NEW!

P3Zine

Issue 2 | May 2007

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

MEGA REVIEW

The Elder Scrolls IV: Oblivion

The next-gen RPG arrives on PS3

HUGE PREVIEW

grand theft auto IV

The countdown begins...

EXCLUSIVE INTERVIEW

Nick Bridger talks Pirates of the Caribbean: At World's End



MORE REVIEWS



F.E.A.R.

The finest PS3 shooter so far



SPLINTER CELL DOUBLE AGENT

Take down the terrorists



UNTOLD LEGENDS

Another roll of the dice

PLUS PS3 ONLINE!

ALL THE NEW GAMES ON PSN

Welcome to P3Zine



After the bonanza launch weekend a few weeks ago things are starting to settle down nicely for PlayStation 3. New titles are now going to keep trickling through until the floodgates open in the run up to Christmas, and this issue sees what is without doubt the best game yet to grace the PS3. The Elder Scrolls IV: Oblivion is a genuine tour de force - don't miss the review starting on page 17. There's also a chilling new shooter on PS3 to challenge Resistance: Fall of Man's short lived FPS crown. FEAR lives up to its billing and is not to be missed.

The other big buzz this month, of course, came courtesy of Rockstar. You can see the trailer (again) on page 8 and read what we make of the teasers so far.

Finally, just a word of thanks for all your feedback and words of encouragement from the first issue. Keep your emails coming...

Dan Hutchinson, Editor
p3zine@gamerzines.com

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

Every New Game Reviewed







On PSN
All the new games reviewed & rated



QUICK FINDER
Every game's just a click away

Bladestorm: The Hundred Years' War
Colin McRae: DIRT
Heavenly Sword
Spider-Man 3
Metal Gear Solid 4: Guns of the Patriots
Rock Band
Clive Barker's Jericho
The Darkness
Lair
GTA IV
Final Inertia
POTC: At World's End
The Elder Scrolls IV: Oblivion
FEAR
Splinter Cell: Double Agent
Untold Legends
Lemmings
Blast Factor
Tekken: Dark Resurrection
GT HD Concept 2.0
Gripshift
fl0w

PLUS! *The best new blu-ray flicks reviewed*



MEET THE TEAM
There's nowt they don't know about PlayStation 3



Chris Schilling
Chris has been combing over *that* video to see what awaits in GTA IV



Lee Hart
To say Lee 'likes' Oblivion would be a something of an understatement



Richard Melville
Fresh from the editor's chair at PSW Rich has delved into FEAR



Ian Morris
Immersed in all things online, Ian is our main PSN 'man'

FIRST LOOK

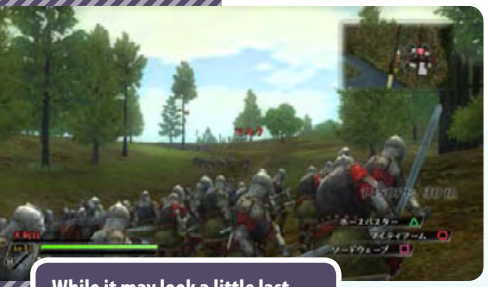
Bladestorm: The Hundred Years' War

Koei try to rewrite history on PlayStation 3

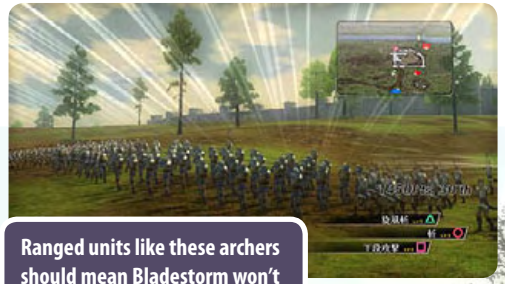
Publisher: Koei
Developer: Omega Force
Heritage: Dynasty; Samurai Warriors series
Link: www.ps3.eu/en-GB/game/bladestorm/go.ps3
ETA: Summer '07



Mounted units enter the fray: PS3's processing power should allow for some truly epic battles.



While it may look a little last-gen at the moment, Bladestorm shifts a fair few units around.



Ranged units like these archers should mean Bladestorm won't be another button-masher.

Commands seem relatively simple, but should add a bit of depth to the fighting action.

So what's it all about?

The Hundred Years' War was a battle between England and France, starting in the 14th century, and lasting for sixteen years longer than the title would suggest. We only hope it's not set in real-time…

How does it play?

Think Koei's Dynasty Warriors, with an added strategy element, multiplied by new-generation power and you're halfway there. It's ostensibly a Warriors-esque scrapper, with you commanding a large mercenary group, able to choose which side to fight against, and whom to assist. The strategic element allows you to handle entire groups on the fly, such that you're sometimes in control of hundreds of men at once. You can assign them specific instructions in combat, which allows you to rack up combos in the thousands.

How's it shaping up?

The screenshots which have been released so far are from a fairly early build – we fully expect the graphics to improve by its Summer release, but it's already throwing around huge numbers of soldiers. It's hard to tell at this stage whether the gameplay will revolve a little too much around button-mashing, but we're hopeful Koei can make sure the strategy aspect is involved enough to make a significant difference to player tactics.

"You're sometimes in control of hundreds of men at once"





"THIS IS THE FINEST PS3 SHOOTER YET" 9/10 - PSW

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



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APRIL 20TH 2007

WHATISFEAR.COM

18

PLAYSTATION 3

MONOLITH

DAY 1 STUDIOS

SIERRA

F.E.A.R.

FIRST ENCOUNTER ASSAULT RECON

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Colin McRae: DIRT

Codemasters race onto PS3...

FIRST LOOK

Publisher: Codemasters
Developer: Codemasters
Heritage: Colin McRae Rally series
Link: www.codemasters.com/dirt
ETA: Q3 '07



Cockpit cam is always good for replaying the best crashes – and check out those skidmarks!

"We're looking at a possible Motorstorm beater"



Expect some spectacular crashes in the buggy racing.



The truck models look really quite impressive.



Uh oh. This doesn't look good. Still, we'll soon get a chance to view those lovely particle effects…

How does it look?

Have a gander at the screenshots - it's stunning. Assuming they can keep the frame rate up, we're looking at a possible Motorstorm-beater, believe it or not.

Any new info?

