



FREE!

HGZine

Issue 16 | May 2007

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

>>> SPEED RACERS!

SBK 2008

Exclusive review and interview inside!

>>> EXCLUSIVE!

Hot Shots Golf:
Open Tee 2
Crazy golf on the PSP!

PSP



PLUS
DOCTOR
WHO ON
DS!

REVIEW

DS

**SmackDown
vs RAW 2009**
New year, new rules

PREVIEW

**Guitar Hero:
On Tour**
Become a
rock legend!

REVIEW

Manhunt 2
The verdict is in

REVIEW

Crisis Core: FFVII
Another
great PSP
RPG?

PREVIEW

Gauntlet
The classic is
coming to DS

Welcome to HGZine



Another month goes by and yet another great package of games lands at the HGZine doormat. And there has been plenty to get excited about this month.

For starters we have *SBK 2008*. We love our driving games here (as I think we've explained before) and *SBK*'s intelligent control system and addictive gameplay had us hooked. Find out more in our exclusive feature and review.

We have to admit that we're very excited about *Guitar Hero: On Tour* for DS. Sure, it may not have the guitar add-on peripheral, but we think it could (and should) still be a winner.

But there's more. So very much more, and you'll only find out all about it if you stop reading this and get on with the important task of reading through it all. Go on then, off you go...

Dean Mortlock, Editor
HGZine@gamerzines.com

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.

- 

Dave Perrett
Dave coped with the parrot, but struggled with the wooden leg.
PLAYING THIS MONTH:
Pirates: Duels on the High Seas
- 

Chris Schilling
Another month, another huge batch of games for our Chris.
PLAYING THIS MONTH:
Everything
- 

Mark Walbank
Mark gets excited about another new RPG this month.
PLAYING THIS MONTH:
The World Ends With You
- 

Damien McFerran
Our mobile gamer brings you the latest games for your phone.
PLAYING THIS MONTH:
The Sims Pool 3D

DON'T MISS!
This month's highlights



PSP

SBK 2008

Find out about this exciting new racing game with our exclusive review



DS



GUITAR HERO: ON TOUR

The console smash hit is coming to the DS!



PSP



Manhunt 2

The most controversial game ever finally comes to PSP



QUICK FINDER 

Every game's just a click away!

SONY PSP
SBK 2008
Hot Shots Golf: Open Tee 2
Space Invaders Extreme
Final Fantasy VII: Crisis Core
Manhunt 2
UEFA Euro 2008

NINTENDO DS
SmackDown vs RAW 2009
Soul Bubbles
Top Trumps: Doctor Who
Guitar Hero: On Tour
Gauntlet
Space Invaders Extreme

MOBILE PHONE
News
Reviews

Pirates: Duels on the High Seas
The World Ends With You
Pokémon Mystery Dungeon
Dr Reiner Knizia's Brainbenders

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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.

WSC real08

world snooker championship

The official game of snooker produced with Infinite Worlds™ & new Real mode.

"Now that's interesting!"

PLAY FOR real



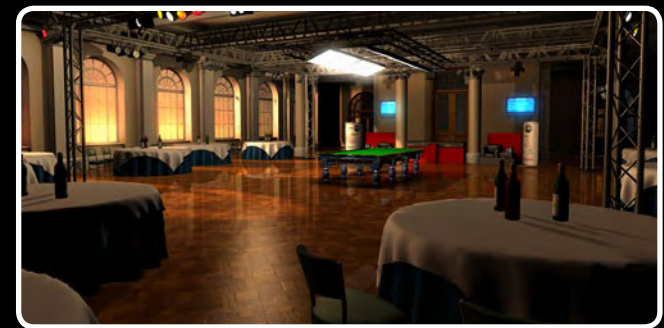
"It goes like a rocket!"



PC PLAYSTATION®3 Wii XBOX 360 LIVE PSP®

'It's a tour de force of how sports games should look.'
X360 Gamer

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Publisher: THQ

Developer: Amaze
Entertainment

Heritage: Crash of the
Titans, WWE SmackDown
vs RAW 2008

Link: N/A

ETA: Autumn

**PREVIEW
FEEDBACK!**
Click here to tell
us what you
think of **WWE
SmackDown vs
RAW 2009**

Randy Orton and John
Cena grapple in the
ring – this year's DS
roster should feature
more superstars than
ever before

**"The expanded
Season mode
introduces an almost
RPG-like approach"**

Will moves like the figure four
leg-lock be easier to pull off than before
with the new control scheme? We'll
know soon enough

The character models are
looking even better than ever –
here the Undertaker takes Ken
Kennedy to task for having a
rubbish name

The new Create a Superstar
option will please those of
you wanting to add a bit of
originality to your wrestlers

Graphically, this is
about as good as
it gets for the DS

WWE SmackDown vs RAW 2009

**LATEST
NEWS**

Grappling with the stylus once more

What's the story?

Story? Where we're going, we don't need story. And where are we going? Back in the ring, of course – to grapple with a bunch of huge, sweaty, oiled-up men. Now get your minds out of the gutter you dirty-minded lot, as we're obviously talking about wrestling. You people...

What do we know?

Handhelds – particularly the DS – are often badly treated when it comes to multi-format games, with severely diluted versions of the home console games that simply don't work on a portable. But *SmackDown vs RAW 2008* was an exception. Far from your average port, it used a touch-based wrestling system that was genuinely innovative, even if the rock/paper/scissors mechanics meant it worked better as a

multiplayer game than a solo experience. This year's version sees a few tweaks to the controls, with buttons and stylus both in use, while the expanded Season mode introduces an almost RPG-like approach, seeing you interacting with other wrestlers, completing missions and building up your stats outside of the ring.

When do we get more?

It's due out in the Autumn, but we should be able to get our hands on the game before then. Expect a full preview well before the game's release.

Anything else to declare?

There's an increased roster, more multiplayer modes and DS owners now have the ability to Create a Superstar. Good to see the publisher refusing to rest on its laurels for this year's update.

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*"Mature adventure for those who enjoy
pushing their brains to the limit"*

OFFICIAL NINTENDO MAGAZINE - FEBRUARY 2008

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www.secretfiles-game.com

NINTENDO DS

Wii



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CONTROL →





Publisher: Eidos

Developer: Mekensleep

Heritage: N/A

Link: www.

eidosinteractive.com/

games/info.

html?gmid=192

ETA: 13th June

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



There's a terrific art style to *Soul Bubbles*, with a look that's at once comfortably familiar and yet strangely unique

Three calabash (vegetables) are hidden in each level – collect as many as you can, as later on you'll need them to unlock the final world

Press and hold the CUT (+) Button, then Slide on the Touch Screen along the red line.

Look, there is a calabash just over there! Incredible!

"A later level (there are 40 in all) sees your bubble turn to ice"

The star dust will show you the way. Follow the path and collect as much as possible!

Your level ranking depends on how many spirits you kept alive, how long it took and how much stardust you collected

Soul Bubbles

I'm forever blowing bubbles...

LATEST NEWS

What's the story?

You play as a shaman's apprentice, tasked with guiding a set of mystical spirits through a level to a gate at the end. These are very vulnerable beings, so they need encasing in a bubble to make it through each stage. Cue some very clever, and very charming stylus-based shenanigans.

What do we know?

Thankfully, while the shaman apprentice moves the bubble by blowing, you don't have to do that yourself – instead, it's a case of pressing the stylus close to the bubble according to which direction you need to go in. The apprentice wears four different masks, which are used to affect bubbles in various ways. The bird mask (hold Up on the D-pad) is used to create new bubbles if you have any mishaps along the way. The elephant mask (Left) deflates the bubble – useful for getting through tighter gaps, while the tiger mask (Right) cuts the bubbles to squeeze them through otherwise impassable tunnels. We didn't get far enough to reach the fourth, but came away with stars in our eyes at this ingenious and charming game.

When do we get more?

Hopefully very soon. We personally can't wait to get our hands on it again, so fingers crossed there'll be a more extensive preview – or review – in the next issue.

Anything else to declare?

A later level (there are 40 in all, split into eight worlds) sees your bubble turn to ice – this stage was very reminiscent of a stylus-controlled *LocoRoco*. Which is naturally a very good thing indeed.

