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Issue 11 | December 2007

# HGZine

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

OVER 130 GAMES!

# 2008'S MOST WANTED

Next year's games  
revealed now!

**PLUS**  
Exclusive  
International  
Track & Field  
interview inside!

## Patapon

The next game from  
the makers of LocoRoco

## Final Fantasy XII: Revenant Wings

The classic RPG gets strategic

## FULL REVIEWS!



DS

### Mario Party DS

Multiplayer mayhem!



PSP

### The Simpsons Game

Homer sweet Homer?



PSP

### Silent Hill Origins

The horror comes to PSP

**PLUS!**

News and reviews  
of the latest  
mobile games



# Welcome to HGZine



This month we have something slightly different for you, as instead of one top new game on the cover we have 50 of them. In our massive 2008 games round-up feature we've uncovered the definitive list of all the games you'll be playing next year – and there's some stunning games on the horizon.

But there's plenty more happening before then, as *The Simpsons* have a new game out, Mario's throwing a party (and hey, we're all invited) and there's something unpleasant going on in *Silent Hill*.

That just leaves me to wish you all a very happy Christmas and we'll see you in the new year. Hopefully you'll get something game-related from Father Christmas too, but only if you've been good, mind...

Dean Mortlock, Editor  
HGzine@gamerzines.com

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

## MEET THE TEAM

They play games for a living, drive around in fancy sports cars and live in castles made of gold – they are... the writers.



**Kath Brice**  
Kath is the person responsible for the massive 2008 feature this month. Thanks, Kath!  
PLAYING THIS MONTH: Everything



**Chris Schilling**  
Once again, our word wizard performs his magic and casts his spell over the gaming world.  
PLAYING THIS MONTH: Mario Party DS



**Dave Harrison**  
We gave mild-mannered Dave *Silent Hill Origins* to review this month – we're cruel like that.  
PLAYING THIS MONTH: Silent Hill Origins



**James Woodcock**  
We've another first for HGZine, as James is the person to thank for our audio interview.  
PLAYING THIS MONTH: International Track & Field



**Dave Perrett**  
*Simpsons* fan Dave took on the role of Homer this month and we paid him in donuts. Hmm, donuts.  
PLAYING THIS MONTH: The Simpsons Game

## DON'T MISS!

This month's highlights

# 2008's TOP 50 MOST WANTED

All the games coming to DS and PSP next year revealed in our massive 2008 gaming round-up

## New International Track & Field

Read (and listen to) our exclusive interview with the developers who are updating a genuine classic

## Football Manager 2008

A stunning result

## Mario Party DS

Fancy some party fun this Christmas? Then Mario and co. are here

## QUICK FINDER

Every game's just a click away!

**SONY PSP**  
Patapon  
Metal Gear Solid: Portable Ops Plus  
The Simpsons Game  
Aliens Versus Predator Requiem  
Silent Hill Origins  
Football Manager Handheld 2008  
PSP News Roundup  
PSP Reviews Roundup

**NINTENDO DS**  
Final Fantasy XII: Revenant Wings  
New International Track & Field  
Mario Party DS

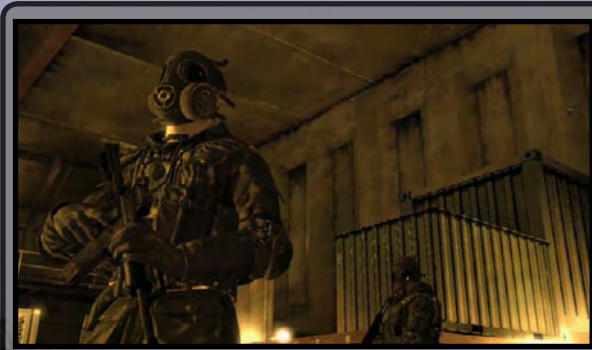
**MOBILE PHONE**  
News  
Reviews

## DON'T MISS ISSUE 12 SUBSCRIBE FOR FREE!

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If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



REPLAY THIS VIDEO

"NOTHING CURRENTLY SET IN MODERN WARFARE COMES CLOSE TO THE HIGH QUALITY FOUND WITHIN CALL OF DUTY" - 360 MAGAZINE

"ASTONISHINGLY BRUTAL" - OFFICIAL PLAYSTATION MAGAZINE

"THERE'S NOTHING QUITE LIKE IT OUT THERE" - PC GAMER

# CALL OF DUTY 4 MODERN WARFARE

AVAILABLE NOVEMBER 9TH

[www.CharlieOscarDelta.com](http://www.CharlieOscarDelta.com)



PLAYSTATION 3



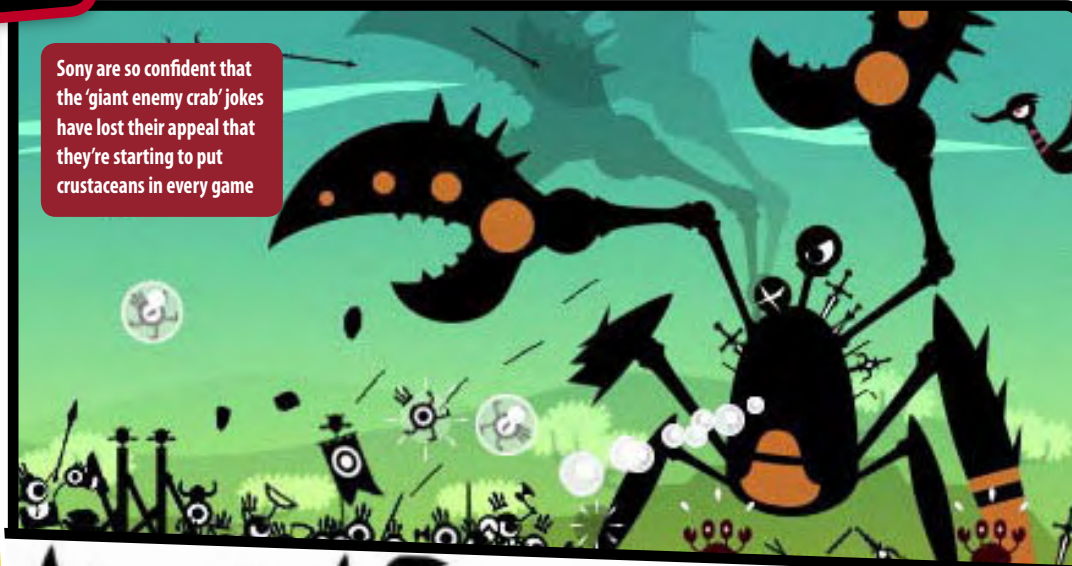
PC DVD ROM



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PSP

Sony are so confident that the 'giant enemy crab' jokes have lost their appeal that they're starting to put crustaceans in every game



# Patapon

LATEST NEWS

Rhythm is a... tribesman?

## What's the story?

Earlier this year, the Tokyo Games Show unearthed some gems for Sony's various formats, with the interesting-looking *Echochrome* getting a lot of attention from several journals. But it's *Patapon* that has us excited the most. It's from the makers of *LocoRoco*, and it's quite unlike any game we've seen before.

## What do we know?

You control a tribe of cartoon circles with arms and legs (bear with us) who perform various tasks at your instruction. The main difference from standard squad-command games is that this is accomplished by tapping out a rhythm on your PSP's face buttons, namely the Square ('pata') and Circle ('pon') ones.

A beat plays in the background, and you have to time your presses with that to get your gang to do your bidding, from climbing over obstacles (pata, pata, pata, pon) to attacking large monsters in the vicinity (pon, pon, pata, pon). It might sound a bit strange, but to play it is to love it. You'll likely have the rhythms running through your head for most of the day, and the game's gloriously quirky visual style is just as appealing as *LocoRoco*.

## When do we get more?

The Japanese release is set for the week before Christmas, so depending on when we get a concrete UK release date, you can expect a more detailed preview or enlightening review shortly after that.

## Anything else to declare?

No, other than that if you support the release of original, unusual games on PSP, this is exactly the sort of game you should be buying.

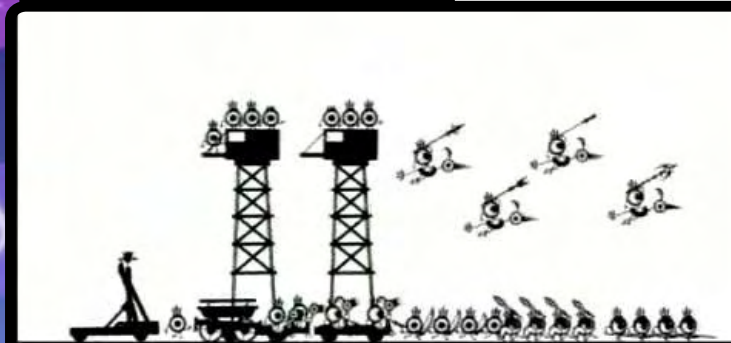
Publisher: Sony  
Developer: SCEJ  
Heritage: LocoRoco  
Link: [www.jp.playstation.com/scej/title/patapon](http://www.jp.playstation.com/scej/title/patapon)  
ETA: Q1 2008

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

There's a very European feel to the art style – it's certainly less cutesy than *LocoRoco*, that's for sure

"You control a tribe of cartoon circles with arms and legs"

Tap out the right rhythm near this tree and he'll boogie away, bringing life to the surrounding area. Flowers give you energy



KONAMI


# SILENT HILL ORIGINS

Return to the Origin  
of all Evil

ExpLOre the roots of evil with Silent Hill Origins:  
a stunning masterclass in terror ...

Horrific surprises lurk everywhere in Silent Hill. From the hospital to the smog-shrouded streets,  
all-pervading darkness hides unspeakable monsters and secrets.  
Experience the fear as Trucker Travis Grady is drawn into the dark side of the town  
—and his soul— in the first Silent Hill title exclusively for PSP.



 REPLAY THIS VIDEO



18+

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CLIMAX



PSP  
PlayStation Portable

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PSP

**"Portable Ops Plus has just been released at a bargain price in the US"**

Konami is such a tease – including MGS4's older Snake as a playable character, when we've got months to wait for that title

# Metal Gear Solid: Portable Ops Plus

Extended play in Snake's portable world

**LATEST NEWS**

## What's the story?

*Metal Gear Solid: Portable Ops* is easily one of the PSP's best games to date – a tweaking of the standard MGS gaming formula, making it ideal for quick-fix handheld gaming. So what better way to celebrate its brilliance than by providing its fans with a standalone expansion pack that should make for an even more well-rounded experience than the first game? Aside from a proper sequel, that is...

## What do we know?

It's just been released at a budget price in the US, which – given the content we're about to reveal – is an absolute bargain. It includes many new maps and an increased number of multiplayer modes, which use both infrastructure and ad-hoc play. Those who played through the original can use their save file to transfer characters across, and additional ones have been added, such as Snake's ageing *Metal Gear Solid 4* avatar, or Raiden from *Metal Gear Solid 2*. For the lone player, there's a brand new solo game named Infinity Mission, which is a party-based stealth actioner with Snake leading a team of famous characters from the franchise through a series of tricky missions.

## When do we get more?

It looks like us PAL gamers won't get our mitts on this until the first quarter of next year, sadly. Still, if you're impatient then you can always import the US version, which is available now.

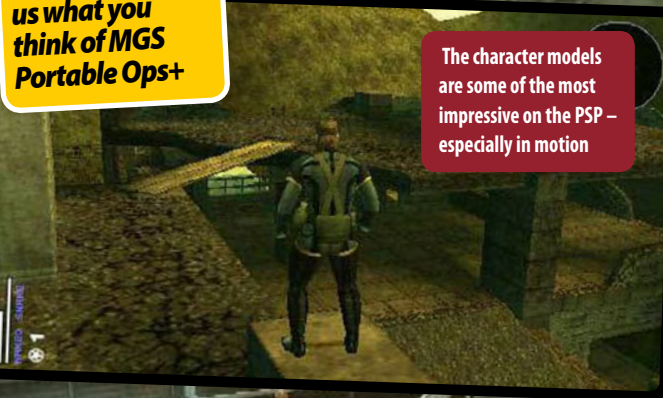
## Anything else to declare?