Sure. Codemasters has just premiered the first trailer of the game, and has provided some more details. It's much more than just a straight rally sim this time around, with special Hill Climb events, buggy racing and full off-road events across a variety of countries. Events take place all across Europe, and also in Japan, Australia and the US.

So what about these events?

Alongside the Rally, Hill Climb, Rally Raid, Rally Cross and Crossover races, Codies has now added American Championship Off-Road Racing (CORR) events - these are dirt circuit races between a number of different vehicles including the aforementioned buggies and also trucks.

What else?

How about dynamic, user-controlled replays, allowing the player to frame the crunching collisions? It seems Codemasters really has thought of everything.

When's it out?

The PS3 version is due slightly after the Xbox 360 and PC versions, which should be revving up in June. Fingers crossed we won't have to wait too much longer, as this looks right up our dirt track.

INCOMING

More games to look out for on PlayStation3 ...



Heavenly Sword

Publisher: SCE | **ETA:** Q3 '07

One of Sony's flagship titles, this fluid actioner was recently rumoured to have been pencilled in for a May release. Sadly, the information on Sony's European site was incorrect, and we'll have to wait a little longer. It's still down for 2007, but exactly when, we don't yet know.

Spider-Man 3

Publisher: Activision | **ETA:** 04 May '07

Released to coincide with the movie's worldwide launch, this free-roaming web-and-brawl-em-up is set to have a much larger area of New York to swing around. Featuring subterranean sections, greater freedom of choice and improved fighting controls, this could actually be a movie license to look forward to.





Metal Gear Solid 4: Guns of the Patriots

Publisher: Konami | **ETA:** Q4 '07

As one of the most eagerly awaited releases on PS3, MGS4 has a lot to live up to. Speaking at an entertainment expo in Australia, Hideo Kojima was quoted as saying that he wants psychological as well as physical battles to form part of the MGS experience this time round. Interesting...



Rock Band

Publisher: EA | **ETA:** Q4 '07

Harmonix's latest looks to be a truly next-gen rhythm-actioner. Expanding on its biggest hit Guitar Hero, this will accommodate FOUR peripherals - lead and bass guitars, plus drums and a microphone - allowing you to create your own group both offline and on. We can't wait.



Clive Barker's Jericho

Publisher: Codemasters | **ETA:** Q4 '07

Developed with a great deal of creative input from the master of horror himself, Jericho looks like it's going to scare the pants off PS3 owners before the year's out. The concept and story have been provided by Barker, which should elevate this FPS into something rather special. Intriguing stuff.

The Darkness

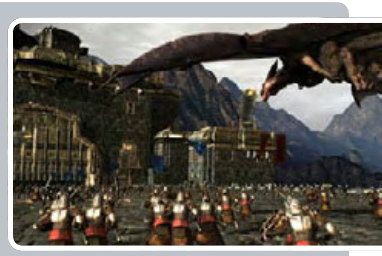


Publisher: 2K Games

ETA: 29th June '07

Thankfully not a tribute to Justin Hawkins' lot, Starbreeze's first-and-third-person shooter isn't too far away. With the excellent Chronicles of Riddick behind them, the developer's supernatural crime drama certainly sounds interesting, with the lead character voiced by none other than Faith No More's Mike Patton!

Lair



Publisher: SCEE | **ETA:** Q3 '07

Like Heavenly Sword, this lush-looking dragons-and-fighting game was down for release next month. Again, this is another title with a tentative 'late 2007' release, but with Factor 5 - of Rogue Squadron Gamecube fame - at the helm and some interesting tilt controls, this is definitely one to watch out for.

IN THE PIPELINE

SUMMER	AUTUMN	WINTER	SPRING
THE CLUB 1st June	**JUICED 2: HOT IMPORT NIGHT** Autumn '07	**CIPHER COMPLEX** Winter '07	**CONAN** Q1 '08
SINGSTAR PS3 June	**SEGA RALLY REVO** Autumn '07	**ALONE IN THE DARK** October '07	**LITTLEBIGPLANET** Q1 '08









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The Elder Scrolls IV
OBLIVION®

The RPG for the Next Generation

16+ www.pegi.info

ask about games .com

oblivion.ubi.com

PLAYSTATION 3

Bethesda SOFTWORKS a ZeniMax Media company

UBISOFT

SEARCH P3Zine PRINT THIS PAGE ZOOM IN ZOOM OUT TOGGLE FULL SCREEN VIEW PREVIOUS PAGE NEXT PAGE

IV

Publisher: Rockstar Games
Developer: Rockstar North
Heritage: GTA III, Vice City, San Andreas; Manhunt
Link: www.rockstargames.com/IV/
ETA: 19th October 2007

DON'T MISS!

Grand Theft Auto IV

The world's biggest franchise returns to its spiritual home…

It's just after 11pm on Thursday, March 29th, and tens – nay, hundreds - of thousands of people worldwide are hunched over their computers, frantically pressing F5 to refresh the screen. The event? Why, the simple unveiling of the teaser trailer for Grand Theft Auto IV. Sixty-three seconds of precision-built, ruthlessly edited, beautifully constructed, pure and simple *hype*. Rockstar Games has us all in its thrall once more, and the videogame world suddenly goes into 'frenzied speculation' mode. But, now the >



Real-time shadows look particularly impressive when moving at high speed.



New York's famous Flat Iron building – we're really hoping we can go inside…

WHEN, WHAT, HOW?



Yet another famous landmark, and yet still people will deny the location is New York!