Publisher: Eidos
Developer: Ironstone Partners
Heritage: Top Trumps: Dogs & Dinosaurs
Link: N/A
ETA: 16th May

PREVIEW FEEDBACK!
 Click here to tell us what you think of Top Trumps: Doctor Who

There are plenty of characters to choose from, with your avatar presented in the style of the cartoon series

"This is about as good a game of Top Trumps as you'll get on a console"

Your opponents increase in intelligence as the game goes on, though even in the early stages they tend to pick fairly shrewdly

It's best to learn the pack quickly so your Time Warp reveal move is more useful. The Cult of Skaro is a strong card, with the highest possible Monster Rating and Darkness figure

CONGRATULATIONS!

The Doctor

Check out Data Core on the Main Menu to see new content

New Data Core Card Unlocked!

Continue

GET READY!

Back

ROUND RESULTS

WON

LOST

ROUND SCORE

6000

CARDS WON

MAX COM

TOM
0070000

OPPONENT
0005000

Auton

Height (m) 1.90

The Cult of Skaro

Height (m) 1.68

Intelligence 48

Monster Rating 10

Darkness 200

Courage 65

Top Trumps: Doctor Who

Exterminate your opponent in this addictive card battler

LATEST NEWS

What's the story?

Though we can't help but be a touch disappointed that we're not getting some kind of action-adventure featuring the good Doctor, this is about as good a game of *Top Trumps* as you'll get on a console. As you might expect, you hold the DS on its side and use the stylus to pick your card's best attribute to try and beat your opponent.

What do we know?

While there's plenty of mileage in the standard formula – with single-player modes of varying difficulties, a host of characters from the show to play as and single-card multiplayer options – Eidos has added a few interesting tweaks. Go on a winning streak and you can gain power-ups which allow you to boost the stats of your current card or to reveal the name of your opponent's card so you've got a better idea of what to hit them with. Your chosen character gets a boost to his/her/its

stats too – we were a little freaked out when the game told us David Tennant was a whopping 2.25 metres tall.

When do we get more?

It's due for release later this month, on the 16th. Review next issue.

Anything else to declare?

You get bonuses for beating your opponent by a large margin on your turn. And a few mini-games are included to round out the package – simple memory tests and card ranking games that are suited to a younger audience.



DS

iNCOMING

Coming to a dualscreen near you!

Bakushow

Publisher: Rising Star Games | ETA: 4th July

Known as *Archime DS* – geddit? – in Japan and simply as *LOL* in the States, *Bakushow* (literally, 'big laugh' in Japanese) is a multiplayer-only cross between a quiz show, charades and *Pictochat*. The idea is to ask questions or set tasks for up to three fellow players. They then write or draw something on the touchscreen within a given time limit, and the results are sent to every player to vote for the winner. Weird, but potentially great fun with four.



Harvest Fishing

Publisher: Rising Star Games | ETA: 27th June

Importers may know this as *River King: Mystic Valley*, but over here, Rising Star have sensibly tied the game to the *Harvest Moon* series. Featuring a similar art style to the much-loved farming sims, *Harvest Fishing* sees you dangling your stylus-controlled rod in the waters of said valley in order to try and catch the biggest fish in the river. He holds the secret to waking your sister, who's fallen into an endless sleep.



Wacky Races: Crash & Dash

Publisher: Eidos | ETA: June

A racing game with several twists, *Wacky Races* certainly looks to have captured the madcap essence of the cartoon. Guiding your vehicle with the stylus might seem simpler than your standard racer, but you'll be interrupted by touchscreen mini-games as Dastardly and Muttley set regular traps to slow you down. Get past them and you'll move up a couple of places, fail and you'll slip towards the back of the pack. Entertaining stuff.



Mind Your Language

Publisher: Virgin PLAY | ETA: June

Learning a language is rewarding and potentially very useful, but it's hardly a bundle of fun. Cue Virgin PLAY, who, in collaboration with the Berlitz Language Academy, have turned the lessons into a game, with English, Spanish, French, German and Japanese versions on the way. The first two will be available just before the summer kicks in, so those heading to the Costas for their hols might well be able to converse with the locals after a few sessions on this. *Dos cervezas, por favor.*



Drone Tactics

Publisher: Atlus | ETA: TBC

Out in the US in May, and down for a PAL release later in the year, *Drone Tactics* is a fairly hardcore strategy battler, as you customise and then send your army of mecha insects into combat with the evil Black Swarm. With dozens of missions in the game's campaign, a boatload of additional maps and a local multiplayer mode for some robot-on-robot scraps with your mates, there's plenty here to keep mech fans happy for a while.



Looney Tunes: Cartoon Concerto

Publisher: Eidos | ETA: TBC

Played *Elite Beat Agents*? How about obscure Japanese import *Nodame Cantabile*? Well *Cartoon Concerto* is pretty much slap bang between the two, as you conduct an orchestra playing classical tunes – like Wagner's *Ride of the Valkyries* – while a cartoon plays on the top screen. Drag the stylus between touch points as if you're waving a conductor's baton – but if you do badly, expect the music and cartoon action to go horribly wrong.

COMING
SOON

Commando: Steel Disaster (30th May)... Ecolis: Save The Forest (30th May)... Pirates: Duels on the High Seas (6th June)... Journey to the Centre of the Earth 3D (27th June)...
Cory in the House (4th July)... Wall*E (4th July)... Star Wars: The Force Unleashed (19th September)... Zenses (October)

MOBILE NEWS

Charlie's
Angels: Hellfire

Publisher: Ojom | Release date: May

The TV series is as camp as a row of tents and the recent Hollywood movies are unquestionably ones to forget, but mobile developer Ojom is dead set on inflicting some more *Charlie's Angels*-related shenanigans on us. To be fair, this doesn't look all that bad and appears to be a scrolling brawler of some description. However, it remains to be seen if Charlie's finest agents can pull a decent mobile phone game out of the bag.

Ferrari World Championship

Publisher: Gameloft | Release date: May

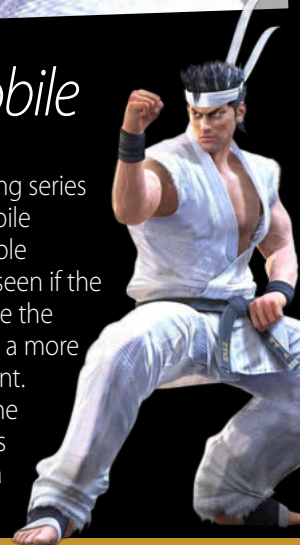
Ferrari – the current world champions of the F1 world – have teamed up with Gameloft for this highly promising mobile racer. Visually it looks extremely impressive and could certainly rank as the most realistic-looking mobile F1 title so far. Hopefully the gameplay will be of the same high standard. As well as assuming the role of Ferrari's current drivers, you can also sit in the cockpit of a 1950s car – a neat touch.



Virtua Fighter Mobile

Publisher: Glu | Release date: TBC

Sega's highly respected 3D fighting series *Virtua Fighter* is coming to a mobile handset near you courtesy of portable gaming gurus Glu. It remains to be seen if the developer will attempt to miniaturise the stunning 3D visuals or merely utilise a more technically manageable 2D viewpoint. Either way we sincerely hope that the deep and complex gameplay makes the transition. If so, Glu could have a sizeable hit on their hands.



Ninja Strike

Publisher: EyeSight Technologies

Release date: TBC

Using some new-fangled and highly promising motion detection software, *Ninja Strike* has the potential to revolutionise the way we play mobile phone games. Rather than using the keypad to input comments, the game uses your mobile phone camera to detect movement. In this case, moving your hand in front of the camera simulates the throwing of a deadly ninja star. It sounds great to us, but as always we're reserving judgement until we've played the end result.



Ellark

Publisher: Square-Enix | Release date: June (Japan Only)

Highly respected Japanese company Square-Enix has announced plans to release a new mobile phone 'massively multiplayer online game' (or MMO for short). The good news is that the game, which goes by the name of *Ellark*, should be entirely free to download. The bad news is that it will feature micro transactions for in-game items and features. Still, it should be fairly interesting, given the talent the studio possesses. A European release is unlikely, but stranger things have been known to happen...

SBK 2008

Another month, another top exclusive interview. Time to get on your bike...



Fans of superbikes will recognise the game's riders and their bikes, too

Racing games have always been a firm favourite of gamers since the early days and games like *Pole Position* (cars) and *Hang On* (bikes) – although you have to be very old to remember either of those games. And, although times and tastes have changed and evolved over the years, there's still little to match the thrills and excitement of a top class racer.

If you're looking for out-and-out thrills though, then sometimes you just have to look to two wheels for the best action on the race track.

One of the most enjoyable motorbike racing games of recent years was last year's *SBK 2007*, and with an updated version about to hit the stores in the UK, we thought this would be a perfect time to find out more about it. So with that, we cornered the game's

producer, Fabio Paglianti, for a few quick questions...