Japanese gaming bible *Famitsu* gave *Portable Ops Plus* an impressive 35/40 score, so it's looking good.

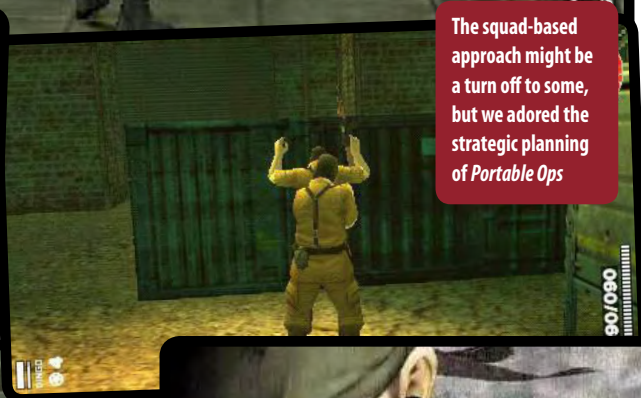


**Publisher:** Konami  
**Developer:** Kojima Productions  
**Heritage:** The Metal Gear Solid series  
**Link:** www.konami.com  
**ETA:** Q1 2008

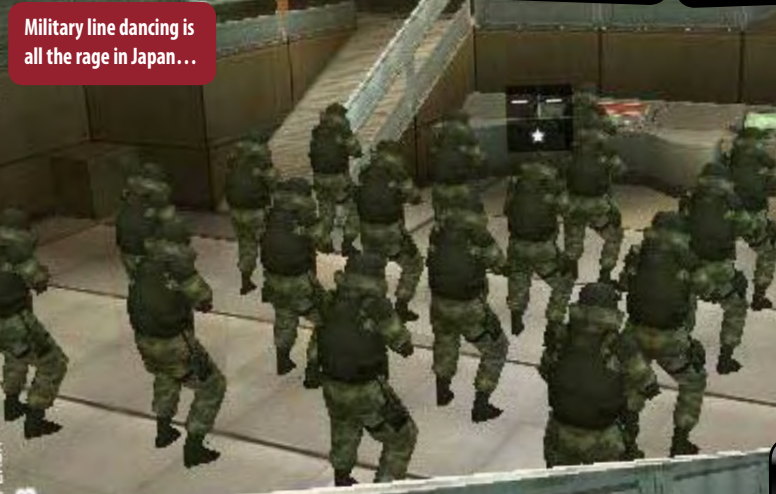
**PREVIEW FEEDBACK!**  
 Click here to tell us what you think of MGS Portable Ops+



The character models are some of the most impressive on the PSP – especially in motion



The squad-based approach might be a turn off to some, but we adored the strategic planning of *Portable Ops*



Military line dancing is all the rage in Japan...



DS

FINAL FANTASY XII  
REVENANT WINGS

Publisher: Square-Enix  
Developer: Square-Enix  
Heritage: Final Fantasy/  
Dragon Quest series  
Link: <http://na.square-enix.com/ffxirw>  
ETA: Q1 2008

PREVIEW  
FEEDBACK!  
Click here to tell us what you think of Final Fantasy XII: Revenant Wings

The controls are easy to understand, which is thanks to the clever stylus control

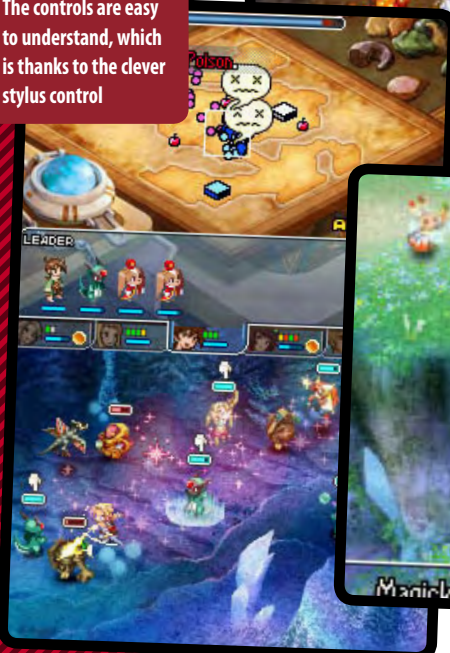


The game throws around plenty of enemies without breaking sweat



"The game follows on from the events of Final Fantasy XII"

Square-Enix's Heroes of Mana used a similar approach, but Revenant Wings' strategy feels more polished and complete



Production values – as you'd expect from a Square title – are high throughout, with the music deserving special praise

# Final Fantasy XII: Revenant Wings

Square-Enix goes strategic in this portable Fantasy world

LATEST NEWS

## What's the story?

The game follows immediately on from the events in the PS2's fantastic *Final Fantasy XII*, with leads Vaan and Penelo setting out on a treasure hunt before being dragged off into a conflict to battle baddies before they can finally search for said gold. Balthier and Fran also return to help in this spin-off, which has already been a big success in Japan.

## What do we know?

Surprisingly, it's not a role-playing game at all, but a turn-based strategic affair with a few simple RPG elements. Perhaps the pick-up-and-play appeal of the DS influenced the decision, as both the RTS side and the levelling up are fairly simplistic. Certainly when compared with the likes of *Final Fantasy Tactics*, for example. That's not to say that *Revenant Wings* isn't a great game, though – far from it. It's just a more accessible title than series veterans might well expect. The tap-and-drag stylus mechanics are the ideal replacement for PC mouse-and-keyboard control, meaning that this should hopefully lead to more old-school strategy titles making their way DS-ward.

## When do we get more?

It's been out in America for a couple of weeks now, debuting to a warm reception from critics. We'll be seeing it early next year, and it should easily be worth the wait for fans of the genre.

## Anything else to declare?

It's one of the most polished DS productions so far, with stunning graphics and audio. And you can battle up to five others online, too. Awesome.

# MOBILE NEWS



## PicoPix Winter Edition

**Publisher:** Globalfun | **ETA:** December

Seeing as it's closing in on Christmas, it only seems fair that a few enterprising mobile publishers are dusting off old titles in order to cash in on the festive vibe. Globalfun is republishing its addictive puzzler *PicoPix*, this time with added winter cheer. A rather flagrant clone of Nintendo's popular *Picross* series, this should at least provide a tiny portion of much-needed entertainment during the snore-fest that is the Queen's speech.



## Tomb Raider: Anniversary

**Publisher:** Eidos | **ETA:** December

Okay, so Lara Croft may be getting a little long in the tooth and may have lost some of the allure she once had, but Eidos know she still has the clout to sell videogames – hence this 'remaking' of her first escapade. While the console versions obviously take the 3D route, the mobile release will be a resolutely 2D affair. Hopefully the developers can ensure that it retains all the action, puzzle solving and playability of its bigger brothers. Could be one to watch out for.



## Beowulf

**Publisher:** Gameloft | **ETA:** December

Tipped to one of this winter's biggest films, CGI epic *Beowulf* is an action-packed retelling of a classic folk tale. Being a Hollywood blockbuster, you'd reasonably expect a mobile tie-in of some description – and you'd be right. Gameloft is preparing to release a 2D action title in time for the general distribution of the movie, and the shots we've been shown so far are nothing short of stunning. Look out for our review in the next issue of HGZine magazine.



## American Gangster

**Publisher:** Gameloft | **ETA:** January

When cinematic legends Ridley Scott, Russell Crowe and Denzel Washington team up for a film then you know you're in for something a tad special. Gameloft – the undisputed king of the licensed movie tie-in – has quickly announced that a mobile game based on this Hollywood hit is currently in the works. We've only been given sketchy details so far, but it seems to be shaping up as a rather interesting *Grand Theft Auto* clone. Watch this space...

## Action Hero 3D

**Publisher:** Com2uS | **ETA:** December

Korean developer Com2uS has gained a reputation for creating eye-popping 3D games on mobiles and *Action Hero 3D* is no exception. It's shaping up to be an impressive scrolling fighter, with lush 3D visuals and plenty of special effects. Fighting games are notoriously shallow but with a bit of luck, Com2uS will be able to ensure the gameplay is as sharp as the graphics are.





# 2008's TOP 50 MOST WANTED



The handhelds have never looked healthier. The home consoles might be able to claim a fair share of big hits, but for real diversity, originality and plentifulness you don't need to look any further than DS and PSP. 2008 is going to see plenty of titles made exclusively for handheld, too such as *Sonic RPG*, *Apollo Justice*:

*Ace Attorney*, *Dragon Quest IX* and *LocoRoco 2*. But of course the big hits are there, too. Games like *Mario & Sonic at the Olympic Games*, *Assassin's Creed*, *Lego Batman* and *Sid Meier's Civilisation Revolution* are all gracing the pocket consoles in 2008. Read on for convincing, as your console isn't going to be getting a day's rest in the coming year...

## Advance Wars: Day of Ruin DS

**Release:** 21st January (US) TBC (UK)  
**Publisher:** Nintendo  
**ANTICIPATION RATING:** ★9  
90% of the world's population has been wiped out by meteors but those left alive are happy to engage in more turn-based war. This version ditches the cute visuals for a dark new look.

## Pro Evolution Soccer 2008 DS PSP

**Release:** January  
**Publisher:** Konami  
**ANTICIPATION RATING:** ★8  
*Pro Evo* needs little introduction. PSP and DS versions of the game are due a bit later than the other formats (unfortunately the PSP version has now



Any *Advance Wars* game is sure to be stunning. Fact

We have hopes that *The Spiderwick Chronicles* will be a classy adventure on DS



been put back from a November release). At least it'll give DS-owning footy fans something to look forward to in the New Year – provided Konami has nailed the stylus controls.

## De Blob DS

**Release:** 29th February  
**Publisher:** THQ  
**ANTICIPATION RATING:** ★7  
Colour has been banned in Chroma City and only the paint-splattering de Blob can rectify the situation. Spread primary colour filled joy in this *Katamari* meets *Jet Set Radio*-esque adventure.

## Miami Nights: Singles in the City DS

**Release:** January  
**Publisher:** Ubisoft  
**ANTICIPATION RATING:** ★7  
Yes, it's yet another *Sims*-style game, but one that's already been given the thumbs up by a whopping four million mobile gamers. Converted from the mobile version for DS, the game lets you work at being a successful actor, singer or model.

## The Spiderwick Chronicles DS

**Release:** February  
**Publisher:** Sierra  
**ANTICIPATION RATING:** ★7  
Three children, one creepy house and an undiscovered kingdom. Just in case you haven't had your fill of child actors and evil grown-ups, Sierra has this creature-filled adventure based on the film out in March.



The delayed *God of War* is sure to be one of the PSP's top titles for 2008



If you've played the PS2 original then you know what to expect from *FFXII: Revenant Wings*

## > Top 50 continued *Assassin's Creed* DS

Release: February  
Publisher: Ubisoft  
ANTICIPATION RATING: 7

The hotly anticipated medieval stealth game has just hit the home consoles. And it'll be followed by a DS version that'll hopefully replicate its crowd-based hitman antics and *Prince of Persia* style building leaping.

## *Godzilla: Unleashed* DS PSP

Release: 1st March  
Publisher: Atari  
ANTICIPATION RATING: 7

Prepare for monster-on-monster fights in comparatively tiny cities. Only *Godzilla* lets you wield a Ford Cortina like a brandy glass...