"Rockstar Games has us all in its thrall once more"

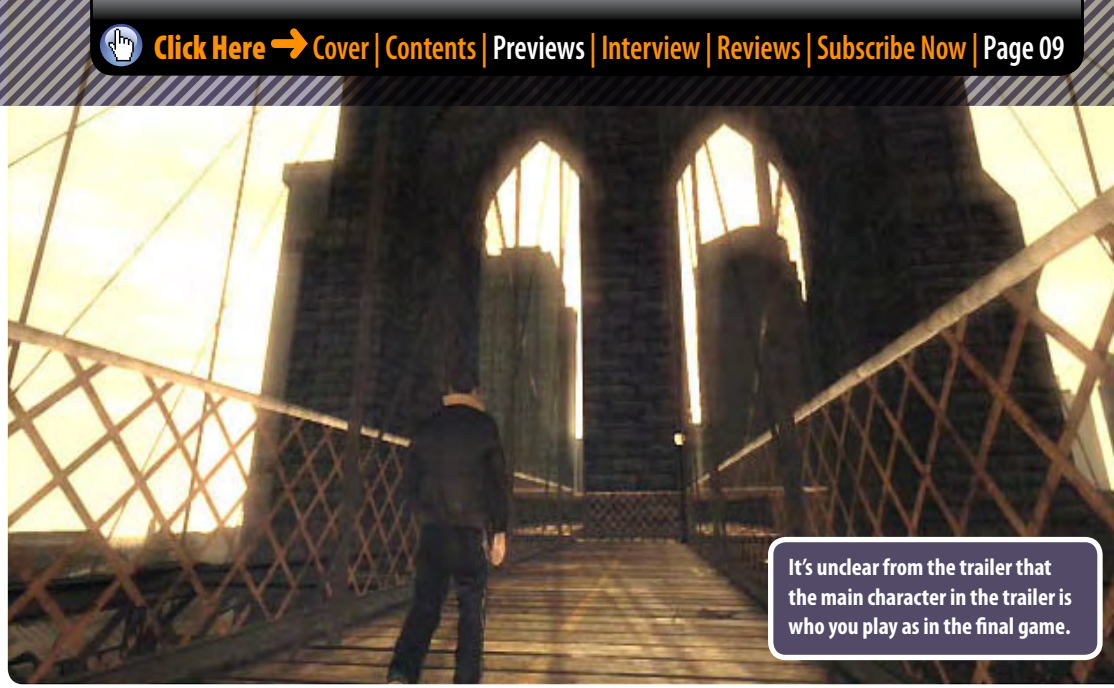


The moodier lighting effects suggest GTA IV will be a little more serious than its predecessors.

>GTA IV continued

dust has finally settled, what has the GTA IV trailer actually told us?

In truth, not a lot. But then there are tantalizing hints everywhere to what the beast that is one of videogaming's biggest series has now become. For starters, we know where it's set. Flashes of the Statue of Liberty, the Empire State, Times Square, the Chrysler building, the Brooklyn Bridge – yep, we're in New York. Certain internet-goers would swear blind that it's not, that it's a return to GTA3's Liberty City, and – in a sense – they'd be right. Because GTA has always blurred the lines between fiction and real-life, basing its settings loosely on real world locations – like Los Venturas in GTA: San Andreas, which to all extents and purposes was Las Vegas. It's just that with the extra processing power this new generation of consoles has brought, Rockstar can now recreate these cities far more accurately. Of course, that trademark GTA twist gives the city its own unique feel, so the MetLife building has been renamed GetALife, while the police department remains LCPD rather >



It's unclear from the trailer that the main character in the trailer is who you play as in the final game.



The MetLife building gets its own special Rockstar twist…

"Next-gen consoles can now recreate these cities far more accurately"



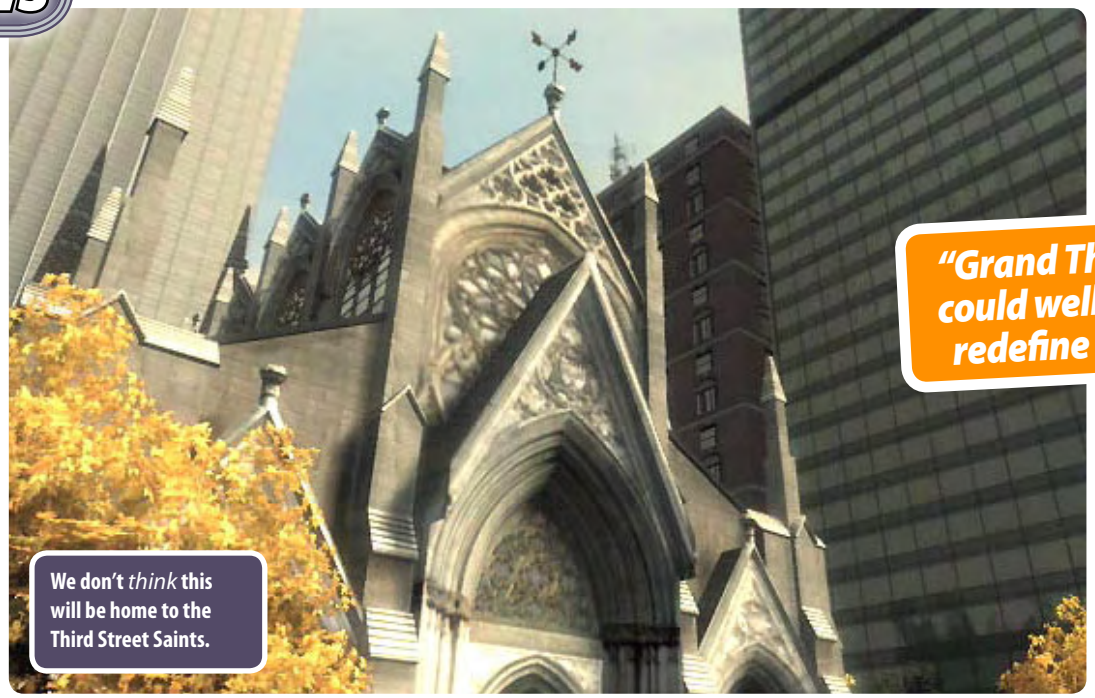
360Zine

WANT MORE GTA IV? Sister mag, 360Zine, ran its first GTA IV feature in issue 5.



IV

READER REQUESTS! Click here to tell us what you'd like to see in GTA IV!



We don't *think* this will be home to the Third Street Saints.



The dynamic lighting effects look stunning.

"Grand Theft Auto IV could well attempt to redefine the genre"

>GTA IV continued

than NYPD.

The only dialogue in the trailer is provided by a man who appears to be of Eastern-European descent – he's the only character that appears for more than a brief flash, which hints that he's either the game's protagonist, or perhaps even the head baddie. "Life is complicated" he begins, "I've killed people, smuggled people, sold people. Perhaps here, things will be different." Again, it's clever of Rockstar to give so little away, but the dialogue definitely hints at the possibility of greater moral complexity – is this someone trying to go straight but pulled back into a life of crime? Indeed, the trailer has Liberty City in more muted tones than before, suggesting the cartoon ultraviolence of the earlier games might be replaced by something more mature.