To start with, can you tell us if *SBK 2008* will be a motorbike racing simulation or more of a *Hang On*-style arcade racer?

We think that *SBK 2008* is the perfect way to put together both a cool arcade experience and a simulation. For this reason we've decided to give full control to the user in regards of all the

The computer-controlled opponents are very well done



There's an excellent replay mode with plenty of options



"Users have full control in regards of all their bike settings"

Stray too far off the track and you stand a very good chance of sliding off your bike



bike settings they want. In this way everyone can customise the game's racing experience to create exactly the game that they want.

What about the game modes *SBK 2008* will have?

In *SBK 2008* we have the usual Quick Race and Time Attack modes that are designed to improve the player's performance – and these modes are able to be used on all the tracks. ➤



“No other sport is winning bikers over like the SBK Championship”



There are various weather conditions, which will effect the bike's handling in different ways

You get some great pile-ups after the starting grid



Getting the correct line through a corner is essential if you're going to win

> Interview continued

As well as those two, we are also including Race Weekend and Championship modes to represent the detailed recreation of the real SBK experience, with a massive attention to detail from Free race to the Sunday Match race. Last but not least, we've got the Challenge mode, an exciting new way to test players' ability in different situations (and giving you the chance to earn bonus items and extras), and multiplayer via Wi-Fi.

And can you now tell us more about them?

Some challenges are genuine reconstructions of real races for the more demanding SBK fans but, at the same time, they'll allow you to learn how to improve your racing skills. The Race Weekend mode is a good way to experience the SBK universe without playing the whole Championship.

What sort of multiplayer modes will the PSP version have?

Up to four players via Wi-Fi.

Are there any unlockable game modes or bonuses?

Yes, of course. *SBK 2008* has a great set of cards that you can collect to unlock pictures and videos from last year's championship.

What new features are there for this year's update?

The gameplay has been improved to allow all kinds of players to experience the SBK Championship. As well as that we've also added three new tracks compared to last year's game.

What can a motorbike racing game give us that no other racing game can?

Speed, passion and nice women (spoken like a true Italian!). No other sport is winning over the bike lovers like the SBK Championship.

What research did you have to do to ensure the game was realistic enough to work properly?

We've worked alongside all the SBK teams, showing them the game during development to improve it in realtime. ●



SBK 2008
Publisher: Black Bean
Developer: Milestone
ETA: June

Publisher: Activision
Developer: Vicarious

Visions

Heritage: Tony Hawk's
Proving Ground

Link: www.guitarheroontour.com
ETA: Summer

HANDS ON

Guitar Hero: On Tour

For those about to rock, we salute you

You should be well aware by now that the *Guitar Hero* franchise is a little on the popular side.

Feeding on mankind's natural urge to play an instrument at maximum volume while headbanging like a demented fool, this wonderful piece of electronic entertainment has effortlessly won the hearts of the videogaming public, uniting both casual and hardcore gamers in a manner which hasn't been witnessed for many a year.

Hero worship

With three successful home console editions now available, you might wonder just how Activision can make *Guitar Hero* any better. Well, the answer is relatively simple: take it on the road. The publisher has just revealed that the franchise is due to make its portable debut in the form of the cannily titled *Guitar Hero: On Tour*, which will be hitting a DS near you later this year.

"Fans of the series should settle in nicely with the new control setup"

Sadly, *On Tour* isn't going to be bundled with a gigantic guitar controller – that would render it distinctly un-portable – but is instead set to utilise an innovative new peripheral which promises to replicate the gloriously addictive gameplay of its home console forbears. The 'Guitar Grip' device – the most successful of over 20 different prototypes created by developer Vicarious Visions – slots into the DS's oft-ignored GBA slot; the player then grips the DS and strums along to the music using the on-screen guitar strings and a special 'pick' stylus.

Fans of the series should settle in nicely with this new control setup. The in-game options ought to be equally familiar, too. The single-player Career mode appears to follow the same kind of format as seen in previous games, which is no bad thing. Successful progression through the game unlocks additional content, such as new songs and arenas in which to peddle your axe-based trade.

One of the best aspects of previous entries in the franchise was its uncanny ability to unite people of all colours,



The guitar you're using is shown on the bottom screen of the DS – a neat touch

On-stage pyrotechnics sometimes get out of hand – blowing on the DS microphone puts out the flames

There's an uncomfortable amount of denim and leather in this game

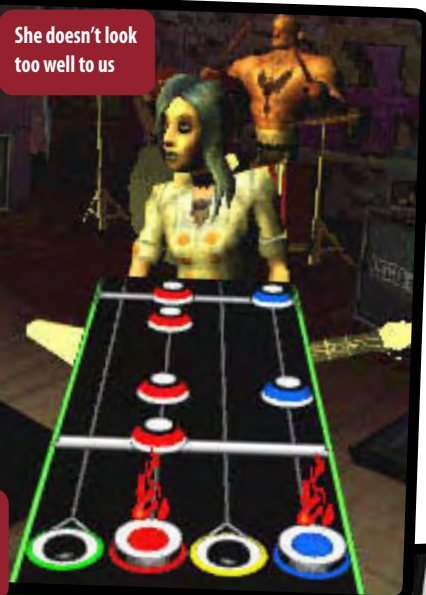
DS



> Guitar Hero continued

creeds and races via the medium of frenzied multiplayer fret-action. Thankfully this hasn't been overlooked with the miniaturised DS edition, which Activision assures us will boast a particularly robust two-player mode.

She doesn't look too well to us



Don't overdo it or you'll make your valuable equipment suffer

Amp Overload!



It's here that the DS should really distinguish itself. During play, events such as on-stage fires (which have to be extinguished by blowing into the DS microphone) and hordes of screaming fans (these can only be removed by signing autographs on the touchscreen) should help to make *On Tour* an experience that is both unique and fresh when it's compared to the home versions.

Given the limitations of the cartridge format you may well be concerned about how many tracks a game like *Guitar Hero: On Tour* can reasonably contain, but thankfully Activision has confirmed that 20 different songs will

The developer has done a pretty good job of keeping the visuals intact



"Activision has confirmed that 20 songs will be provided"

be provided for you to strum your instrument to. The actual line-up has yet to be confirmed but it would be sensible to expect a similar selection to that seen in other *Guitar Hero* releases, so be prepared for the usual infectious mixture of contemporary and classic rock ballads.

On paper this is undoubtedly a match made in heaven – the world's most popular handheld console joining forces with one of the industry's best-selling franchises. It's clear that a lot of thought is going into the production of both the game and the intriguing 'Guitar Grip' peripheral, and if the finished article can match the joyful ebullience of the original games then Activision is certain to have yet another sizable mega hit on its hands. ●



As you can see, the rather fetching 'Guitar Grip' peripheral slots neatly into the DS console

KISS MY AXE

We're holding out for a hero...



Guitar pick

Series recap

Rock on, Tommy

Guitar pick

The 'Guitar Grip' accessory will be included with the game and slots into the GBA port of the DS console. Hardcore *Guitar Hero* fans will no doubt notice that this device only has four fret buttons as opposed to the five found on the home console guitar controller – Activision assure us that the gameplay experience will be just as addictive regardless.

DS

HGZine



HOW COMPLETE?



FIRST IMPRESSIONS



Stock up on leather pants – this is going to be huge



Publisher: Sony
Developer: Clap Hanz
Heritage: Minna no
Golf 5 (PSP)
Link: www.claphanz.co.jp
ETA: June (US)

HANDS ON

Hot Shots Golf: Open Tee 2

Pitching for the green

Golf. To some people it's the sport of kings, played with uncompromising skill and assured refinement. To others, it's just a bunch of badly dressed blokes hitting a small ball with pieces of metal. Whatever your personal opinion of the sport, you cannot deny that it has served one valuable purpose: to give us some fantastic videogames.

Throughout the years we've seen classics like *World Class Leaderboard*, *PGA Tour* and *Mario Golf* come and go, but the current title of choice has to be

Sony's sublime *Hot Shots Golf* series, which also goes by the name of *Everybody's Golf*. The series has been going strong since the days of the original PlayStation and the latest instalment in the franchise was released at the end of last year in the Land of The Rising Sun to rapturous reviews, with one leading magazine going as far as to rate it the best PSP game of previous twelve months. So you could say it's rather good.

Sony has wisely picked the game up for Western localisation and is planning



This shot will require a bit of a scoop to get over that pond



Each drive is accompanied by some superbly exaggerated special effects



Needless to say, you should try and keep your balls out of the flowerbeds



to unleash it this June in the US, with the European release following shortly afterwards.