## *God of War: Chains of Olympus* PSP

Release: March  
Publisher: Sony  
ANTICIPATION RATING: 9

This game's got everything we want – gore-delivering weapons, blood-soaked combat and nifty puzzling.

## *Metal Gear Solid Portable Ops+* PSP

Release: March  
Publisher: Konami  
ANTICIPATION RATING: 8

As an expansion to 2007's *Portable Ops*, this offers up new levels and characters. Primarily for the online play side of things, but an all-new singleplayer mode, Infinity Mission, is included too.

## *Dragon Quest Monsters: Joker* DS

Release: 6th November (US) Q1 (UK)  
Publisher: Square Enix  
ANTICIPATION RATING: 7

*Pokémon*-style monster finding and fighting meets *Dragon Quest* RPG action and exploring. This boasts 200 collectable monsters to breed, battle and globally compete with via Wi-Fi.

## *Downstream Panic!* PSP

Release: Q1  
Publisher: Atari  
ANTICIPATION RATING: 6

Looking a lot like a water-based *LocoRoco*, this strategy game has you

playing a sea-creature preservationist and guiding home sea creatures that have been blasted into the sky.

## *Dragon's Lair* DS

Release: Q1  
Publisher: Conspiracy Entertainment  
ANTICIPATION RATING: 6

Dirk the Daring is back, but this new Rumble Pak and mic supported game could improve on the original no end.

## *Harvey Birdman: Attorney At Law* PSP

Release: 8th January (US) Q1 (UK)  
Publisher: Capcom  
ANTICIPATION RATING: 8

PSP owners won't be coveting *Phoenix Wright* for much longer, as the team behind it has come up with *Harvey*

*Birdman*. Five cases make up the game, along with evidence collecting and courtroom cross-examinations.

## *Final Fantasy XII: Revenant Wings* DS

Release: Q1  
Publisher: Square Enix  
ANTICIPATION RATING: 8

Taking place several years after *FFXII*, this puts you back in the shoes of Vaan and pal Penelo. Touchscreen controls will streamline the complex PS2 original but the rest remains intact.

## *Mario & Sonic at the Olympic Games* DS

Release: Q1  
Publisher: Sega  
ANTICIPATION RATING: 8

Who'd have thought we'd ever see the two rivals in one game? At least they're still maintaining the competitive spirit, partaking in fencing, archery,



Can *Harvey Birdman* possibly match *Ace Attorney*?

Gigi  
Harry Birdman and I recently got back together, we are married.

Any new *Metal Gear Solid* game is big news, even when it's only an expansion pack

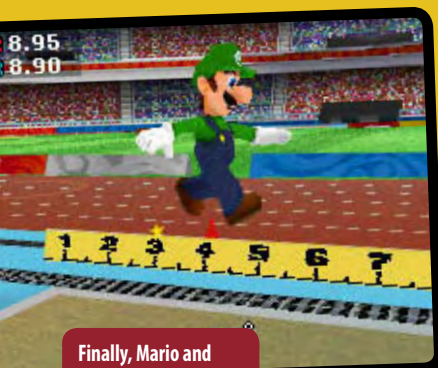
> Top 50 continued

triple jump, hurdles and more alongside other familiar names.

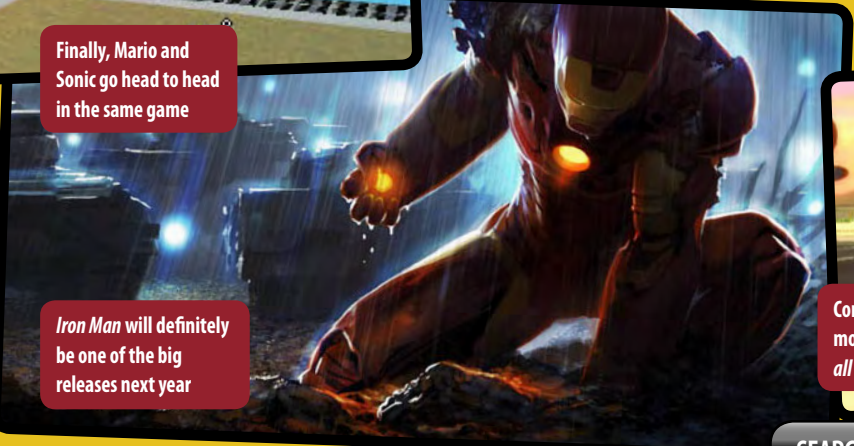
# Sega Superstars Tennis

Release: Q1  
Publisher: Sega  
ANTICIPATION RATING: **9**

All the characters from some of Sega's finest games get together for a spot of tennis. Sumo, makers of the PSP *Virtua Tennis* games, are developing so it's practically guaranteed to be ace.



Finally, Mario and Sonic go head to head in the same game



Iron Man will definitely be one of the big releases next year

# Flatout: Head on

Release: Q1  
Publisher: Empire  
ANTICIPATION RATING: **7**  
You can't beat *Flatout* for post-pub laughs. What could be funnier than throwing a floppy-limbed driver at a giant dartboard?

# Final Fantasy

Release: Q1  
Publisher: Square Enix  
ANTICIPATION RATING: **8**  
Remakes of the original *Final Fantasy* games are coming to the PSP, along with re-mastered with redrawn graphics and all-new dungeons.

# Destroy all Humans: Big Willy Unleashed

Release: Q1  
Publisher: THQ  
ANTICIPATION RATING: **9**

The 'Big Willy' of the title is a prototype alien mech masquerading as a fast food restaurant mascot. As Crypto, use it to wreak destruction on a world in the 1970's. The anal probe's back too...

# The Last Ninja

Release: April  
Publisher: Play It  
ANTICIPATION RATING: **7**  
The trilogy last seen on the Commodore 64 has landed a remake for handheld consoles. The old isometric viewpoint will remain.

# New International Track & Field

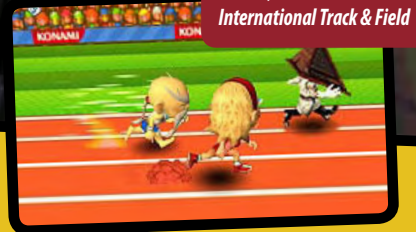
Release: April  
Publisher: Konami  
ANTICIPATION RATING: **8**  
Athletic sim *Track & Field* has gone cutesy for this DS game. It lets you play as characters from various Konami games, even *Silent Hill's* Pyramid Head.



Come back next month for our Destroy all Humans exclusive!



Comedy, Burnout-style crashes are the order of the day in Flatout



Yes, that really is Silent Hill's Pyramid Head in International Track & Field

# Iron Man

Release: May  
Publisher: Sega  
ANTICIPATION RATING: **8**  
*Iron Man* is the latest superhero to get his own game. Sega has snapped up the rights for the character and are busy working on the game, which will be released this year along with the film.

# Speed Racer

Release: May  
Publisher: Warner Bros  
ANTICIPATION RATING: **7**  
The film comes out in May with this DS game tie-in alongside it. Little information is known, but expect it to involve fast cars and gadgets such as rotary saws and wings. Obviously.

# The Chronicles of Narnia: Prince Caspian

Release: 27th June  
Publisher: Disney  
ANTICIPATION RATING: **6**  
A year after the Pevensie children find a world in a wardrobe they return to rescue it from evil. This second film tie-in lets you play as Narnians as well as the children and features drop in and out co-op play. The first game and film did okay, so this could be one to watch.

# The Incredible Hulk

Release: June  
Publisher: Sega  
ANTICIPATION RATING: **7**  
As part of a deal made with Marvel, Sega has acquired the rights to make a game based on 2008's new *Hulk* film. The previous city-smashing game from Vivendi proved the green giant has some potential, so let's see what Sega can do with him.

> Top 50 continued

# Hellboy: The Science of Evil

**Release:** June  
**Publisher:** Konami  
**ANTICIPATION RATING:** ★7  
You can't argue with *Hellboy's* strategy. Well, you wouldn't want to. The Devil-horned giant demolishes his way through the six locations on offer, smashing and crushing every supernatural being in his path.

# Teenage Zombies: Invasion of the Alien Brain Thingys

**DS** **Release:** Spring  
**Publisher:** Ignition  
**ANTICIPATION RATING:** ★5  
Aliens have invaded Earth (again) and three zombies find they're quite the delicacy and set about eating them all. Amusing, if not side-splitting.

There's a new *Hellboy* film coming, so it stands to reason that a game follows it

**APOLLO JUSTICE: ACE ATTORNEY**  
It remains to be seen whether Capcom can produce a character that lives up to Phoenix Wright, but as the first fully DS-enhanced game in the series, this should be a corker.  
*Chris Schilling*

## Ninja Gaiden: Dragon Sword

**DS**  
**Release:** Spring  
**Publisher:** Tecmo  
**ANTICIPATION RATING:** ★8  
This hack 'n' slash home console game coming to DS is big news, especially when it sounds so revolutionary. The DS is held lengthways to allow for precision fighting with the stylus.

## Brain Assist

**DS**  
**Release:** Spring  
**Publisher:** Sega

Develop your brain power with Sega's *Brain Assist*

How to Play  
Touch them numbers in order startin' from 1.

There's another *Final Fantasy* game heading towards the DS

## Decathletes

**DS** **PSP**  
**Release:** Spring  
**Publisher:** Ghostlight  
**ANTICIPATION RATING:** ★6  
There's no shortage of brain training games for DS but this one's designed for fun as well as IQ raising – and you can complete against three friends.

## Final Fantasy Crystal Chronicles: Ring of Fates

**DS**  
**Release:** Spring  
**Publisher:** Square Enix  
**ANTICIPATION RATING:** ★8  
This bases itself on the GameCube

## Final Fantasy Crystal Chronicles: Ring of Fates

**DS**  
**Release:** Spring  
**Publisher:** Square Enix  
**ANTICIPATION RATING:** ★8  
This bases itself on the GameCube

game *Crystal Chronicles*, which used GBAs as controllers. Visually, it's looking fantastic and the party-based dungeon invading will be playable wirelessly.

## Sid Meier's Civilisation Revolution

**DS** **PSP**  
**Release:** Spring  
**Publisher:** 2K Games  
**ANTICIPATION RATING:** ★8  
Following on from steam trains and pirates, the supreme Sid Meier God game series is heading to handheld. Become the ruler of the world by establishing and leading society from mankind's conception to the space age.

## Alone in the Dark 5: Near Death

**DS** **PSP** **Release:** Spring  
**Publisher:** Atari

The new *Incredible Hulk* film is out next June, so expect the game around then, too

...AND SHE SOON FOUND SHE COULD EXTEND HER REACH IN THE AIR!

Good cartoon graphics and an original plot could help *Teenage Zombies*

## Lost

**DS** **PSP**  
**Release:** Spring  
**Publisher:** Ubisoft  
**ANTICIPATION RATING:** ★7  
If *Silent Hill: Origins* has whet your appetite for survival horror then this should be on your must-have list. Promising edge-of-your-seat gaming, it's got an open game world and more twists than a Helter Skelter.

## Lost

**DS** **PSP**  
**Release:** Spring  
**Publisher:** Ubisoft  
**ANTICIPATION RATING:** ★8  
Unless you've been stranded on a desert island for the last year, you'll

> **Top 50** continued

know the score with this. Featuring all the key characters from the TV show, expect plenty of exploring and mystery solving as they search for answers.

*Indiana Jones* **PSP**

**Release:** Spring  
**Publisher:** LucasArts

**ANTICIPATION RATING:** ★ 8

All's been quiet on the Indy front for a while, but it's been known a new game is in the making for over a year now to coincide with the fourth *Indiana Jones* film coming in 2008. At least it'll be easier to make Harrison Ford look youthful in game-form.