The nature of that last line, too – "things will be different" – insinuates that Rockstar might be taking a different tack. Watching the traffic move through the city at a slow, unhurried pace seems to hint at a more measured, thoughtful take on the free-roaming crime genre. It's perhaps a conscious decision from the developer to move away from GTA's imitators, who – almost without exception – have emphasised the less realistic elements of the series. It's conceivable that Grand Theft Auto IV could well attempt to redefine the genre its previous iteration helped create – and, on this (admittedly brief) evidence, who would bet against Rockstar achieving that goal? Not us, that's for sure.

GTA IV TRAILER
See the in-game footage in all its glory



The presence of the Empire State Building is proof that Liberty City IS New York, in all but name.

P3Zine IV

PERCENTAGE COMPLETE 80%

FIRST IMPRESSIONS 90%

Mean, moody, magnificent – looks like GTA has done it again.

HANDS ON

Fatal Inertia

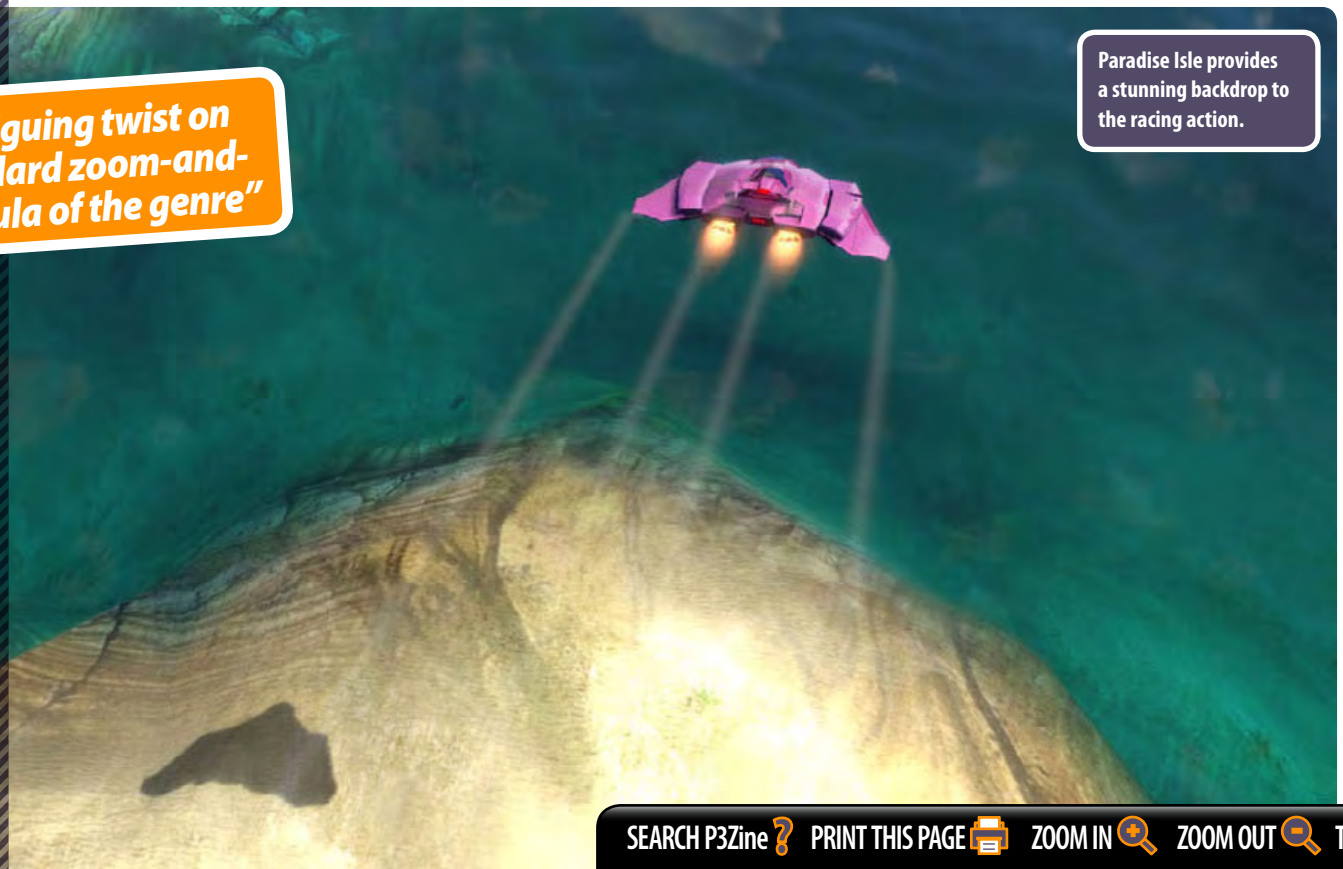
This futuristic racer is attractive in more ways than one...

Publisher: Koei
Developer: Koei
Heritage: Winning Post series, Dynasty Warriors series
Link: www.ps3.eu/en-GB/game/fatal-inertia/go.ps3
ETA: Q3'07

What do you get if you cross classic future racing franchise Wipeout with ball-rolling collect-em-up Katamari Damacy? The answer is Koei's Fatal Inertia - an intriguing twist on the standard zoom-and-zap formula of the genre.

The difference between Fatal Inertia and its numerous influences is suggested by its very title - it's all about the physics. The game's nominal weapons, magnets, are the key to this. Driving over a weapon pad to collect these gives you the power to fire said objects at your opponent. Should they stick, they'll have exactly the effect you'd expect - hitting the side of a rival craft will cause the vehicle to veer off, while dropping one behind you might force your enemy's nose into the ground. The magnets affect the weight and drag on each ship too - and you'll even find it hindering other opponents, as their magnetic fields attract the affected craft. >

"An intriguing twist on the standard zoom-and-zap formula of the genre"



Paradise Isle provides a stunning backdrop to the racing action.



Lightweight Mercury class ships accelerate faster than the other vehicles.



The environments are varied, and some stages aren't what you'd expect.



There are four different classes of racing vehicle .

>Inertia continued

The developers acknowledge the Katamari influence, and it's good to see a game take that original concept and give it such an innovative twist.