As you can see from the screenshots dotted around this very page, *Open Tee 2* isn't likely to trouble EA's *Tiger Woods* franchise in the realism stakes. As has been the case since the inception of the series, the graphics are unapologetically cute and colourful, with the golfers showcasing heads so huge and bulbous you wonder how they don't keel over on the green with such a top-heavy setup.

With one wonderful PSP edition already available, you may well ask

"Open Tee 2 boasts a 16-player online Tournament mode"

what could possibly make this sequel any better? Well, for starters it boasts a 16-player online Tournament mode that allows fans all over the globe to share their passion for big-headed golfers. Should you prefer to be somewhat closer to your human





Some of the holes are set in particularly awe-inspiring locations



Believe it or not, this chap is sporting one of the less silly outfits contained within the game...

"Any game that lets you dress up as a panda has to be worth your time"

> Hot Shots Golf continued

opponents, an 8-player local Ad Hoc option is also included.

The list of additions doesn't end there, thankfully. As well as featuring six all-new courses (in addition to the six seen in the previous PSP title) and a cast of over 20 different golfers to play as, *Open Tee 2* retains what to many fans

is the most addictive facet of the series – customisation. The game has more clothing and accessory options than your leading high street fashion retailer. And as always, a new outfit isn't just for show, as every item has an effect on

your golfer's statistics and overall performance, so it's hardly surprising that several hours can easily be soaked up just by tinkering away with the myriad of available options. And let's be completely honest here, any game that allows you to dress up your on-screen persona in a panda costume has to be worth a considerable amount of your precious gaming time.

Elsewhere, things are pretty much as they were in the previous PSP game. The developer has obviously subscribed to the notion that anything that isn't broke doesn't need fixing, as the gameplay remains as gloriously addictive as ever. And just like its predecessor, *Open Tee 2* is perfect for short bursts of play, making it one of the few PSP releases that actually takes the portability into account. Graphically things are a little more polished too,

with the returning courses being granted a fresh lick of paint and a smidgen more detail.

Our short play test of the game has done much to allay fears that this might be an update too many. The inclusion of online play – so criminally absent in the first PSP release – will surely make this a must-buy for many fans. For everyone else, there may never be a better opportunity to discover what all the fuss is about. ●



...and if you didn't believe us, check out this rather fetching ensemble

Looks like someone is about to get spooked



PSP

HGZine

HOT SHOTS GOLF

HOW COMPLETE?

90%

FIRST IMPRESSIONS

85%

Shaping up to be a fine update of a PSP classic

HANDS ON

Gauntlet

The classic maze-'em-up gets a surprise revival

Venture into any seaside arcade in the mid-to-late Eighties (or even later than that) and apart from the faint whiff of urine, you'd almost certainly see a cabinet with four joysticks and four sets of buttons, and often with four young men shouting at the screen and nudging each other every now and again. *Gauntlet* was the name of the game, and its age-defying blueprint of

competitive co-operative play has been imitated many times since. *Final Fantasy Crystal Chronicles: Ring of Fates'* multiplayer? Just *Gauntlet* in shiny new three-dimensional clothes.

Even with such a proven formula, the announcement of a new handheld version was a bolt out of the blue. Though with the DS gaining in popularity all the time, it makes sense to release a multiplayer-focused game when nearly everyone's got the console in question. Sensibly, Eidos has also included an online option for those with strange game-phobic chums. And the fact that it uses the DS mic for online communication means that every shout of "Don't shoot me, you nutter!" will bring those rose-tinted memories closer to home. Not quite the same as having three pals jostling for position, but close enough.

Roll over screen for annotations



"There are 40 maps to hack, slash, explore and loot your way through"



Gauntlet on DS has a greater variety of enemies than the original, though it's good to see familiar items return – grab that giant ham!

With a title like *Hades Pit Mine*, we're guessing this level isn't for the faint hearted. At least narrow corridor sections stop you being attacked from all angles

Whether the world's in need of a brand new *Gauntlet* game still remains to be seen, but we've got high hopes that Eidos can pull off a decent update of this genuine classic. As long as Death's still in there, anyway... ●

Thor carries an axe, and is excellent in hand-to-hand combat. His weakness is his lack of magic power, but pair him up with the Wizard and you've got a deadly duo

DS

HGZine
Gauntlet

HOW COMPLETE?

80%

FIRST IMPRESSIONS

80%

An unexpected remake that could work a treat

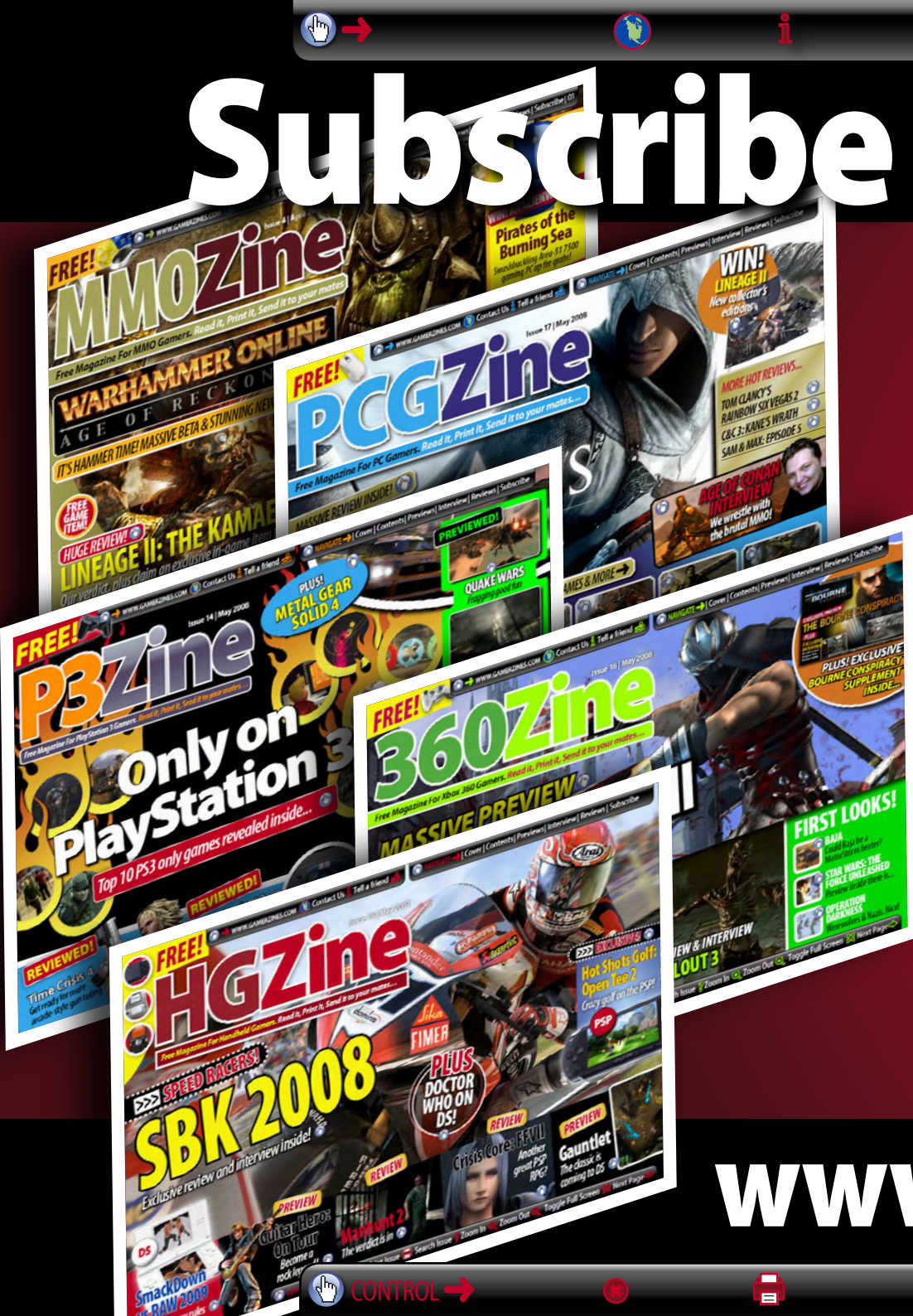
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PSP DS

HANDS ON

Space Invaders Extreme

The arcade classic returns – and how!

It's a perilous undertaking, remaking a classic. Many developers have failed to recreate the simple joys of tens, maybe hundreds of old-school games which have had updates or 're-imaginings' in recent years.