*Star Wars: The Force Unleashed*

**DS** **PSP** **Release:** Spring  
**Publisher:** LucasArts

**ANTICIPATION RATING:** ★ 9

Play as Darth Vader's apprentice in a change from the norm, and run around the universe wiping out Jedi scum. Promises evil destructiveness, which, frankly, we can't wait for.

*Hell's Kitchen* **DS**

**Release:** Summer  
**Publisher:** Ludia

**ANTICIPATION RATING:** ★ 6

Make *Cooking Mama* hang about in a



**VIVA PINATA DS**

I spent a large part of last Christmas luring Horstachios into a romance dance and chasing Buzzlegums away from freshly planted seeds with a spade. If Rare can convert all the fun of growing a sweet-filled garden to DS, this could even be better than *Animal Crossing*.

*Kath Brice*

builders' yard for a few months and you might end up with a game like *Hell's Kitchen*. This features the rubber-faced Ramsay's likeness and his anger too, so prepare to be 'reduced' to tears.

*Kingdom Hearts: Birth by Sleep* **PSP**

**Release:** Summer  
**Publisher:** Square Enix

**ANTICIPATION RATING:** ★ 8

The intriguingly titled *Birth By Sleep* takes place before the Keyblade events of the original *Kingdom Hearts*. Playing as a new trio of heroes, the game has new features but keeps the traditional *Kingdom Hearts* gameplay.

*Secret Agent Clank*

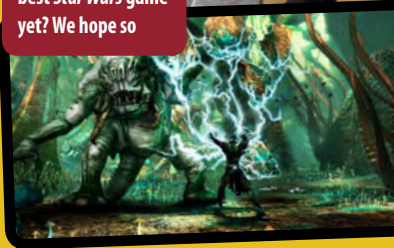
**PSP** **Release:** TBC  
**Publisher:** Sony

**ANTICIPATION RATING:** ★ 8

Fresh from storming PS3, *Ratchet & Clank* will be re-appearing on PSP in 2008. The set-up: Ratchet has been wrongly locked up and Clank must use 'Clank-fu' to take on ninjas, robots and more to free him.



Indy's back! And thanks to the power of CGI, he's looking younger than ever



Could this be the best Star Wars game yet? We hope so



Clank takes the spotlight in *Secret Agent Clank*

*Ghostbusters* **DS**

**Release:** Autumn  
**Publisher:** Vivendi

**ANTICIPATION RATING:** ★ 9

With likenesses and voices of all the cast secured and original film writers Dan Aykroyd and Harold Ramis penning the script, how can this game fail to deliver? The game takes inspiration and events from both films as a fresh outbreak of ghouls in NYC causes total havoc.

*Sonic RPG* **DS**

**Release:** TBC  
**Publisher:** Sega

**ANTICIPATION RATING:** ★ 8

Slowing Sonic down to star in an RPG sounds like a bonkers idea, but with

Bioware behind it (makers of *Knights of the Old Republic* and *Baldur's Gate*) this has the scope to be brilliant.

*Dragon Quest IX*

**DS** **Release:** TBC  
**Publisher:** Square Enix

**ANTICIPATION RATING:** ★ 8

The fact this next instalment in the *Dragon Quest* series is coming out exclusively on DS caused quite a stir in Japan where the series is massive. The 3D role-playing game will feature four-player network play.

**AND THE REST...**

**January**

- Barnyard Blast (DS) DSi
- Hard Rock Casino (PSP) Oxygen
- Geometry Wars: Galaxies (DS) Sierra
- M&M's Kart Racing (DS) DSi
- Command & Destroy (DS) DSi
- MX Vs ATV Untamed (PSP) THQ
- Harvest Fishing (DS) Rising Star
- Bubble Bobble Double Shot (DS) Ignition
- Phoenix Wright: T&T (DS) Capcom
- Bomberland Land (PSP) Hudson

**February**

- New Zealand Story Revolution (DS) Ignition
- Yamaha Supercross (DS) DSi
- Powershot Pinball Constructor (DS) Oxygen
- 8 Ball All Stars (DS) Oxygen
- Mystery Dungeon: Shiren the Wanderer (DS) Sega
- Dream Pinball (DS) Southpeak
- Dragoneer's Aria (PSP) Koei
- Spongebob: Atlantis Squarepants (DS) THQ
- Wild Petz Tigerz (DS) Ubisoft
- Kira Kira Pop Princess (DS) 505 Games
- Sabre Team (PSP) Ghostlight
- Rapid Raccoon (DS) Lexicon
- Dungeon Explorer (DS) Rising Star

**March**

- Disney Friends (DS) Disney
- Ultimate Card Games (DS) Telegames
- Imagine: Figure Skater (DS) Ubisoft

**Q1**

- My Life Coach (DS) Ubisoft
- Totally Spies 3: Secret Agents (DS) Ubisoft
- Dragon Hunters (DS) Playlogic
- Zoo Hospital DS (DS) Majesco
- George of the Jungle (DS) Ignition
- Toy Shop (DS) Lexicon
- Sudoku for Kids (DS) Lexicon

> **Top 50** continued

*Lego Batman*

**DS PSP** Release: TBC  
Publisher: Warner Bros

**ANTICIPATION RATING: 9**

*Lego Star Wars* was an unexpected hit for all ages, so expect *Batman* to deliver more of the same easy play and block-based humour. 20 characters are playable – including enemies – and yes, you can build the Batmobile.

*LocoRoco 2* **PSP**

Release: TBC  
Publisher: Sony

**ANTICIPATION RATING: 10**

It's not been officially announced but Sony has given plenty of hints it won't be disappointing PSP gamers when it comes to a sequel to *LocoRoco*. Expect



**LEGO BATMAN**  
I love the *Batman* character and also the films, and if this game's even half as good as the *Lego Star Wars* ones then we're in for a massive treat.  
**Dean Mortlock**

lots more quirky, squishy fun.

*Viva Pinata*

**DS** Release: TBC  
Publisher: Microsoft

**ANTICIPATION RATING: 9**

Garden constructing, flower-planting and breeding pinata animals should work brilliantly on DS, plus there's potential for trading creations, too.

*Apollo Justice: Ace Attorney* **DS**

Release: January (US) TBC (UK)  
Publisher: Capcom

**ANTICIPATION RATING: 8**

The fourth game in the *Ace Attorney* series gets a cast of new characters. Phoenix hangs up his legal hat to leave you with Apollo Justice in this first game designed especially for DS (the rest were adapted from the GBA).

*Kirby Ultra Super Deluxe* **DS**

Release: Q1 (Japan) TBC (UK)  
Publisher: Nintendo

**ANTICIPATION RATING: 6**

Kirby seems to be a love or hate pink blob. But who can dislike this? A remake of an old SNES game, this features a series of games from 2D platformers to races to collect treasure.

*Bleach: The Blade of Fate* **DS**

Release: TBC  
Publisher: Sega

**ANTICIPATION RATING: 7**

As a 2D anime scrapping game, this stands out. For a start, the graphics are looking great and, secondly, it moves at the speed of light. Well, fast anyway. Various modes plus multiplayer should ensure a comprehensive experience.



*Kirby Ultra Super Deluxe* is a remake of an old SNES game

*Puzzle De Harvest Moon*

Release: Now (US) TBC (UK)  
Publisher: Rising Star

**ANTICIPATION RATING: 7**

*Harvest Moon's* core basics of watering, planting, fertilising seeds and harvesting crops are turned competitive for this puzzler. Probably the first game ever to feature speedy head-to-head farming.

*Kingdom Hearts 358/2 Days* **DS**

Release: TBC  
Publisher: Square Enix

**ANTICIPATION RATING: 8**

Starring Axel and Roxas from *Kingdom Hearts II* (around which the plot is based) this game promises full 3D environments as well as four-player simultaneous play.

Garden terrain % breakdown			Terrain
Rubble/Path	Dirt	Grass	
26%	48%	26%	

The DS version of *Viva Pinata* should be every bit as delightful as the Xbox original

*Dragon Quest IX* will be a DS exclusive

SlimeK uses Hallowed Slash!



The Batman, as you've never seen him before

> **The rest** continued

- 07 Commando (DS) Lexicon
- Cooking Mama 2 (DS) 505 Games
- Bombberman Land Touch! 2 (DS) Hudson
- Boulder Dash ROCKS! (PSP) EA
- Ultimate Board Game Collection (PSP) Empire
- Nancy Drew DS (DS) Majesco
- Fish Tycoon DS (DS) Majesco
- Polar Golf (DS) MumboJumbo
- River King: Mystic Valley (DS) Natsume

**April**

- King of Clubs (DS, PSP) Oxygen
- PDC World Championship Darts 2008 (PSP) Oxygen
- WSC Real – Season 2008 (DS, PSP) Koch Media

**May**

- Superbike World Championship (PSP) Black Bean
- Dgamer (DS) Disney
- Nanostray 2 (DS) Majesco

**June**

- Three Day Eventing (DS) Ghostlight

**Spring**

- Professor Layton and the Curious Village (DS) Nintendo
- Quicksport (DS) Namco
- Guitar Hits (PSP) Ubisoft
- Luminator (DS) XIDER
- Hello Picoyo! (DS) Virgin Play
- California Games (DS, PSP) Hands-On
- Rhythm 'N Notes (DS) Agatec
- N+ (PSP) Atari
- Lucky Luke: Go West (DS) Atari
- Foster's Home: Imagination Invaders (DS) Midway

**Q2**

- Rune Factory: A Fantasy Harvest Moon (DS) Rising Star

# On your marks, get set...

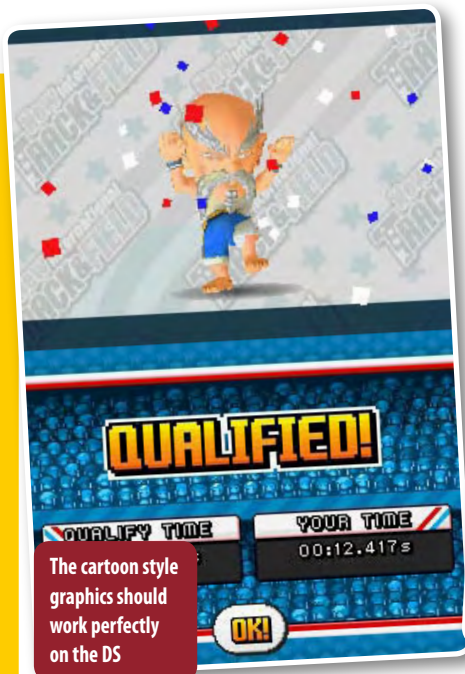
We interview Toby Allen, Assistant Producer from Sumo Digital, regarding the brand new revamp of this arcade sports classic



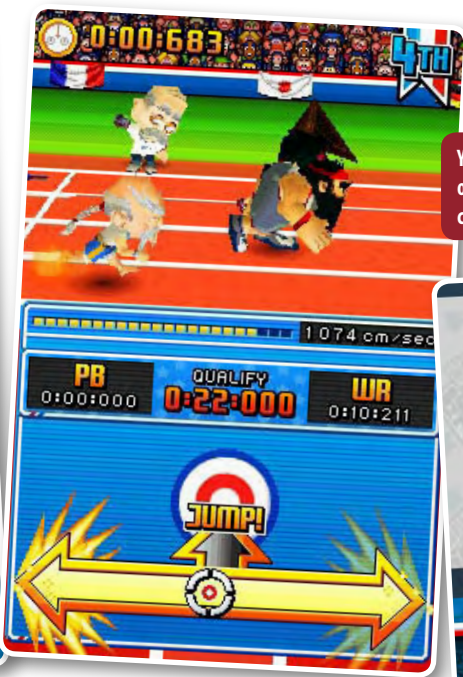
Click here to listen to the interview in full



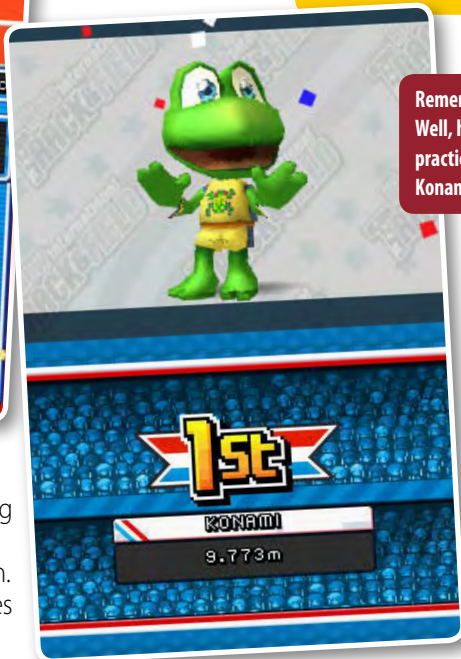
Toby Allen, the assistant producer of the new *Track & Field* game, which will be released spring 2008



The cartoon style graphics should work perfectly on the DS



You can use the stylus or the buttons to control your athlete



Remember Frogger? Well, he – and practically every other Konami star – is back

*“The game is based around the stylus and touchscreen”*

**R**eally we should have a wander back to the original arcade *Track and Field* game where it all began, so maybe you can give us a little history lesson...