Other weapons available include a powerful boost rocket, which can be attached to your own ship to provide a huge burst of speed down straights or onto rivals to make them virtually uncontrollable for a spell; a smokescreen to blind opponents, or an EMP to disable all weapons within its blast radius. If that suggests the game is more combat-based than other future racers, you'd be right. "Combat will play a core role in Fatal Inertia, and we'll be putting this facet of the game front and centre" says producer Takazumi Tomoike. "What that means is, for example, we've made it nearly impossible to win a race without using your weapons in some manner. We really want to ensure that the combat and the weapons are central to the whole racing experience."

With the Sixaxis' tilt controls enhancing that experience, and the Unreal 3 engine at work making the graphics and physics look suitably 'new generation', you can colour us pretty darn excited about Fatal Inertia. While it's the developer's first foray into the genre, Tomoike confidently asserts that "It's a challenge, but we are more than up for it." And with the promise of more dynamic courses allowing you to take alternative routes through the race checkpoints, and environmental hazards to avoid and exploit with the magnetic weaponry, Koei's game could well blast F-Zero and Wipeout off course in the battle of the future racers.

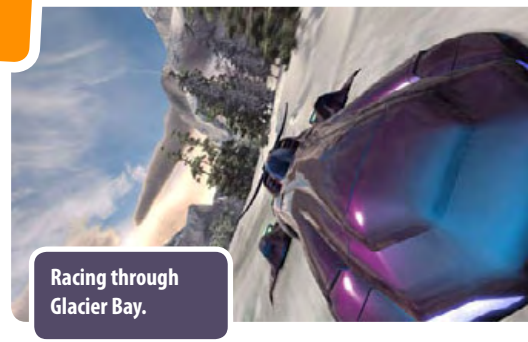


Lost Canyon is one stage with a clear sci-fi influence.

"Combat will play a core role in Fatal Inertia"



This ship looks fairly plain, but all craft are fully customisable.



Racing through Glacier Bay.





You're free to choose which route you take through the checkpoints.

P3Zine

PERCENTAGE COMPLETE 90%

FIRST IMPRESSIONS 80%

With truly physical physics, Fatal Inertia's a real contender.

MARVEL ULTIMATE ALLIANCE

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

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1080p Support



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2 NextGen Exclusive Playable Characters



5 PS3 Exclusive Bonus Villain Side Missions

PIRATES OF THE CARIBBEAN: AT WORLD'S END

P3Zine chats to Nick Bridger, Senior Producer of the PS3 version of At World's End...



Nick Bridger, the game's swashbuckling Senior Producer.



Swordfighting with Davy Jones – make sure you don't end up in his locker!

"We coined a term for the game called 'Live and Die by the Sword' "

P3Zine: With Dead Man's Chest having smashed records at the box-office, At World's End is set to be one of the biggest film blockbusters of all time. Does that put added pressure on everyone involved in the game?

Nick Bridger: Massively, but it's not necessarily a negative pressure. Working on such a huge franchise, and one that's something really quite special really helps to motivate people through the increased pressure such a previous success brings. There's nothing like a billion-dollar smash to really challenge and focus everyone!

As the first POTC game to hit the new generation of consoles, what does At World's End on PS3 have to offer over the previous games?

We wanted to really bring the theatrics of swordplay to the game and offer the player something very different to what they're used to with POTC games. We didn't want the game to be simply about hacking and slashing your way through, but to immerse the player in the dark, swashbuckling world of Pirates of the Caribbean and bring that sense of theatre to the player - harking back to movies whether the flamboyancy of Errol Flynn, or the sheer excitement of the Three Musketeers. We coined a term for the game that really set out our design philosophy from the start, called "Live and Die by the Sword". We wanted the player to feel the sword is the lifeblood of the character, not just a weapon, that will help them navigate through the world whether saving themselves from falling off a perilous edge, ripping down sails or climbing higher to a ledge you wouldn't normally be able to reach.

How have you found the PS3 to code for? Have you enjoyed working with the console?

The PS3 has been immensely challenging for us as it's a completely different beast to the other consoles and excels in different areas. Of course with all development, some parts have been enjoyable, while others have driven us to thinking about a career change. But, seeing everything come together on what is a very exciting platform makes it all worthwhile. As with the PS1 and PS2, the PS3 is a very powerful machine and we're only just beginning to scratch the surface of it's potential!

Is the Sixaxis' motion control capability used in any special way? Tell us a little more about the controls and the gameplay.

We use the Sixaxis for one of the features in the game - beam balancing - which is really cool as the player needs to use it as a counter-balance when negotiating themselves across narrow ravines. It really makes the player feel like >



Jack Sparrow and Will Turner fighting side-by-side – it's only a matter of time before they're at each other's throats again.

> Interview continued

they're in a very perilous situation!

Does the story follow the film closely, or - like the previous games - does it head off into different waters?

From the outset, we worked incredibly hard to try and throw the player deep in to the Pirates world and not simply play a game that's a slave to the movie. Pirates of the Caribbean offers so much rich, varied material that the films hardly touch upon that we were really keen to expand the game beyond the movies by working with one of the original screenplay writers, to introduce new fiction, new characters and new locations, exploring Pirates in much more detail. This is why the game is based on both Dead Man's Chest and At World's End so we can really immerse the player in the Pirates world, while also offering the really cool, huge events from the films.

Without spoiling too much, can you tell us about your personal highlights in the game?

There's loads. I love how we've managed to bring the Pirates of the Caribbean world alive in a huge amount of detail. It's a gorgeous looking game, from the environments to the facial animation and expressions in the characters. Jack Sparrow is an incredibly difficult character to mimic and he's very unique, and I'm especially proud of what the team have achieved in bringing him alive in the game. Other highlights include Black Bart, one of our own original characters - the duelling sequence with him is great. And Shipwreck City and the Maelstrom look amazing. But, without a doubt, my favourite is the grapple move. It's ridiculous amounts of fun just throwing your opponents over ledges and off cliffs. Oh and knife throwing against multiple enemies!

Finally, what one thing would you say separates At World's End from the other movie licenses on offer?

Aside from being based on two movies; adding new fiction, new characters and new locations taking the player way beyond simply the events of the movies, we've also worked hard to try and offer something different to the whole game through the combat. Whether it's throwing one enemy into another; rolling over the back of your enemy to avoid them; linking up with an ally and performing a back to back move; smashing a bottle over an opponent's head; we didn't want to simply do another hack and slash game, and have spent a lot of time designing a system that really brings the theatrics of swordplay to the player, emphasizing the sword on sword combat and heralding back to the romantic, golden age of swashbuckling, when it was as much about your wit as it was your skill with a sword. And of course this is Pirates, so it's good to cheat.