The key to a good remake is to understand what made the original so great and blend it with new aspects that complement the original design to

create a game that evokes memories of the original with the feeling that you're playing something fresh. As you might expect from this intro, *Space Invaders Extreme* manages it – but not only that, it makes it look easy.

The biggest change is the removal of any cover. It's just you, your ship and waves of aliens this time. Fortunately they don't seem to fire quite as often. And this time you get power-ups, though only through chaining kills of the same coloured nasties – four in a row, and an item will slowly fall from the sky, giving you larger bullets, a larger spread of shots, or the devastating blue laser which cuts through everything in its path. Destroy all the waves on a level and you'll face off against a huge boss. These require different tactics to kill, with one early guardian in the game needing to be shot in a very specific spot repeatedly before he explodes.

"It's just you, your ship and waves of aliens this time"

Sadly there are no plans to release the arcade style paddle controller – which slots into the GBA port – over here

Presentation impresses too – colourful, near-psychedelic backdrops work well with the retro-styled models, while you can time your shots to provide rhythmic accompaniment to the thumping techno music.

Destroying the UFOs travelling across the top of the screen starts a special round, where you need to shoot a number of one given enemy within a time limit. Complete this and you'll enter Fever mode, where you can multiply your score by up to ten times.

The game can be played as a fairly straight shooter if you're struggling to get combos, though it's got depth for the more hardcore player

Chain enough kills or nail several of the same coloured enemy in a row and you'll be given point bonuses

With a host of extra multiplayer options and the play spread over both screens, the DS has the edge over the PSP version, which has superior music. But whichever format you own, *Space Invaders Extreme* will be well worth seeking out when it arrives this summer. ●

**PREVIEW
FEEDBACK!**
Click here to tell us what you think of *Space Invaders Extreme*

Roll over screen for annotations



DS HGZine
PSP SPACE INVADERS EXTREME

HOW COMPLETE?
95%

FIRST IMPRESSIONS
90%

This could be an Extreme-ly good remake

Pirates: Duels on the High Seas

"Foes include the Kraken, the navy and rival pirates"

It's a pirate game, but will it make you jolly, Roger?

According to some figures that we just made up, sales of eye patches, cutlasses, bottles of rum and Keira Knightley dartboards went through the roof on the back of the *Pirates of the Caribbean* trilogy, so perhaps it's no surprise that others are keen to cash in on this pirate mania.

The latest to join this swashbuckling band is *Pirates: Duels on the High Seas*, which pits you as the captain of a ship whose mission it is to find the seven keys of the seven seas. The naval combat-style action sees you travel the world to get your hands on the booty, and to get it you'll have to fight your way through 70 (35 single-player and 35 multiplayer skirmish) levels.

The enemies, both human and sea monster, that you'll face along the way are clearly influenced by Jack Sparrow and co – foes include the Kraken, the Navy and rival pirates – and you'll have to adjust your tactics according to which type of enemy you're up against.

Once you've picked the ship you want to captain – there are three to choose from, each one representing a different difficulty setting – you'll then have to hit the waves. But rather than just going around blasting enemies, you'll also have to use some tactical nous and collect different items. There's buried treasure to be found, with which you can hire new crew members and repair your ship, and flotsam and jetsam will float past your ship – grab it to trade with other pirates for gold.

YO HO HO!

Take to the high seas in style

Going solo

Master and commander

See the world



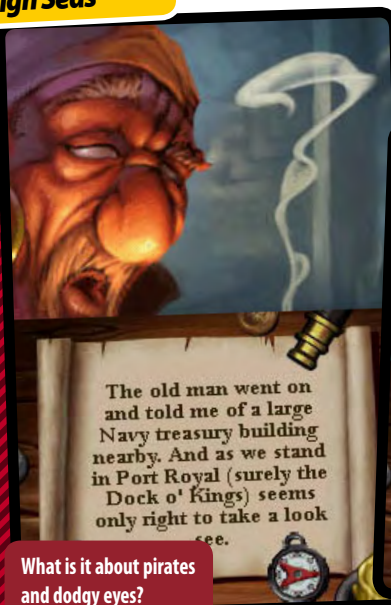
Going solo

There are two types of single-player mode, Story – which has you battling through the levels and is the best way to work through the game – and Skirmish – which sees you take on two or three AI-controlled opponents in a battle to the death. There's also a single- or multi-cart multiplayer mode so you can sink your mates' ships.

It's still early days, but if *Pirates* turns out to be the swashbuckling sea scrap it initially appears to be, then it may well be worth your heard-earned pieces of eight. ●

Being a pirate, this game is all about finding the treasure

The action takes place in the top screen, with a map in the bottom one



What is it about pirates and dodgy eyes?

DS

HGZine

Pirates

HOW COMPLETE?

95%

FIRST IMPRESSIONS

85%

We like the combat but will it get too samey?

PSP

SBK 2008

Get on your bikes and ride...

It's fair to say that motorbike racing isn't a genre that's overdone on the PSP, but thankfully, *SBK 2008* sets a benchmark that would be hard to match. It comes with 11 bikes from manufacturers such as Ducati, Suzuki and Yamaha, 11 tracks from the SBK series and more game modes and options than you'll probably ever need.

On top of your standard Championship mode is a Race Weekend one (that gives you a taster of the Championship mode without having to play through all the courses), Quick Race and Time Attack (both pretty self-explanatory) and an excellent Challenge mode, too. Here you take part in a series of well-designed challenges to earn yourself cards to unlock the game's bonus features (see the 'Biker Bonus' box below for more on this).



Publisher: Black Bean
Developer: Milestone
Heritage: SBK 2007
Link: www.sbkthegame.com
ETA: June

REVIEW FEEDBACK!
Click here to tell us what you think of SBK 2008

BIKER BONUS

More about SBK's bonus unlockable content

Dotted throughout the game are 77 cards, and you earn them for completing challenges and winning races. At the end of a challenge, for example, you'll be rewarded with a screen showing five cards and you can pick from them to win either race or 'brolly dolly' pictures, videos or cheats. Collecting all 77 will take time though, as some of the rarer ones take quite a bit of work to get.

The realistic controls mean that if you're a bike rider then you've got a definite headstart



There's a cockpit view that gives you a stunning feeling of speed



"SBK 2008 sets a benchmark that would be hard to match."

Graphically, *SBK 2008* ticks all the right boxes. The courses are accurately mapped and packed with trackside detail, and the draw distance (the distance that you can see down the track) is more than enough to stop corners or riders suddenly appearing in front of you.

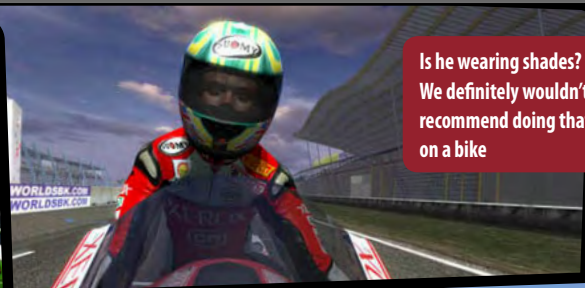
Hard to handle?

The handling is completely spot-on, too. Controlling a motorbike on a PSP was never going to be easy, but there's an enormous amount of satisfaction to be had from accurately cutting through a corner on the right angle and with the perfect amount of speed to power away at the other side. The camera works well too, swooping and dipping

behind you to further reinforce the fact that this is definitely a racing game set on two wheels.

All in all then, *SBK 2008* is a solid enough motorbike racing game. There's more than enough here to satisfy bikers who want to tweak the most finite detail on their ride, and also plenty of extra game modes and collectable to attract the more casual gamer too. It's a game that rewards persistence and dedication, as the accurate handling of all the bikes means that you won't be able to take

Is he wearing shades? We definitely wouldn't recommend doing that on a bike



Get too close to the bike in front on the corners and you're likely to clip them



the corners without taking the proper line and feathering the brakes correctly. Get it right though (and it doesn't take that long to be fair) and you'll find a game here that's guaranteed to keep you coming back for more. ●

Dean Mortlock

HGZine
Verdict

A fine racer that's packed with features and modes.
Recommended

PSP

- 👍 Tons of game modes
- 👍 Fully customisable
- 👍 Great handling

8

PSP

Crisis Core: FFVII

Crisis? What crisis? Square-Enix have created a superb spin-off with little trouble

It's fair to say that not all *Final Fantasy* spin-offs have been successful, least of all those associated with perhaps the most celebrated game in the RPG series, *Final Fantasy VII*. Attempts to further this legendary game's story have thus far fallen flat on their face. CGI film *Advent Children* was criticised for not capturing the feel of the game, while PS2 title *Dirge of Cerberus* was an abject failure. Thankfully though, *Crisis Core* is a worthy spin-off and a tremendous action-RPG in its own right.