The game is actually older than I am, which is kind of nice in the sense that the game was released in 1985 on the old arcade machine. It's now become a legend due to all the button bashing – for those of you that don't know, the aim was to use two buttons to generate speed and one button to perform any actions that were needed for the various events that you had.

The game evolved through various platforms – it appeared on the NES, there was an Xbox Live Arcade version just recently and there were various other iterations of it. What we looked at was the old original arcade machine

and that's obviously where we have based most of our work, but then using the rest of the games that had been developed as a resource of information. We have one of the old arcade machines at work, which Konami gave us.

**So now we see the game being released on the Nintendo DS, but can we expect more button bashing or will the stylus be used as a controller instead?**

The game is based around the stylus and touchscreen, as the DS is one of the console formats that is capable of developing a game in a variety of different ways – as the DS obviously has the touchscreen, the microphone and it also has the two screens, so you can really develop the game in the sense that it pushes your abilities to do

original things. In our game specifically, we will be working mostly with the stylus to generate energy and also movement within the game, which is something that has always been part of *Track & Field*. That incredible frenzy you get, and which was one previously possible with button bashing.

**What events are included?**

For the events that I can talk about, you'll have the traditional *Track & Field* sports, which are sprinting, hurdling, javelin and a few other ones, too. >

> Interview continued

You can obviously expect a lot of variety in the events, but I don't want to give too much away because that's part of the fun of discovering the whole game, but you will find your usual *Track & Field* events in the game.

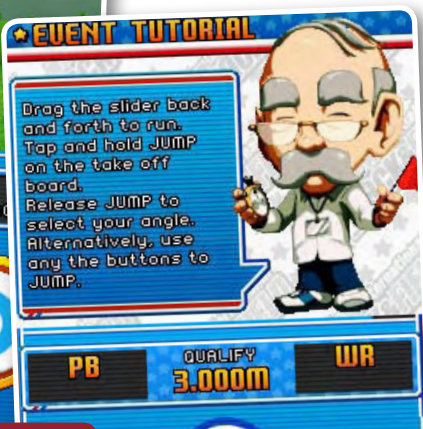
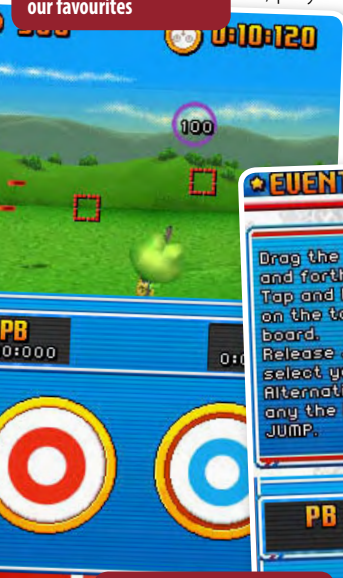
There are a few events that might surprise you too, but you'll have to play the game for yourself to find out all about those ones.

**Why the Nintendo DS exclusively?**

*Track & Field* was originally a 2D game and there is a retro feel to it that we wanted to maintain, and the DS has that in a world where today's consoles are dominated by 'next gen' discussions. When you come down to it, playability of the game is obviously

important to us, so we have to retain a bit of the retro feel to it, and the DS seems quite suited for that.

The clay pigeon shooting stage was always one of our favourites



There's a tutorial, but the stylus should make it simple enough to understand

**Do you think that we will see any assets from the original arcade game in this one?**

Definitely. You'll find quite a few sounds and a few touches here and there where we wanted to include some of the most famous tracks – such as *Chariots of Fire*. We are putting a new twist on it though.

**How about the announcer?**

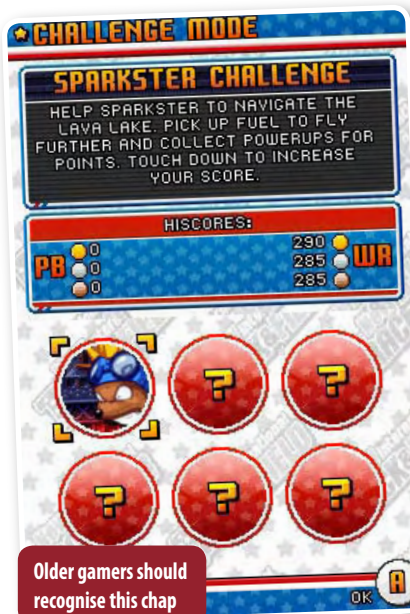
I will leave that as a little surprise...

**Are there any quirky moments in the game like the original – such as the ability to send a javelin into a bird if you throw it too high?**

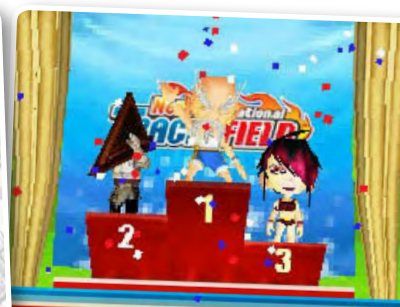
Ah yes, the good old bonuses. They were a bit loopy and lovely weren't they and everybody loved them. There is definitely space for that. What the bonuses are and exactly how they will function is for the player to discover. We might have touched on some old ones, created some news ones. We think that the fun in them though will be actually finding them.

**Will the game support multiplayer?**

This is one of the features that we really wanted to push in this new version. The team is fully aware of the fact that the old arcade machine was a classic multiplayer game, simply by the fact



Older gamers should recognise this chap



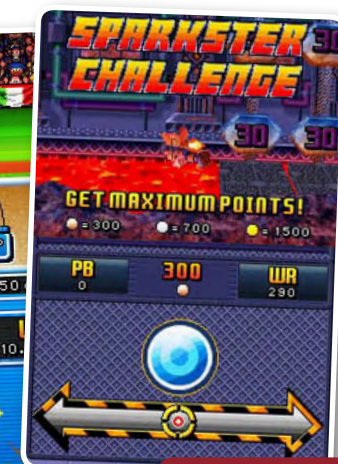
that people always gathered around the old arcade machine. So the team has been working on developing new ways of using that and we'll have local and Internet play.

Some specific modes are still to be released, but the most basic ones will be ranked competitions. What we have pushed throughout this game – from the start of its development – is a real feel of community, and this is why we decided to develop a website where you'll be able to upload your scores, but at the same time you will also have an in-game ticker that'll let you know if your friends have signed on or if they've tried to beat your high score – or even if someone has set a new world record.

It reminds us of Xbox Live alert in terms of the spirit of the online gaming community. You'll also be able to have an online profile and be connected



A lot of the gameplay will be classic *Track & Field*



Bonus challenge rounds give you the opportunity to earn extra points

*"The team is fully aware that the old arcade machine was a classic"*

while you play, so that when you beat a personal best time or score then you can boast about it online.

You can find out more about the game and the online modes at [www.newinternationaltrackandfield.com](http://www.newinternationaltrackandfield.com).

**How many people can be online together playing at once?**

Four players maximum.

**So when is the game expected to be released in the UK?**

The first quarter of 2008. The team is working extremely hard to get things ready for then. ●



NEW INTERNATIONAL  
TRACK & FIELD  
Publisher: Konami  
Developer: Sumo  
ETA: Spring



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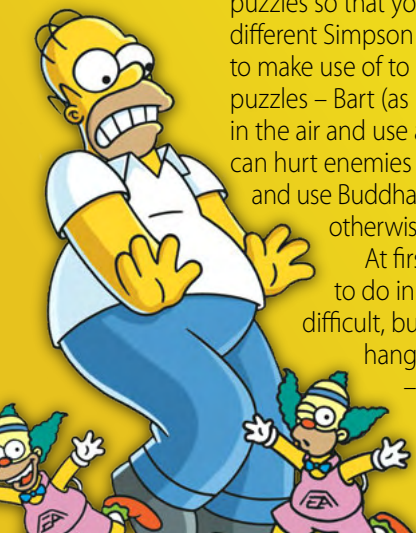
[www.gamerzines.com](http://www.gamerzines.com)

PSP

# The Simpsons Game



**Publisher:** EA  
**Developer:** EA Redwood  
**Heritage:** From Russia With Love, The Lord of the Rings: Tactics  
**Link:** www.ea.com/simpsons  
**OUT NOW**



Springfield comes to life – shame nobody told the cameraman

Life's disappointments come in all shapes and sizes – like asking for a PSP for Christmas and getting a plant instead. Sadly, this disappointment is yellow and four-fingered.

Let's get one thing straight though – *The Simpsons* isn't a bad game. It's comical enough to bag a few laughs and it's packed with loads of cool, but fairly insignificant, touches. But the real disappointment is that beneath all the catchphrases and jokes lies a game that frustrates more than it entertains.

You take charge of two Simpson family characters at once – switch between the two with a quick tap of the D-pad – and you have to progress through the levels, bashing in the occasional baddie and solving the puzzles so that you can progress. Each different Simpson has varying abilities to make use of to help you solve the puzzles – Bart (as Bartman) can fly, drift in the air and use a slingshot, while Lisa can hurt enemies with her saxophone and use Buddha statues to lift otherwise immovable objects.

At first working out what to do in each level is pretty difficult, but once you get the hang of how things work – get to a dead end in the level, look for a



This level is a 'homage' to the PS2 game, *Shadow of the Colossus*



Marge can throw Maggie to reach air ducts, etc



So, the wait for the perfect Simpsons game continues...



Lisa can use her saxophone to help her



In the *Medal of Honor*-inspired level, father and son take turns to attack the enemy



## LESS IS MORE

Is the DS version better?

While the DS version is technically inferior to its PSP cousin – it's 2D instead of 3D – it's actually better to play because it's not plagued by camera problems. Plus you get the brilliant virtual pet Homer, who you can feed and shave (among other things) with the stylus while he sits on the sofa.

**"For every smile there's a groan of frustration around the corner"**

piece of scenery that will interact with one of your character's special abilities, use that character (or a combination of the two) to solve the puzzle and move on to the next bit of the level to do it all again – the experience becomes pretty repetitive and mundane.

But the cyclic nature of the levels isn't the game's biggest crime, as that accolade belongs to the camera, which

is so erratic that it should come with a government warning due to the amount of hair it'll make you pull out.