"The game boasts new fiction, new characters and new locations"



Publisher: Disney
Developer: Eurocom
Heritage: Buffy the Vampire Slayer: Chaos Bleeds
Link: http://www.disney.com/videogames



Escaping the Kraken as Keira Knightley's Elizabeth Swann – we hope all the boss fights are just as exciting.

HGZine PSP & DS games

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SONY PSP

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NINTENDO DS

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



Elder Scrolls IV: Oblivion

"You'll never look at RPGs in quite the same way again"

Strap on your helmet, sharpen that blade and enter a fantasy world of magic and monsters...

Publisher: Ubisoft
Developer: Bethesda
Heritage: All the previous PC-only Elder Scrolls games
Link: www.elderscrolls.com/home/home.htm
ETA: 27 April

Most games offer you a quick blast of action or a few hours of linear adventuring. Oblivion goes further. Much further. This epic RPG is a whole new virtual life just waiting to be explored, a vast world full of possibilities that still serves up new experiences after 100 hours exploring its borders. It's an intimidating prospect and if your idea of a gaming session is a few matches of PES, this probably isn't the game for you. But if you're willing to put in the time the rewards are incredible. One of the most ambitious titles ever created, step into the world of Oblivion and you'll never look at RPGs in quite the same way again.

The getaway

Set in the realm of Cyrodil, you start the game locked in a prison cell for a crime that's never explained. Escape comes via an unlikely source, the Emperor is fleeing the Imperial City with would-be assassins in hot pursuit. Luckily for you the secret passage out of the city is located in your cell. The first part of the game is spent trudging through dingy tunnels fighting off adversaries with a rusty sword. So far, so ho-hum. >

P3Zine GOLD



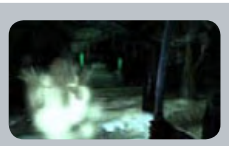
With some enemies just one look tells you you're in for one hell of a beasting.

Next Gen?

The illusion of reality is never broken in Oblivion. All around you the non-player characters go about their daily business, eating, sleeping, shopping, chatting to each other in the street – genuinely living out their own fantasy lives. Using a system called Radiant AI, all the NPCs have goals which they carry out based on their individual stats. Interaction with the player is the only thing that's scripted and it all makes for the most fully realised game world yet seen.

MONSTER MASH

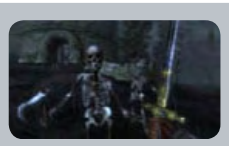
You'll have to be on your mettle to beat Oblivion's cast of gruesome ghosts and ghouls.



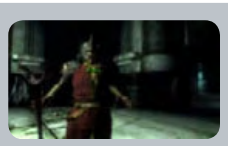
GHOST – Found in crypts and ruins, they can only be vanquished with spells or magic-equipped weapons.



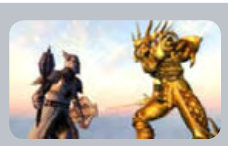
ZOMBIE – Already dead and therefore resistant to just about everything, fry them up with a raging fire spell.



SKELETON – Puny in comparison to most, smack them with your weapon and watch the bones fly.



LICH – A leathery-looking undead foe. You can hack them up but watch out, they usually travel in pairs.



UMARIL - The final boss for the Knights of the Nine guild. Unless your stats are maxed out just RUN AWAY!

> Elder Scrolls continued

But it's when you emerge from the prison sewers into the glorious sunlight that you first realise just how big this game is. Gazing down on the huge expanses that make up Cyrodil, it soon becomes clear that everything you can see, from the lakes to the craggy mountains, are just waiting to be explored.

The main storyline sees you charged with restoring order in Cyrodil by finding the Emperor's long lost son and heir to the throne, and by destroying the Oblivion gates through which the demonic Daedra are invading the country. But there are so many different things to do in this game that you could easily spend days and weeks playing without even bothering to engage with the central story. The freedom is astonishing. You can simply wander the environments, seeing the sights, meeting people, customising your character, only taking on side missions and battles when you feel the urge for a bit of action.

The big attraction away from the main quest are the five different guilds: Fighters, Mages, Thieves, the Dark Brotherhood (a union of assassins) and the holy order Knights of the Nine. Each guild has its own quests and gameplay styles, you >



There are plenty of weapons at your disposal but it's hard to beat the satisfaction of wielding a big old battle axe.



The demonic hordes flooding through the Oblivion gates take a terrible toll on the city of Kvatch.



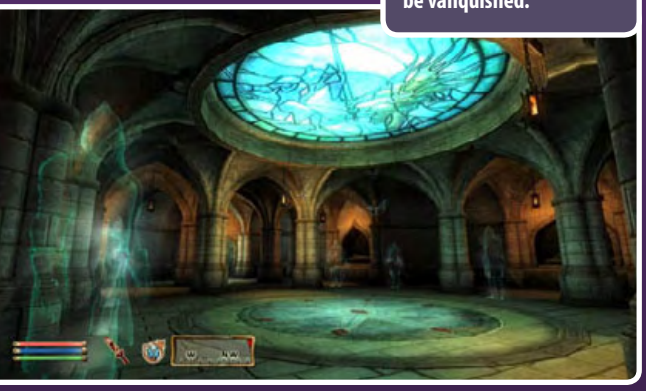
You get to visit this fancy priory as part of the Knights of the Nine sub-game.



"You could easily spend days and weeks playing... The freedom is astonishing"

The invading Monsters from the hellish Oblivion enter Cyrodil via these gates. You need to shut them down.





You'll discover that not all ghosts are evil spirits to be vanquished.

> Elder Scrolls continued

can switch between them at will and the variety is such that it's almost like having five games in one. As its name suggests, the Fighters Guild is perfect if you like rucking, enabling you to go from town to town acting as muscle for hire. To become a member you'll have to prove your proficiency with a variety of weapons and you'll need a clean criminal record – so best try your hand with the Fighters *before* joining the Thieves Guild.