Though the game features many characters from the original, the protagonist is someone who barely gets a mention in *FFVII*. The name Zack Fair will elicit whispers of 'who?' from most gamers, though he plays an important part in the lives of both Cloud Strife and Aerith Gainsborough,

and also that of *FFVII*'s chief antagonist Sephiroth, shown here before his turn to the dark side. It's a compelling tale that you know will end badly for at least one character, but even as it ventures into darker territory you'll be glued to the screen. Not least because the CGI sequences are incredible.



MATERIA WORLD

Putting the 'Final' into Final Fantasy

Though the universe and characters are still recognisably *FFVII*, there's a much darker look to the game, and a tone to match. There are plenty of portentous moments, and key dialogue sequences and important events are lent an ominous weight from the knowledge of what happens to these characters. It's the *Revenge of the Sith* to *FFVII*'s *A New Hope* – though perhaps better than that description suggests.



The DMW adds a thrillingly random element to battles



Character models are crisp, well-animated and display emotion pretty successfully. A good job, as there's plenty of anger and sadness to convey

"While there's much that's new, there are plenty of nods to FFVII veterans"



Early boss battles rely on fairly repetitive moves and a lot of patience

The new battle system will take some getting used to for those more at home with turn-based combat, but while initially repetitive, the further you progress, the deeper it gets. As more Materia slots become available, you'll be dealing out massive damage with the stunning Summons, granted by the randomly spinning wheels of the Digital Mind Wave. While there's much that's new, there are plenty of nods to *FFVII* veterans – old locations are revisited, looking better than ever, while some familiar musical themes are retained on the stunning soundtrack.

Crisis Core might be a slow starter, but by the end you won't be able to

put it down. And with over 350 missions away from the main story, it'll last you well into the summer months. A gem of a game, and a worthy companion piece to the title which spawned it. ●

Chris Schilling

HGZine
Verdict

Somehow lives up to its impressive heritage – superb stuff

PSP

- Immaculate presentation
- Fantastic storytelling
- Some repetitive combat

9



Publisher: Square-Enix
Developer: Team Jupiter
Heritage: Kingdom
Hearts series
Link: www.theworldendswithyou.co.uk
OUT NOW

The World Ends With You

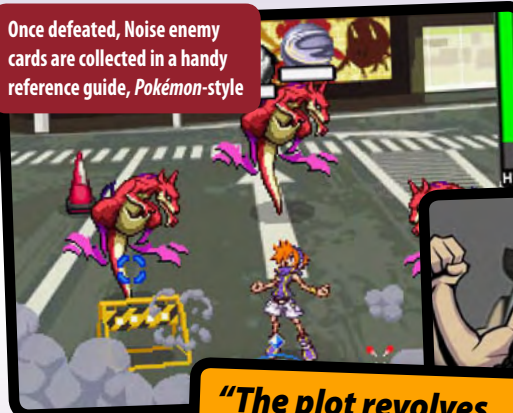
Dress to impress in this natty fashion-inspired RPG



It's not often a game comes along that makes you want to tell all your friends about it, especially when it involves dressing up the characters in boob tubes. *The World Ends With You* contains Square-Enix's trademark depth of characterisation and combat, but it also overhauls pretty much every RPG convention in the book.

The plot revolves around a mind-bending *Matrix*-like underworld inhabited by Reapers and creatures known as the Noise. The Reapers set you missions with time limits; fail to reach your goals and your characters are erased. The story is compelling but also sets up several innovative gameplay features. It's possible, for instance, to tune in to the thoughts of shoppers to gather clues but you can also implant

Once defeated, Noise enemy cards are collected in a handy reference guide, *Pokémon*-style



"The plot revolves around a mind-bending *Matrix*-like underworld"



One downside to the game is that there can be a lot of text to wade through, but ultimately it's worth it

altering your characters' abilities. You can

even gather and trade hundreds of items by simply keeping your wireless mode on then passing other DS users.

When the sophistication extends to getting fashion advice from shop assistants then you know you've got a game that's hip and utterly absorbing. Don't write this off as some Japanese esoteria, it's the deepest most interesting RPG of the year so far and destined to be a cult classic. ●

Mark Walbank

FIGHT CLUB

There's more than one way to dish out the pain



Duel screen battling

Psi card battling

Heroic attacking

Duel screen battling

You'll need to hone your multitasking skills to get the most out of *The World Ends With You*, as battles require you to input commands on both screens. You control movement and pin attacks with the stylus on the lower screen while inputting button presses for the top. It's daunting at first but soon becomes second nature.

HGZine Verdict

One of the most original and pleasurable titles you'll play all year

DS

- Great battle system
- Original features
- Seductive shopping

9

PSP

Manhunt 2

The world's most controversial game, but is there method to its murdering madness?

By now you'll all have heard the stories about *Manhunt 2*, and even in this censored state – where the game's most graphic kills are partially hidden by a filter – it's still hugely controversial. Most people will find it to be a relentlessly unpleasant experience, but while many will abhor the near-constant, nauseating violence, there are plenty of gamers who are itching to get their hands on *Manhunt 2*. And with the European ban now being overturned, they finally have their chance.

Publisher: Rockstar Games
Developer: Rockstar London
Heritage: N/A
Link: www.rockstargames.com/manhunt2
ETA: Summer

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

This is *Manhunt 2*'s anti-hero, Daniel Lamb. Doesn't look much like a crazed mass murderer, does he?

The opening asylum escape is one of the best parts of the game

Gore blimey

Manhunt 2 tells the tale of Daniel Lamb, who starts the game trying to escape the asylum that has become his home. Goaded by fellow inmate Leo Kasper, he embarks upon a killing spree which initially sees him physically sickened by his actions. Gradually, however, he becomes desensitised – to the point where he becomes a machine for murder, destroying everything in his path to find out the truth about his past. You're told everyone's out to get you, but whereas in the first game you were forced to be more brutal, here the reasons are too vague. Killing for the sake of it? That's the basic gist, and probably why the game was initially banned.

Violence is golden, or simply wrong? Write in and tell us what you think

"It's all about stalking your prey from the shadows"

It's all about stalking your prey from the shadows – biding your time until you can sneak up and stab, bludgeon or beat them to death. The longer you're behind them, and the longer you hold down the action button, the more graphic the execution. Context-sensitive kill points abound, while the missions mix things up, too.

Gameplay and controls are generally solid, and the dilapidated locations make for a compellingly grim aesthetic. The sound design is exceptional, and disturbingly intense in places.

Few will take pleasure from playing *Manhunt 2*, but some will find elements to admire here. Rockstar have crafted a

CASUALLY HARDCORE

How to become comfortably numb

By the end of the game, all the stabbing, stamping and gouging almost becomes routine – banal, even. While it seems as if Rockstar might be making an important point about the nature of violence, the game never seems quite intelligent enough to back up that theory. There's a plot twist that's forehead-slappingly obvious, while neither of the game's two endings really satisfy.



very adult game which will probably do the industry more harm than good, but its grippingly atmospheric stealth action makes it a better game than some would have you believe.

Chris Schilling

HGZine
Verdict

Horribly compelling, or just horrible? The decision is yours...

PSP

- Stealth works well
- Incredibly atmospheric
- Repellently violent and nasty

7

UEFA Euro 2008

Can EA make the beautiful game even more attractive?

In recent years there's generally been two types of footy game from EA. Your yearly update to *FIFA*, and another game to cash in on any tournament that's going on in the intervening months. Last year it was the turn of the Champions League; this year it's the European Championships. These games have always been a pale imitation of their older brother, usually featuring similar gameplay but with a serious lack of content. That's not been the case this year with *UEFA Euro 2008*'s 360 version, with the *FIFA 08* engine being tweaked to produce a slightly faster, yet still thoughtful and considered game of football, and a raft of new content including several new modes like the superb Captain Your Country, an almost RPG-like mode as compelling as any single-player game in a sports title has been.



Player likenesses are actually better than the home console versions, and the animation's still very smooth. It's certainly a decent-looking game

Sadly, the PSP version can't live up to its home console cousin – the Captain Your Country mode has been completely nixed, while the Battle of the Nations online tournaments are also notable by their absence. The game engine, while still playing a decent game of football, is too

reminiscent of Konami's superior – at least on PSP – *Pro Evo* series, and hasn't had the love and attention lavished on it that the 360 version clearly has. It's perhaps slightly unfair to expect so much of a handheld game compared to a powerful new-generation console, but the omissions still sting, particularly when you consider they've essentially been replaced by a set of mini-games.