Given that *The Simpsons* is one of the best shows on TV, you'd expect the game to be a cracker. But for every smile there's a groan of frustration round the corner, and while it's not a stinker, you can't help feeling disappointed. ●

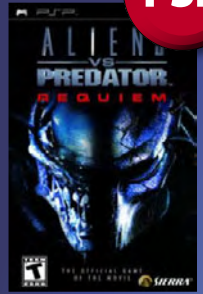
Dave Perrett

**HGZine Verdict** A great disappointment, this is more frustrating than fun

- PSP
- Real character voices
- Springfield comes to life
- Less than perfect visuals

7

**PSP**



**Publisher:** Sierra  
**Developer:** Rebellion  
**Heritage:** Star Wars Battlefront: Renegade Squadron, Gun Showdown, Miami Vice  
**Link:** www.avppsp.com  
**ETA:** 14th December

# Aliens vs Predator Requiem

Get your mandibles around this and do some honourable killing

There are few better platforms for making a great game than the *Aliens vs Predator* license. It has all the elements you need – loads of brutality, eerie violent characters and killer weapons. But despite all that potential, *Requiem* is a bit of a let down. You take charge of a lone Predator and you have to solve puzzles, kill Aliens and clear up the remains of a crashed ship. And while that sounds enjoyable enough, the game is let down by a string of minor irritations that combine to transform what should be an atmospheric Alien killing spree into a frustrating disappointment.

## Space invaders

The problems start with the camera, which takes on an over the shoulder, third-person angle. It's not fixed, so it doesn't follow your Predator's moves as closely as you'd like – instead you move it with the shoulder buttons, something you don't want to fiddle

Sadly you can't play as the Alien



The odds aren't in your favour, but you do have plenty of varied weapons to choose from



"You'll leap when Aliens jump out and start hacking at your face"

**PREDATOR VISION**  
*I spy with my multiple eye...*  
With a simple tap of the D-pad, you can switch between thermal vision to help you spot humans, alien vision to seek out the creepy enemies or tech vision to help you find hidden elements and objectives in the game and gave your Predator an edge over the Aliens.

Don't expect a warm welcome from these ETs



Poor humans – they don't stand a chance

with when you're in the middle of hacking up an Alien.

The fighting is poor, too. Instead of a combat mode that allows you to pull off all the moves on the fly, some of the moves are pre-choreographed if you press X when the on-screen prompt tells you to. This feels way too forced – a better fighting system would only allow realtime moves. Jumping and other actions are also done for you, which adds to your feeling of a lack of control over your Predator's destiny.

Individually these gripes wouldn't be reason enough to spoil the game, but combined they detract from what

could be a class act, and at times it feels like more of a chore than a pleasure to play. There's a sprinkling of good moments that manage to capture the feeling of the movies – you'll leap when Aliens jump out and start hacking at your face – but these moments are few and far between and the bad points sadly outweigh the good ones.

Dave Perrett

**HGZine Verdict** What could be a great game is let down by some minor annoyances

- PSP**
- 👍 Atmospheric
- 👍 Cool vision modes
- 👎 Not enough varied action

**6**

PSP

# Silent Hill Origins

Take one trucker, an army of meat monsters and the most cursed postcode in videogames to get the scariest game on the PSP

Recommending any game from the *Silent Hill* series is always tricky. This is because Konami's survival horror, when it's at its peak and working well, is a dark, oppressive, disorientating experience capable of leaving nerves chewed and frayed. Whether all this would work on the PSP was in doubt, as *Silent Hill* is masterful at drawing you into its grimy world, a process that's much more difficult when you're sitting on a crowded bus. Fortunately, UK developers Climax have crafted an incredible game that draws you in right from the start.

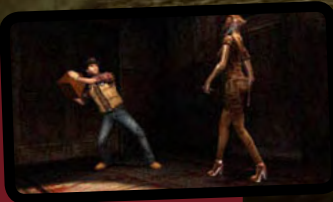
## Silent but deadly

Set before the events of the original PSone game, *Origins* has trucker Travis Grady being lured into the cursed town of Silent Hill

## GOING BUMP IN THE NIGHT

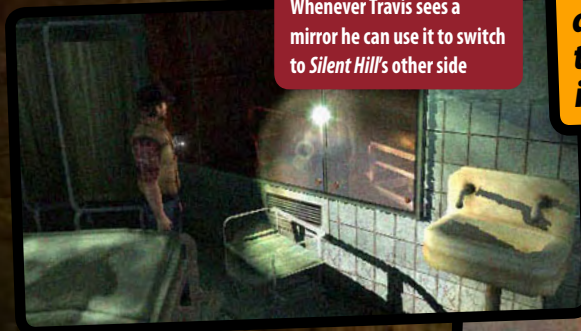
A call to arms

As Travis is a strapping young man, he has the strength to throw quite large items – such as filing cabinets and TVs – at the mutated monsters that roam the streets. Other weapons include large sticks, iron bars and some firearms – that are essential for the boss battles.

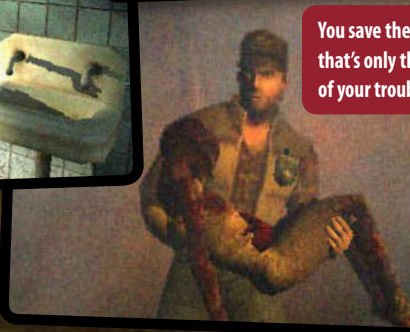


after saving a young girl from a burning house. Consequently the game shares a lot of the same locations and characters from the original game, but this never feels like a tired reread, as the environments are used so creatively. This is due to the existence of the 'alternative' Silent Hill or Otherworld, a nightmarish alternate reality that Grady can access through mirrors and where actions have consequences in the 'real' world. This parallel world literally brings an extra dimension to the puzzle solving, which is far more sophisticated than simple 'fetch and carry'. This is a game that constantly challenges you to think, experiment and explore. It's almost like a nightmarish version of *Brain Training*.

Whenever Travis sees a mirror he can use it to switch to *Silent Hill's* other side

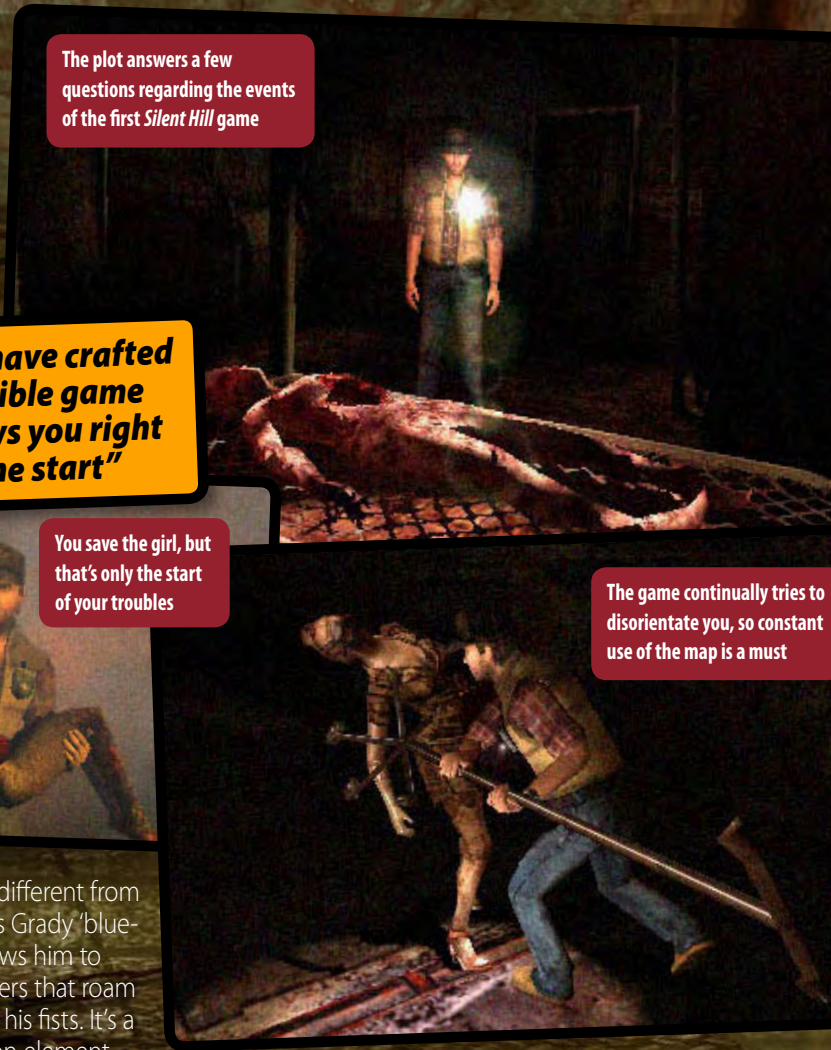


"Climax have crafted an incredible game that draws you right in from the start"



You save the girl, but that's only the start of your troubles

The plot answers a few questions regarding the events of the first *Silent Hill* game



The game continually tries to disorientate you, so constant use of the map is a must

The combat is slightly different from other games, as it exploits Grady 'blue-collar' toughness and allows him to chuck items at the monsters that roam the corridors, or even use his fists. It's a brutal and satisfying action element, one that gives you some degree of confidence in a game that likes to make you feel alone and vulnerable. While its mature themes might not appeal to everyone, this a truly great addition to a superb series that proves that the PSP can create just as much tension as its console cousins.

Dave Harrison

**HGZine Verdict** Atmospheric, totally unnerving and essential for the many fans

PSP

- Very scary
- Amazing sound effects
- Slightly confusing plot

8

DS

# Mario Party DS

*A bored game no longer...*

**S**eventy mini-games; five themed game boards... If all this sounds familiar, then you've probably played *Mario Party* before. The series began on the N64, before graduating to the GameCube and finally the Wii. Though it sold incredibly well, the latter version is easily the worst yet – the law of diminishing returns definitely applying to this series – so it was with a large amount of trepidation that we settled down to the first portable version since 2005's *Mario Party Advance*.

And lo and behold, if we're not very pleasantly surprised with the franchise's dualscreened bow. Hudson shakes things up a little by speeding up the action – you still watch computer

players take their turns, but things move much more briskly. As ever, at the end of every turn around the game board you start a mini-game, with the type dependent on the spaces each player has landed on. Four player games include tasks where you use the stylus to sweep away leaves (and shoo insects) through a hedge maze, or race away from a vacuum cleaner. The hook is that Bowser has shrunk Mario and chums, so each game generally features the characters in peril from everyday items – from avoiding giant burgers to peeling a massive cucumber.

## Party pack

The story mode requires the single player to win each game board by collecting more stars than the CPU opponents to unlock the rest, though it's with between one and three more players that the competitive nature of the mini-games really takes hold. Thankfully, the multiplayer is available through single-cart download, so it shouldn't be too tricky to get a social game of this going.

With some genuinely interesting mini-games thrown into the mix, and more new ideas than the series has had in years, *Mario Party DS* is the perfect time-killer for the festive season. ●

Chris Schilling

Simple, accessible, and occasionally inspired – it's family-friendly fun throughout

"Thankfully, the multiplayer is available through single-cart download"

You'll see plenty of familiar faces from the Nintendo world in this game

Despite their cheating ways the AI opponents are a bit thick, so the more human players the better

Some of the games are button-mashers, but you've always got records to try and beat

**HGZine Verdict** *The ideal stocking-filler and the perfect smash hit for the holidays*

DS

- Impressive 3D visuals
- Single-cart multiplayer
- Less fun on your own

8



**Publisher:** Nintendo  
**Developer:** Hudsonsoft  
**Heritage:** Bomberman series, Mario Party series  
**Link:** [www.nintendo.co.jp/ds/a8tj/index.html](http://www.nintendo.co.jp/ds/a8tj/index.html)  
**OUT NOW**



## TIPS AND CHEATS

*Against all the odds*

As ever, the CPU players have some remarkable strokes of luck on their turn, bagging the best power-ups and warping to favourable spaces with alarming regularity. Yet the terrific presentation and the genius of some of the mini-games (two-player goomba drawing!) makes up for the occasional bit of blatant cheesiness.