Social climbing

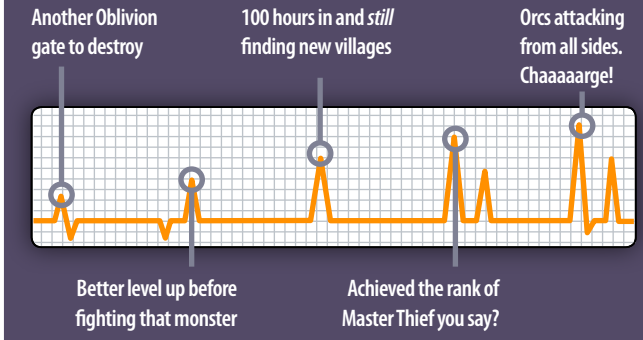
The Dark Brotherhood is the cream of the crop. Requiring a more stealth-based style of play, this league of assassins is the perfect excuse to indulge in brutal executions. Whether you want to murder indiscriminately or take on contract killings, there are only three things that matter: 1) Don't get caught 2) Never slay another member of the Brotherhood 3) Always kill with *style*. Besides enabling you to hone your skills and level up your character, guild missions also offer great rewards. All the best items and weapons are accessed by climbing through the guild ranks, and this also opens up new options. Work your way up in the Mages Guild, for example, and you gain access to the Imperial City's Arcane University, where you can create spells and experiment to your heart's content.

We've barely scratched the surface of everything Oblivion has to offer. We could go on and on about the amazing battles, the satisfaction of mastering one of the guilds, the sheer thrill of inhabiting a virtual world that convinces on every level, but this is a game that really needs to be experienced to fully appreciate its vast scope. A prime example of what next-gen gaming can mean, Oblivion has to be seen to be believed.

Lee Hart

"A prime example of what next-gen gaming can mean"

PULSOMETER *Signs of life*



READER REVIEWS! Click here to tell us what you think of ES: Oblivion!

RACE RELATIONS

There are ten different races you can play as in Oblivion, here are three of the best.



Breton | Altmer | Argonian

Breton

Of mixed human and elven descent, Bretons are great all-round characters, good with magic and also strong in armed combat, they're suited to just about all the different guilds. Also highly intelligent, the Bretons are based on medieval English and French society.



Descending into the pits and caves is asking for trouble – they're absolutely crawling with all manner of nasties.



Unlike most fantasy games this isn't all dungeons and darkness.

P3Zine Verdict

The most incredible interactive world ever created.

+ Huge, totally convincing fantasy world
+ Incredible range of gameplay
- Not a game you can dip in and out of

93%



Publisher: Vivendi Universal
Developer: Monolith Productions
Heritage: Condemned: Criminal Origins (XB360), The Matrix Online (PC)
Link: www.vivendi-universal-interactive.co.uk
OUT NOW

FEAR

Extra terrestrial terrorism brings the best PS3 shooter yet.

Should you already own a PlayStation 3, the chances are you've already picked up the most popular launch game Resistance. FEAR may be a first-person shooter but it's a world apart from the twee English countryside you wander through in Resistance, poking rubber aliens in the eye as you ponder whether they're real or not. In fact, such is the level of constant tension and utter panic in FEAR, it makes any other shooter feel like a water pistol shootout with your best mates from school.

The story is enticingly vague and expands in terrifying snippets as you progress. Without spunking the plot, all you need to know is this: there's a naughty terrorist group that has broken into a military aerospace compound and taken hostages. Then all hell breaks loose and the terrorists start to implode in a flurry of blood and guts thanks to a little girl who looks like she's just stepped out of a primary school production of Little Red Riding Hood.


The fire rain doesn't bother old Three Eyes. Prepare to grab a grenade and shoot on contact.

"The story expands in terrifying snippets as you progress"

Fire walk with me

The central aspect of FEAR is Alma Wade, the little girl that occasionally pops up and throws a tantrum which could, in the real word, start World War III. She walks on fire and can tear spines from enemy soldiers in nanoseconds. Without touching them! Yes, Alma behaves like a demented Yoda and it's your job to stop the death, pain and carnage currently rocking the base. FEAR stands for First Encounter Assault Recon and you fight the mysterious >

DEATH FROM ABOVE

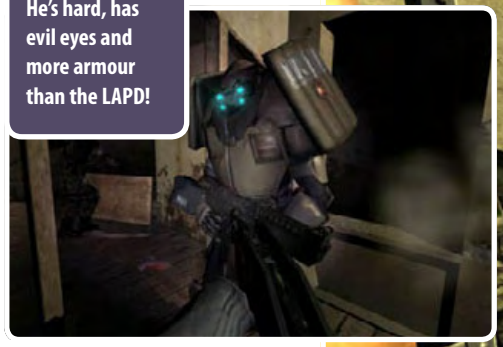
There's a million ways to die in FEAR. The terrorists are cannon fodder, but if Alma Wade gets to them first, they'll be treated to a gorier end than they imagined.

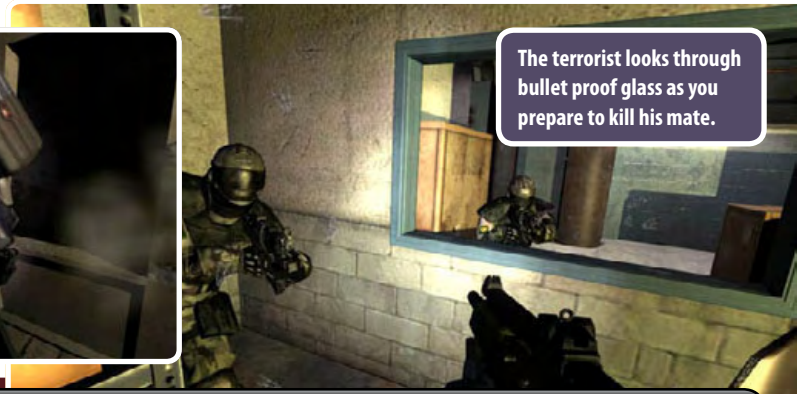


She's behind you! | Firestarter | Corpse bride

She's behind you!

Alma can shift items and throw enemies around a room with a flick of her eyeballs. Here, she pushes one terrorist into a wall with such force, his legs drag along the floor and his back caves in!


He's hard, has evil eyes and more armour than the LAPD!


The terrorist looks through bullet proof glass as you prepare to kill his mate.