The bottom line is that while *UEFA* is far from a bad game, it's entirely redundant if you're in the possession of a UMD with the words 'FIFA 08' written on them. It's got more content than this slimmed-down companion, and it's probably a fair bit cheaper to pick up,

too. If you're desperate to recreate your own version of the tournament – perhaps one where England *do* qualify, then give it a go. But don't complain to us if you feel short changed. ●

Chris Schilling

Another thing *UEFA* gets right is the drama of the big game, creating an atmosphere of an international tournament with plenty of razzmatazz

"UEFA is redundant if you're in possession of *FIFA 08*"

The AI on the higher levels seems slightly sharper than before, though you'll still be able to bang a few goals in on the easier settings

STADI-AAARGH!

You always take the weather with you

There are eight stadia to play in, all painstakingly recreated from the real thing, though they're mostly fairly bland-looking arenas. You'll occasionally be at the mercy of the elements, though – rain can fair lash down, and genuinely affects play and ball movement. You'll need to be pretty skilled to make the adjustment from a dry pitch.



HGZine Verdict

Life's a pitch... *UEFA* is a bit of a disappointment on the PSP

PSP



Fast, slick, intuitive footy



Weaker than the other versions



FIFA 09 will be out soon

6



Publisher: Nintendo
Developer: Chunsoft
Heritage: Mystery Dungeon series, Homeland
Link: www.pokemon-games.com/pokemonmd
ETA: 4th July

REVIEW FEEDBACK!
Click here to tell us what you think of Pokémon Mystery Dungeon

Pokémon Mystery Dungeon: Explorers of Time/Darkness

A pair of old Rogues with a few new tricks up their sleeves

Rogue was a 1980 computer game which was so influential it spawned a phrase still used in gaming today. The term 'Roguelike' applies to any game which is essentially a dungeon crawl of an RPG with several random elements.

The *Mystery Dungeon* series has always been Roguelike, and there's little change here. You take your monster through a series of dungeons, whose various floors are randomly generated. Though this should add variety, in *Explorers of Time and Darkness* everything still looks pretty samey. It also plays similar to its forebears – *Red* and *Blue Rescue Team*. It's been barely eighteen months since those two hit the UK shelves, and considering how similarly this duo play, you could be forgiven for thinking you'd bought the same game twice.

"You're not playing as a Trainer, but one of the little critters themselves"

But that would be more than a little unfair, because the game is more pleasurable and accessible than both its predecessors. As with the earlier titles, you start by answering a few questions, which help determine which Pokémon you turn out as. Yes, that's right – you're not playing a Trainer, but one of the cute little critters themselves, having woken up as one on one bright morning.

For a game seemingly geared towards more youthful gamers, it's still surprisingly tough in places, though less harsh than its peers should you

perish in battle. At least you only lose gold and retain your progress. Indeed, its challenge is one of the main reasons that it's so addictive – you certainly won't be in this for stunning graphics or effective touchscreen controls, because you definitely won't find them in either of these games.

Despite making little use of the DS's features, save for the clever Wi-Fi options (see the 'Online Assistance' box) *Explorers of Time and Darkness* might just keep you glued to your DS for longer than you think. ●

Chris Schilling

ONLINE ASSISTANCE

In trouble? Call for help from your cyber-buddies...

One really nice touch in the two games is the ability to send an SOS if you fall in one of the dungeons. Connect to the online service and you have the chance to be rescued by a fellow online player. Link the game up to your email account and you can even receive alerts from other gamers when they're stuck. A brilliant idea, nicely executed.



Though the fighting isn't nearly as deep as the normal Pokémon games, *Mystery Dungeon* is just as addictive in its own way

After a short while you'll get a partner who'll be your main companion for the game



HGZine Verdict

A crawl, but never a slog – these dungeons are well worth exploring

DS

- Superb Wi-Fi functionality
- Challenging, fun gameplay
- Looks like a GBA game

7



Publisher: Eidos
Developer: Razorback
Developments
Heritage: Alex Rider:
Stormbreaker
Link: www.
eidosinteractive.co.uk
OUT NOW

**REVIEW
FEEDBACK!**
Click here to
tell us what you
think of Dr
Reiner Knizia's
Brainbenders

If you solve the
puzzle quick enough
then you'll earn
yourself a medal

Dr Reiner Knizia's Brainbenders

Doctor who?

So who is this mysterious Dr Knizia, and why should you care about his game? Well, we're told that he's an expert in mathematics and has created hundreds of board games and books, too. And, with the massive success of Doctor Kawashima's two games for the Nintendo DS, it would appear that anyone with a doctorate is fair game to have their collective thoughts, beliefs and ideals translated into the videogame format.

That's not to say that *Brainbenders* is a poor cash-in on a well-worn theme, as although the cover art may draw comparisons with *Brain Training*, this is a very different game altogether. While *Brain Training* is a series of tests that's designed to stimulate our brain's natural abilities, *Brainbenders* is a series of devious puzzles designed by Dr Knizia himself. There's no grading, room for improvement or much of a multiplayer mode, but there is a not inconsiderable amount of different puzzles to work through, and most of them are rather fun to play.

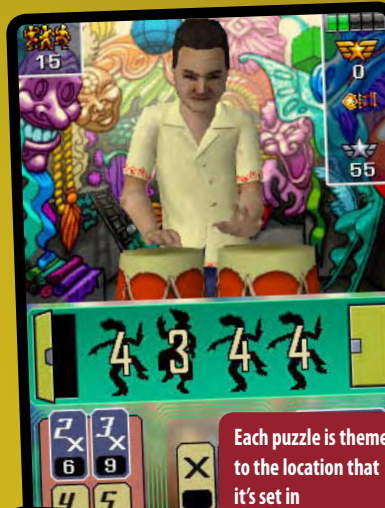
To give the game some sort of storyline, each puzzle is set in a city around the world – for example, in Paris you have to set the alarms for the Louvre gallery by flicking a series of switches. You start off with 12 cities to play through and, by earning money by successfully completing puzzles, you can 'buy' new locations to play through.

Sadly, there's no real multiplayer mode as such. There is a download mode which allows you to share the game with another player on a second DS, but there's about your lot.

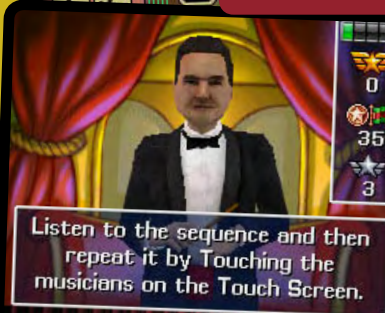
Brainbenders is a good puzzle game, though. The range and originality of the puzzles is to be applauded, and there's more than enough gameplay here to keep you coming back until you complete the lot – just as long as you're playing on your own. ●

Dean Mortlock

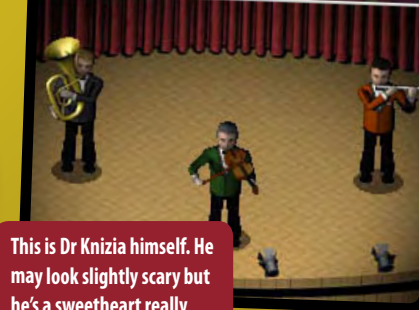
**"Brainbenders is a
series of tests designed
by Dr Knizia himself"**



Each puzzle is themed to the location that it's set in



Listen to the sequence and then repeat it by Touching the musicians on the Touch Screen.



This is Dr Knizia himself. He may look slightly scary but he's a sweetheart really

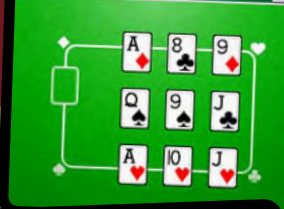
FOOD FOR THOUGHT

Let your brain take the strain

Each stage offers you a medal reward for a good score. The better you do, the more chance you have of earning a gold medal. More than that though, each medal comes with a cash bonus which can then be used to unlock new levels and cities. Sadly though, there's no direct feedback on your progress and development – like you would find in *Brain Training*.



You won a Gold Medal!



The Doctor is your host for each of the puzzles

**HGZine
Verdict**

**A solid puzzler with some
cleverly thought out
stages. Cheap, too**

DS



Ingenious puzzles...