**Publisher:** Sega  
**Developer:** Sports Interactive  
**Heritage:** Both the Football Manager and the Championship Manager (pre-2004) series  
**Link:** www.sigames.com/fm  
**OUT NOW**



A clever control system makes it very easy to navigate the game's many screens



# Football Manager Handheld 2008

Plenty of numbers, but no balls at all...

As expected, the new incarnation of Sports Interactive's classic football management sim is very similar to the previous one, but with a few interesting new additions. You now have a reserve team to plunder for talent, you can share you tactics with your friends and the gameplay and loading times have been speeded up considerably.

At its heart though, *FMH 2008* is still a stunning game. Stripping away a lot of the minor gameplay elements from the PC version actually works in its favour as far as we're concerned. Sure, it's not quite so in-depth, but the

**"At its heart, FMH 2008 is still a stunning game"**



Trust us, it's far more exciting than it looks

gameplay is unarguably faster and a lot more enjoyable for it. The game's new skin has been created perfectly to allow you to see just enough information on the screen and still be able to read it, and navigating through the game's menus and sub-menus couldn't be easier. Highly recommended. ●

Dean Mortlock

**HGZine Verdict** The best just got a little bit better. This is truly liquid football

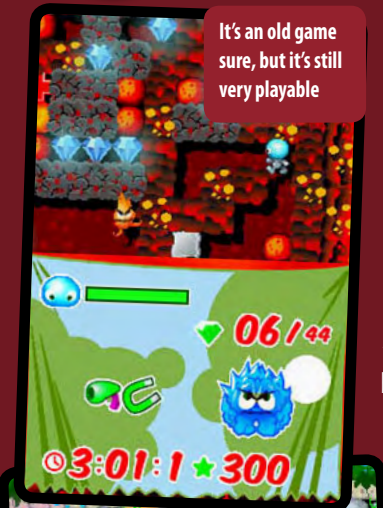
**PSP**

- Fast gameplay
- Not too technical
- Great loading times

**8**



**Publisher:** EA  
**Developer:** 10tacle Studios  
**Heritage:** Black Buccaneer, Happy Hippos World Tour  
**Link:** www.boulder-dash-rocks.com  
**OUT NOW**



It's an old game sure, but it's still very playable



Collect the gems and avoid all the falling rocks

# Boulder Dash ROCKS!

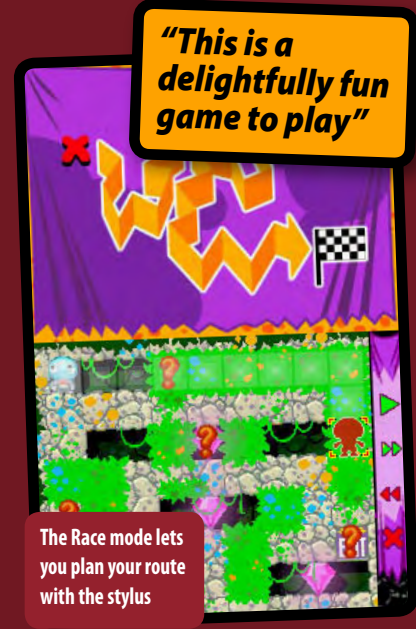
Get your rocks off

The great thing about a classic game is that, regardless of its age, as long as it's updated for a sympathetic platform and keeps the spirit of the original, then it's hard to go completely wrong.

*Boulder Dash ROCKS!* is really a delightfully fun game to play. The basic gameplay is to get through a 2D maze collecting diamonds and avoiding falling rocks, but the addictive qualities of the game are brought into play when it comes to trying to work a route through the stages. There are four different game modes (including an inventive new 'race' one, where you plan your route with the stylus) and enough stages to keep you playing for weeks, but we can't help

feeling that, as it's basically an update of a 20-year-old game, it really should have been a wee bit cheaper than its inflated £30 price tag. ●

Dean Mortlock



**"This is a delightfully fun game to play"**

The Race mode lets you plan your route with the stylus

**HGZine Verdict** Good solid fun, but it should've been at least £10 cheaper

**PSP**

- Classic gaming fun
- Plenty of game modes
- A bit too expensive

**7**



**Publisher:** Sierra Games  
**Developer:** Amaze Entertainment  
**Heritage:** Spyro: Shadow Legacy, Lego Star Wars II: The Original Trilogy  
**Link:** <http://lair.spyrothedragon.com>  
**OUT NOW**



Some of the 3D polygon work is impressive enough



# The Legend Of Spyro: The Eternal Night

*Spyro gets a bit too big for his purple boots*

A (very) rare moment of unfogginess

Last year's *Spyro* game for the DS, *A New Beginning*, moved the traditionally 3D game into a more playable 2D realm, and reviewers and gamers agreed that it was for the best.

Ever the ambitious developer, Amaze have decided to replace that extra dimension, and so now we have *The Legend of Spyro: The Eternal Night* – a game that likes to think it's a 3D platformer, but doesn't quite manage it.

Initially it feels quite like a traditional *Spyro* game, and the 3D rendering does move smoothly enough. The trade-off though, is that there's an incredible amount of fogging on the levels and it's practically impossible to work out where you are, as it's difficult to see more than a few feet in front of you.

Nice try Amaze, but it was always too ambitious an idea to truly work.

Dean Mortlock



"Initially, this feels like a traditional *Spyro* game"



**HGZine Verdict** Adding the extra dimension hasn't really worked for *Spyro*

- PSP**
- 👍 A proper 3D adventure
  - 👍 Good level design
  - 👎 Game engine is too ambitious



**Publisher:** Sierra Games  
**Developer:** Radical  
**Heritage:** Crash Tag Team Racing, The Incredible Hulk  
**Link:** <http://village.crashbandicoot.com/us>  
**OUT NOW**



The confined levels keep the game nippy and smooth



# Crash of the Titans

*Crash, bang, wallop!*

While *Spyro's* return to the DS is slightly uneventful, we're happy to say that *Crash Bandicoot* has returned with a bit more style, as this new *Crash* game is a playable and original game that uses the DS's unique features to very good effect.

The gameplay is vintage *Crash*, so you pick your stage and scroll through a 3D level, bashing enemies and collecting items as you go on your jolly way. The difference this time around though, is that when you defeat an enemy you have a short amount of time to control them – meaning that you can use them to defeat other enemies or break through obstacles with no danger of injuring yourself. Which is rather clever.

In fact, the only thing stopping this being a classic DS game is the fact that, like a lot of

things in life, it's over just as it's beginning to get interesting – a fairly experienced gamer should breeze through it in around five hours.

Dean Mortlock

"Like a lot of things in life, it's over just as it's getting interesting"



Knock out an enemy and you can take control of it

**HGZine Verdict** Sadly, this very enjoyable *Crash* game is over far too soon

- PSP**
- 👍 Classic *Crash* action
  - 👍 Some neat new features
  - 👎 Far too short



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Issue 9 | December 2007

# P3zine

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## CONDEMNED 2

THE EXCLUSIVE INTERVIEW

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*Ollie ollie ollie*
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It's the best game of 2007 bar none

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*Graphical greatness*

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*Stealthy goodness*

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# REVIEW ROUND-UP PSP

"A highly impressive update of Lara's classic first outing"



## Castlevania: The Dracula X Chronicles

Publisher: Konami | ETA: January

The *Dracula X Chronicles* takes its hardcore reputation very seriously. The main game is a remake of the Japan-only PC Engine game *Rondo of Blood* – a game which fans describe as one of the best *Castlevania* games ever. It's also one of the toughest, with some hard baddies, unfairly spaced checkpoints, and the occasional pixel-perfect jump required.

It also contains perhaps the best unlockable ever – fan-favourite *Symphony of the Night* in its entirety. One for hardcore gamers, then.



- 👍 *Symphony of the Night* is still a joy
- 👍 One of the better updates we've seen
- 👎 Knuckle-bitingly tough

Fangs for the memories **8**

## Warhammer 40,000: Squad Command

Publisher: THQ | ETA: Out now

There's a great strategy game to be made using the *Warhammer* universe. Unfortunately, this isn't it. Bizarrely eschewing the traditional grid-based system is a catastrophic error from which the game never recovers, with the bizarre control choices – D-pad only for movement, analogue for camera adjustment – exacerbating the problems. It's a shame, as the presentation is generally impressive, but it's been wasted on a very average game.



- 👍 CGI story sequences are nicely done
- 👎 Some of the clunkiest controls on PSP
- 👎 Generally awful mechanics

Command and plonker **5**

## Disgaea: Afternoon of Darkness

Publisher: Koei | ETA: 14th December

This port of the little-played (yet critically adored) PS2 game is a strategy RPG of rare quality. It's got a fantastic story, some really witty dialogue and a terrifically appealing art style. All of which you'll barely notice when you're thirty hours into some of the deepest and most satisfying gameplay within its genre.

*Disgaea* is one of those games that's maddingly addictive, and a half-hour game before bed can so easily turn into an eye-reddening 4am session. This is one of the PSP's very best games.



- 👍 Even better than the PS2 game
- 👍 Amazing artwork and hilarious script
- 👎 Your social life is over

Afternoons of addiction, more like **9**

## Sonic Rivals 2

Publisher: Sega | ETA: 7th December

So near, but yet so far – that's *Sonic Rivals 2* in a nutshell. The original game was a speedy 2.5D racer which, at its best, was one of the best *Sonic* games in recent years. The problem was that at its worst, *Rivals* was a ridiculously unfair memory test – its levels throwing out sudden drops and obstacles with no time to react to them.

Developers Backbone have smoothed out the problems with the races, but in trying to add variety by way of boss battles they've ruined the flow of the game, as well as adding to its issues. These sections aside, it's a significant improvement, and bodes well for any potential threequel.



- 👍 Looks great
- 👍 Races are better than the original
- 👎 Woeful music and boss scraps

More haste, less speed **7**

## Recommended PSP Releases

Recent stuff you should try

### Tomb Raider: Anniversary (Eidos)

Superb portable update of Lara's original adventure. Masterfully made throughout, this is perfect pocket-sized gaming.

### Syphon Filter: Logan's Shadow (SCEE)

Stunning shooter with a gripping, tightly-plotted story and more explosions than a fireworks factory. Amazing.

### Dead Head Fred (D3 Publisher)

A decapitated detective gets his revenge in this darkly hilarious – and truly original – comedy adventure.



# REVIEW ROUND-UP DS



*“Race Driver is one of the classiest driving games on the DS”*

## Lifesigns: Hospital Affairs

Publisher: JoWood | ETA: Out now

**O**stensibly *Trauma Center* with added diagnosis, *Lifesigns* trumps its rival's propensity for talkiness with a wealth of dialogue sequences that initially annoy, but after a while you'll start to care about the characters.

Diagnosing your patients is a process of prodding with the stylus until you've found the problem area, and then it's the operations – which use the touchscreen controls equally well. Not as intense as *Under The Knife*, but more realistic, it's a decent time-filler that most will enjoy.



- 👍 Fun operations, and no sci-fi viruses
- 👍 Story will hook you after a while
- 👎 Weak presentation in places

Doctor feelgood 7

## Mystery Detective 2

Publisher: 505 Games | ETA: Out now

**T**he original *Mystery Detective* was an underappreciated little gem, which unfortunately suffered from one or two unbelievably convoluted puzzles. With its wonky logic intact, the sequel somehow manages to sidestep those problems, and it's even better written than the original.

