP soon!**



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That's right - Sony are setting up a dedicated online PSP store where, in theory, you'll be able to go online with your PSP and download games directly to memory card. Of course, we'll also be covering games from the PS3 PlayStation Store in the reviews section because, as you point out, they're a bit of a bargain!

I'M SO PLEASED THAT YOU EXIST! I mean, the other PSP magazine I used to read closed and I'm fed up buying expensive PlayStation 3 magazines to get my fix of PSP action. Reading the magazine, you've also persuaded me to get a Nintendo DS too - my girlfriend made me after reading last issue!
> **David Fairchild, Devon**

>> **So you'll both sit in other rooms, playing different games? Why not buy two and get involved in some Wi-Fi action!**

CAN YOU PLEASE TELL NINTENDO to stop making those ridiculous TV adverts for the DS? They're crazy! They make women look like idiots and the DS look like some kind of a family toy for senile dads! And don't get me started on that Wii advert for the Mario football game with Gabby!
> **Peter Evans, Sheffield**

>> **Aha, but they work don't they! How many girls have you seen in GAME lately? Two, three? That's an increase of at least 100% by our reckoning. And girls in game shops are a good thing, apart from the flabby ones behind the counter...**

WHY IS IT THAT ROCKSTAR insist on making new GTA games for consoles that connect to the TV and then flog them to PSP owners a year or so down the line. Can't we have something a little more original, just for once? I'm disappointed with the amount of ports heading to PSP.
> **James Knight, Hull**

>> **We know what you mean James but the PSP GTA games are 'sort of' original aren't they? It's just the setting of Vice City or Liberty City that's the same and they're brilliant too - DS owners don't get a sniff of that kind of stuff. And the forthcoming PSP version of God of War is influenced by the stellar PS2 version and, in turn, looks like being the best looking game to ever hit the handheld. There's loads of people who never played the originals, too!**



Nintendo DS: Girls love it. It's official, we've seen them in GAME buying them.



God of War: The best looking thing to hit PSP or a simple, lazy PS2 conversion?

GAME MATTERS
Your thoughts on the games you're playing right now...

WITH THE RECENT PSP PRICE drop, I can't decide whether to get a PSP or a DS! A friend told me that Sony might stop making PSP games because the PS3 is doing very well and because you can download them. Is this true?
> **Jake Coles, via email**

>> **There's a lot of rumours flying around at the moment it seems? Both the PSP and DS are a success - Sony sell many more PSPs than PS3s at the moment too! Sony won't stop making games and other game developers have some great stuff lined up for both machines.**

MY PSP HAS A DEAD PIXEL! Is there any way of fixing this myself or will I have to send it away to be fixed? How much would that cost?
> **Kris Rogers, Birmingham**

>> **If you have a warranty, send it back. If it's out of warranty, it'll cost 30 quid.**

IS THERE ANY POINT IN getting a ps3? I'd like to link it up with my PSP for downloads and streaming but not at that price...
> **Sam Westhead, Herts**

>> **Er, get a Wii and DS then?!**

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