...and plenty of them



Not many multiplayer options

7

MOBILE REVIEWS

All the latest from the world of mobile phone gaming



Racing Masters 2008

Publisher: Digital Jokers

With the new F1 season in full flow, we're in the ideal mood for a decent mobile representation of the sport – sadly, *Racing Masters 2008* isn't it. Although it boasts a decent Championship mode, the gameplay is lacking in both realism and thrills. The concept is a strong one but sadly this game is more akin to a slow backmarker than a race leader.

- Robust Championship mode
- Unrealistic handling
- Shabby visuals

It won't get a podium finish

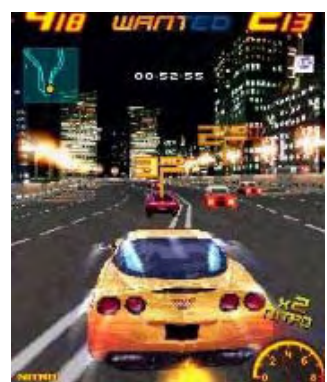
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Asphalt 3: Street Rules

Publisher: Nokia

One of the first titles for Nokia's shiny new N-Gage service, *Asphalt 3* is actually a spruced-up conversion rather than a totally new game. We can forgive it for that, because it's jolly good fun.

The much-hyped 'N-Gage Arena' isn't quite so impressive – it only offers online scoreboards, but we're confident future titles will improve on this. A promising start for N-Gage fans.



- Stunning visuals
- Fun to play
- N-Gage content is lacking

A worthy update for N-Gage

7



Sonic the Hedgehog 2: Dash!

Publisher: Glu

Although Sonic remains one of the most famous videogame mascots of all time, the speedy blue hedgehog's stock has dropped a little recently thanks to some rather lacklustre outings. Thankfully this latest mobile release focuses on the glory days, taking inspiration from his second platform adventure on the Megadrive console. The transition is practically seamless, with all the challenge, content and speed of the original surviving intact. An oldie, but definitely a goodie.

- Lightning fast action
- Attractive presentation
- Classic gameplay

Sonic as we know and love him

8

Men in Black: Alien Assault

Publisher: Ojorn

The *Men in Black* series was a pretty successful one a few years ago but it's fair to say that it's dropped off the radar slightly now, which makes the timing of this new mobile phone game release all the more puzzling.

Regardless of the popularity of the subject matter, *Alien Assault* certainly looks the part. The visuals are detailed and eye-catching, but sadly the gameplay simply isn't on the same level. Primitive combat and dull puzzles serve to make this game little more than a one-way trip to Snoozeville. One to forget, then.



- Attractive graphics
- Dull gameplay
- Gets boring fast

Attractive but uninspiring

5



RECOMMENDED
Four mobile games you must own

The Club

(Glu)

Clever points-based shooting action.

Orcs and Elves 2

(EA Mobile)

More RPG brilliance and perfectly suited to the mobile format.

Paper Planes

(Namco Bandai)

An engaging and original flight of fancy.

Castlevania: Aria of Sorrow

(Glu)

First-rate Vampire-hunting action.



The Sims Pool 3D

Publisher: EA Mobile

It's time to shoot some Pool in this latest instalment of the seemingly unstoppable *Sims* franchise – which is now starting to branch out into many other areas.

For the most part it plays very much like any other simulation of the sport, boasting an excellent 3D engine, realistic physics and intuitive controls, but what really sets the game apart from rival titles is the way you're able to customise the appearance of your on-screen avatar and steadily nurture them to Pool Hall stardom. This is a game that's well worth a look.

- Great 3D graphics
- Intuitive gameplay
- Plenty of challenge

Right on cue...

8

Inbox

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

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DO YOU KNOW IF SONY are working on a new PSP? I keep hearing rumours that a new one is coming out but nothing appears. I'm hoping that they'll wait for a couple of years and then bring out something that's basically as powerful as a PS3 – like they did with the original PSP.

Steve Williams, Exeter

>> That's a good question Steve, and it's fair to say that Sony are indeed working on an update for the PSP – although nothing has been confirmed yet.

While sales of the PSP haven't matched the DS, the success of

Nintendo's portable console must surely give Sony a benchmark to work towards. This means that if (and when) Sony do decide to announce a new handheld games machine, you can bet that it'll be something that's hugely impressive.

I AM A MASSIVE *DOCTOR WHO* FAN and I can't believe that the games companies have wasted an opportunity by not releasing a proper *Doctor Who* game. I mean, who really wants a *Top Trumps* game? There's so much you could put in a *Doctor Who* game... it'd be brilliant!

Tony McDonald, Aberdeen

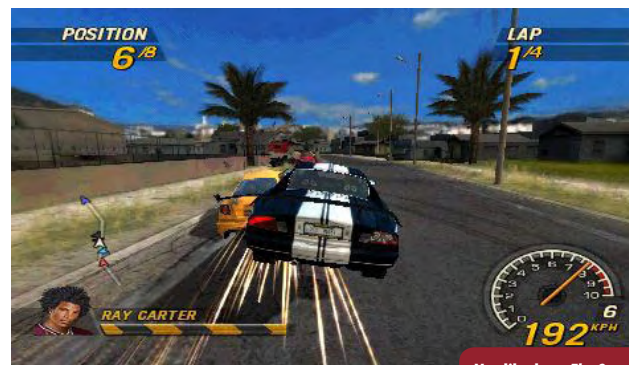
>> We're massive *Doctor Who* fans too Tony, and were mildly peeved when we heard about *Top Trumps: Doctor Who* as well. Having said that though, we think that it'll be a lot better than you might think.

The success of the show means that a 'proper' *Doctor Who* game is certainly a possibility, and as soon as we hear anything then you lot will be the first to know.

I'M JUST STARTING TO GET INTO games on my mobile phone and I'm really glad to find your magazine. Is there any chance that you might do bigger mobile phone game reviews or even a magazine all about them?

James Britton, Cardiff

>> As mobile phone games get better and more popular, then so does their importance in magazines like ours. We may well be adding a new regular mobile gaming feature



You liked our *FlatOut* guide, so watch this space for more original features soon

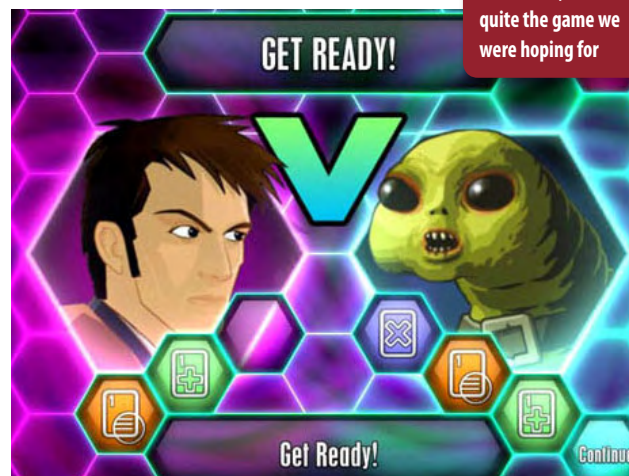
next month, so come back then to find out more.

THE *FLATOUT* TIPS IN ISSUE 14 was a really nice touch – thanks for that. Can you try and do it again soon... with a different game, obviously!

Carl, Brighton

>> Glad you liked them, Carl. We thought it was a nice touch, too. It's all down to time, as if the developer's can do extra features then they're glad to. We'll certainly try to do more things like that in the future, though.

Top Trumps: Doctor Who: Good, but not quite the game we were hoping for



GAME MATTERS

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

I KNOW THAT EA have released a new football game called *UEFA Euro 2008* but does that mean that they won't be doing a new *FIFA* game this year?

Robin Skinner, London

>> Fear not Robin, as although EA have released a game for the Euro championships this year, they're still planning on releasing an update for their *FIFA* franchise later in the year.

I'VE JUST WATCHED *The Spiderwick Chronicles* at my cinema and wondered if you could tell me if the game of the film is any good.

Suzy Palmer, Norwich

>> Games based on movies are a real hit-and-miss affair, but we're happy to say that *The Spiderwick Chronicles* is one that's better than most.

I'M REALLY STUCK ON *SONIC RPG* and can't seem to get anywhere in it. Could you email me back with a players' guide for it?

Simon Crook, London

>> Blimey Simon, if we emailed everyone that wrote in we wouldn't have time to do the mag. There are plenty of tips and guides online, though.

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Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 07770 648500

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Editor: Dean Mortlock

Design: InkCap Design

Contributors: Chris Schilling, Darren McFerran, Dave Perrett
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