There are still one or two sticking points, but most point-and-click fans will revel in their time spent in Mackenzie's world, and even series newcomers will find plenty to laugh at. Don't let this struggle like the first game – pick up *Mystery Detective 2* and prove that the old-school adventure game is alive and kicking.



- 👍 Delightful art style
- 👍 Brilliant dialogue and characters
- 👎 Some obscure puzzles

Well worth investigating 8

## Lego Star Wars: The Complete Saga

Publisher: LucasArts | ETA: Out now

**T**he *Complete Saga* provides a roaming collect-'em-up that's lightweight, throwaway fun, but which can get so addictive that it grips like a vice. With some decent 3D visuals, and music that will flood your nostalgia gland with joy, *The Complete Saga* will satisfy big kids (and little ones) everywhere.

Presentation is a little sterile for the basic tests, but the sporting extras are enjoyable, particularly a speedy table tennis rallying task.



- 👍 Great graphics throughout
- 👍 Simple, yet astoundingly fun
- 👎 Awkward vehicle stages

(Lego) buckets of fun 8

## Cars Mater-National

Publisher: THQ | ETA: Out now

**T**he original *Cars* on DS was (oddly) a selection of mini-games rather than the straight racing game you might expect. Its sequel reverts to formula with a fairly basic and generic racer, with little to distinguish it from any other driving game on DS.

Although it's clearly aimed at a younger audience, it's difficult to see even six-year-olds having too much trouble beating the Story mode within four or five hours, and the only time you'll lose a race is from either dozing off through boredom or from the occasionally cheaty rubber-banding of the AI racers.



- 👍 Moves pretty smoothly
- 👎 You'll never need to let go of 'A'
- 👎 Very short (or is that a plus?)

A rather lazy driving game 5

## Recommended DS Releases

*Recent unmissable goodies*

**Race Driver: Create & Race** (Codemasters)  
Incredibly good-looking (and really smooth) racing with a brilliant track editor thrown in. Awesome.

**World Championship Snooker 2007-08** (Koch Media)  
A terrifically authentic snooker sim, with plenty of content and detail for fans of the sport.

**Legend of Zelda: Phantom Hourglass** (Nintendo)  
Look, we really don't want to have to tell you again – buy this game!



# MOBILE REVIEWS

All the latest from the world of mobile phone gaming



## Assassin's Creed



**Publisher:** GameLoft  
Ubisoft's medieval stealth-em-up is big news on the consoles, so it's unsurprising that a mobile edition has been published to cash in on the frenzy. Thankfully, it's bloody good. Your hitman is as nimble as they come and cutting a swathe through the Holy Land is as much fun as you'd expect. It also helps that the graphics are nothing short of stunning.

- Stunning presentation
  - Addictive action
  - Gripping gameplay
- Essential mobile gaming **9**

## Lode Runner

**Publisher:** Hudsonsoft  
It's always nice to run into an old friend, and *Lode Runner* is no exception. The idea behind this arcade classic is to guide your on-screen avatar around a maze picking up as much loot as possible while trying to avoid the unwanted attentions of various monsters. The gameplay may be overly simplistic for some people but if you fancy a slice of retro joy then you could certainly do a lot worse than pick this up.



- Classic gameplay
  - Loads of levels
  - May be too simple for some
- Old, but still fun **7**



## Pro Evo 2008

**Publisher:** Glu  
Mobile football games seem to have really come of age recently, thanks in no small part to the likes of the excellent *Real Football 2008* and EA's evergreen *FIFA* franchise. Now Konami has stepped into the fray with this wonderful mobile interpretation of its best-selling *PES* series. Thanks to two different control systems – one for the experts and one for the novices – this ranks as one of the most accessible football games we've yet seen on a mobile phone. *Real Football 2008* probably just shades it in our opinion but both games are definitely worth downloading anyway.

- It's PES! On your phone!
  - Ideal for experts and newcomers
  - Appealing visuals
- A fine version of a classic **8**

## Need for Speed Prostreet

**Publisher:** EA Mobile  
Screaming onto your mobile phone handset in a puff of nitro fumes is EA's latest 3D racer. Wisely eschewing the complex technical side of things, *Prostreet* instead focuses on the more exciting aspects of urban racing – namely driving very quickly and pulling off insane power slides that even Namco's *Ridge Racer* would be envious of. A neat Career mode adds some meat to the bones and a robust control system keeps frustration to a minimum. The *Need for Speed* series just keeps getting better.



- Fantastic visuals
  - Great control
  - Excellent Career mode
- One of the better driving games **8**



**RECOMMENDED**  
Four mobile games you must own

- Blades and Magic* (Player X)  
3D role-playing action at its finest
- Heroes: The Official Mobile Game* (GameLoft)  
This is a must-have for fans of the show
- Army of Heroes* (HandyGames)  
An intriguing variation on the 'orcs and elves' game concept
- Shadowwalker* (Glu)  
Keep the Halloween spirit alive with this scary platformer



## Crash of the Titans

**Publisher:** VGM  
Crash Bandicoot is one of the more unconventional heroes of modern gaming but, to his credit, he's starred in some brilliant titles over the past decade. Sadly, despite showcasing some lavish visuals, *Crash* fails to impress in this latest mobile release. The gameplay is rather dull and uninspired, the combat system is unforgivably basic and some of the level design is really appallingly thought out. *Crash* is badly in need of a quality videogame to star in, but sadly it looks like he's going to have to wait a little longer for it to appear.

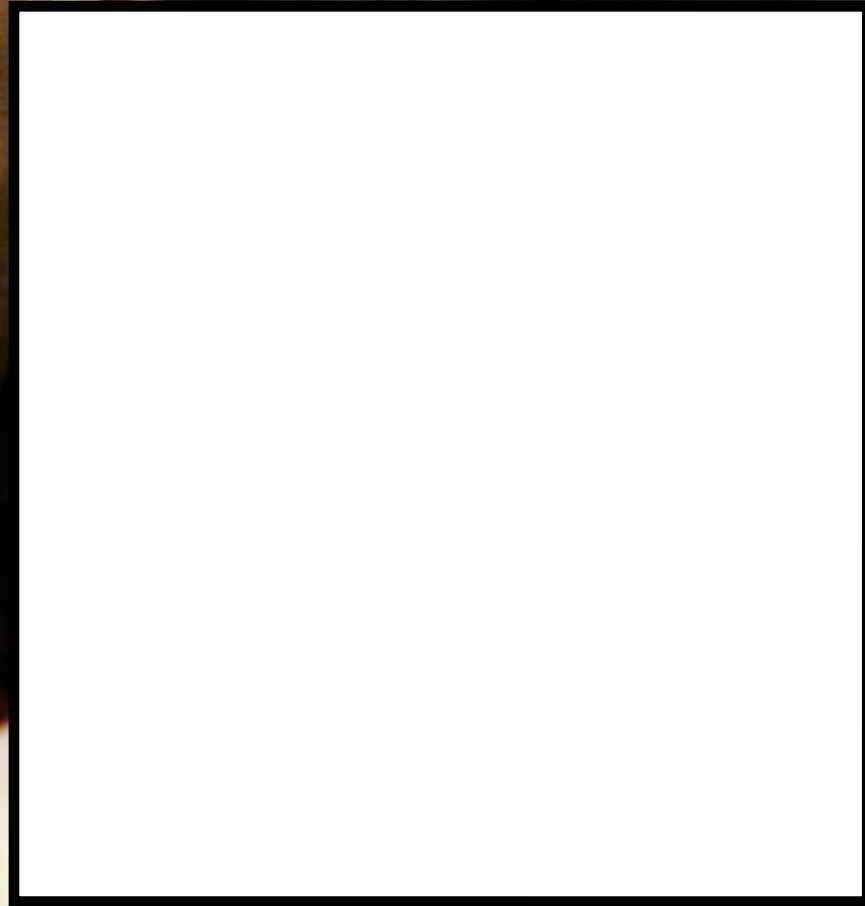
- Lovely graphics
  - Shallow gameplay
  - Poor combat system
- More of a whimper than a crash **4**



# WIN! A DS WITH WORLD SNOOKER CHAMPIONSHIP

We've gone snooker loopy!

With its stylus control, amazing commentary and realistic gameplay, we're big fans of World Snooker Championship here at HGZine. If you're yet to discover how great it is for yourself, then this is the page of the magazine that you've been waiting for, as we've got five copies of the game to give away, as well as a DS for one lucky winner, too.



# > Inbox

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

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A FRIEND OF MINE HAS A PSP that runs a Mega Drive emulator and he's got tons of free games on it, too. How can I get that on mine, and is he breaking the law by having them on his PSP?

**Greg Manstone, Cardiff**

>> It's relatively simple to get any emulator running on your PSP, but on the down side, it is technically illegal, unless you happen to own original copies of the games copied across to your PSP. And you'll also have to downgrade your PSP's system software, which means that many of your newer games won't work. You have been warned.

MY ANALOGUE STICK IS BROKEN on my PSP, but the rest of the console still works okay. Can I get it repaired or should I lob it and buy a new PSP Slim & Lite?

**Steven McCallum, Dundee**

>> Well, you can throw it away if you really want to Steven, but that would be a shame as it is possible to get it repaired. If you put 'PSP repairs' into Google then you'll be given plenty of companies to choose from. As a (very) rough guide, you can expect to pay around £30 to have your analogue stick repaired.

MANY THANKS FOR YOUR REALLY WONDERFUL MAGAZINE. I can't believe you can do it all for free when magazines seem to cost more and more these days. What's your secret?

**Jim Flynn, Birmingham**

>> There's no secret to our success. It's purely down to hard work, great editorial and the fact that we don't have expensive printing costs, so can happily offer the magazine to you for free.

MY MUM WANTS TO BUY ME A PS2 for Christmas, but I really want a DS. Is there anything you can say to convince her that buying a PS2 is the wrong thing to do?

**William Kesteven, Leeds**

>> At the end of the day, the PS2 is a pretty decent machine and there are more top class games for it than any other console you can buy, but

7 × 8 = 56

4 × 8 = 32

3 - 1 =

32

And who said that computer games weren't educational?

we fully understand your desire for something a bit more portable. Tell her that, thanks to games like *Brain Training*, the DS is now educational as well as fun and she's bound to believe you – trust us, parents love that sort of thing.

I'VE GOT SOME HIGH SCORES for my PSP games and I think that they're unbeatable. Will you print them?

**Davey Ray, Norwich**

>> Hmm, that's not a bad idea. Anyone else want to send some in?

It is possible to play old console games on your PSP, but it's not very legal



## GAME MATTERS

Your thoughts on the games you really want to play...

DO YOU KNOW IF *RESIDENT EVIL* is coming out for DS or PSP (I have both consoles)?

**Lee Miller, Truro**

>> It would be good, wouldn't it? Sadly though, we haven't heard of Capcom planning a version of *Resident Evil* for either the PSP or the DS.

There are alternatives, though. The excellent *Silent Hill Origins* has just come out on PSP and DS owners can look forward to the grisly *Dementium: The Ward*.

WHAT HAS HAPPENED TO *GRAN TURISMO* on the PSP? Do you think that it been cancelled?

**Andy Spedding, Nottingham**

>> Apparently it hasn't been cancelled, but it has been 'postponed'. This could be because the development team have all been pulled across to do the PS3 version or it could be because the PSP game simply wasn't any good. It still might happen in 2008, but we wouldn't put a large bet on it.

CAN I HAVE A COPY OF *GTA: TA*.

**Al, London**

>> No.

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EXCLUSIVE PREVIEW

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**Need for Speed ProStreet**  
**Medal of Honor Heroes 2**  
**The Golden Compass**

## PREVIEWS

**Final Fantasy I & II**  
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