>FEAR continued

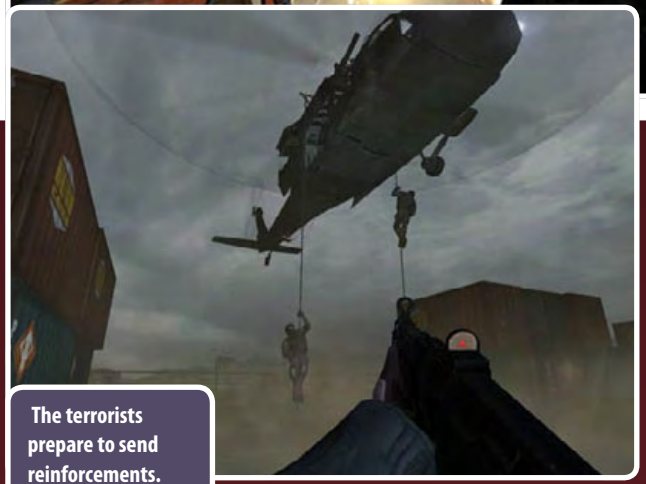
unexplained enemies of planet earth - Alma, in other words. It's a bit like the X Files, with Mulder played by a rock hard Arnold Schwarzenegger.

Of course, the terrorists aren't too happy to see you arrive to spoil their fun either and the majority of your time will be spent blasting them squarely in the chest while searching for The Truth. During each level, you'll get flashbacks, flashforwards and a disturbing amount of slow motion death scenes. The terrorists scream, beg for help and seem helpless as the camera pans round their slowly exploding skeletons. It's the stuff that nightmares are made of but there's no time for the stop and chat in FEAR. A powerful shotgun will be your weapon of choice as every enemy is wearing gravity defying amounts of body armour and some of them are even hiding in Dalek style robots. So it's you versus everyone but help is at hand. You can slow down time for starters, and then juggle half-dead bodies through the air with bullets. Each kill is rated so you can brag to your mates about how you bounced one terrorist of another one and then shot them both through the >

"You can slow down time and juggle bodies through the air with bullets"



Hide, then shoot explosive bins from a distance and...enjoy!



The terrorists prepare to send reinforcements.



The combat isn't always high tech, but it's always bloody.

Warehouses are always full of empty boxes in games.



Next Gen?

The amount of rubble, blood and fire in FEAR is spectacular. We're not just talking explosions here, the power of PS3 means that fire looks so real you'll be afraid to touch it. There's loads of it too, creating brilliant lighting effects which briefly illuminate things you'll wish you've never seen!

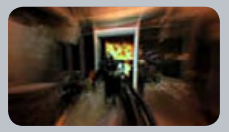


WORLD OF WEIRD!

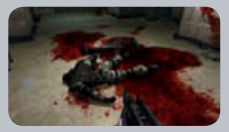
Not much makes sense in FEAR...



Christ, who's this? You won't work out whether it's got a human inside before the whirr of the heavy duty machine gun starts.



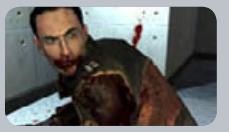
Your first experience of slow motion kills as fire erupts - shoot the terrorists before the fire hits them and, eventually, you!



You'll see lots of dead bodies before you get a chance to kill them. That's Alma, she likes to kill and use corpses like a bloody mop.



The lady in red appears for the first time. Stay well clear and pray she doesn't see you.



What's going on? Who the hell is he? Is he eating someone's head? Argh! Prepare to shoot, run and scream like a giant man-baby.

>FEAR continued

bellybutton with just one bullet. Each kill is different and FEAR manages to break the traditional monotony of drab shooters by offering an intriguing plot and varied killing routines. It might sound sick, but that's just part of the appeal.

Horrific

As a single player game, FEAR is full of horror and suspense. Go in guns blazing and you'll die in seconds. There aren't puzzles, but you'll need to work out which weapons work against which enemy while the cryptic cut-scenes bubble around your brain. It's a rewarding experience and one that already has proven heritage on PC and Xbox 360. Resistance might have been a nice demo to prove what the PS3 can actually do but FEAR is a superior game in virtually every way. Even though it's essentially a single player horror adventure, the frantic 16 player online mode is fantastic.

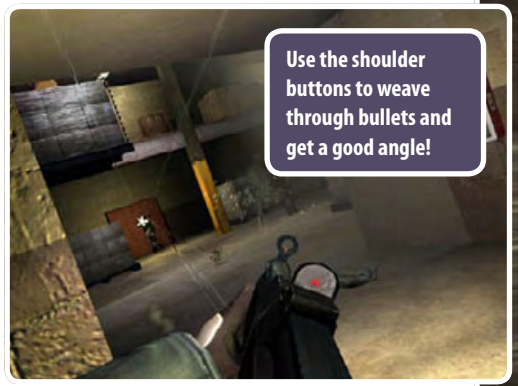
The military base is perfect for shoot-outs and while you occasionally get a whiff that the base may be a Swindon call centre, there's so much stuff to blow the shit out of, you won't have time to stop and look. Unless paper cups and grey walls are of more interest to you than watching a little girl flood the corridor with gallons of blood.

New to the PS3 is a new multiplayer level, a new weapon... and not a lot else to be honest. But it doesn't really matter because FEAR is the most original shooter in ages. Distant competition will come in the form of Unreal Tournament III, but for now FEAR is the most absorbing and chilling game to hit PS3.

Richard Melville



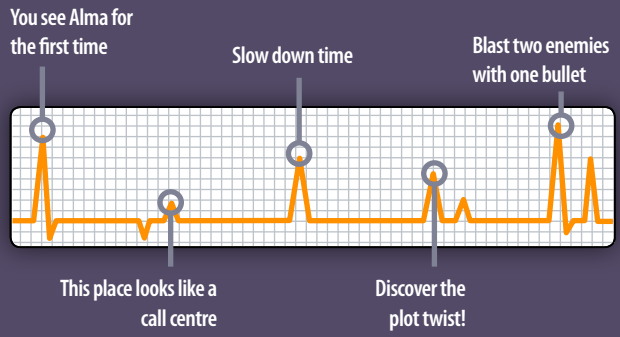








PULSOMETER *Signs of life*



P3Zine Verdict

A brutal, scary and bloody addictive shooter.

+ Great atmosphere
+ Satisfying kills
- A bit short

88%

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- EvilAvatar.com

PCGZine Issue 4
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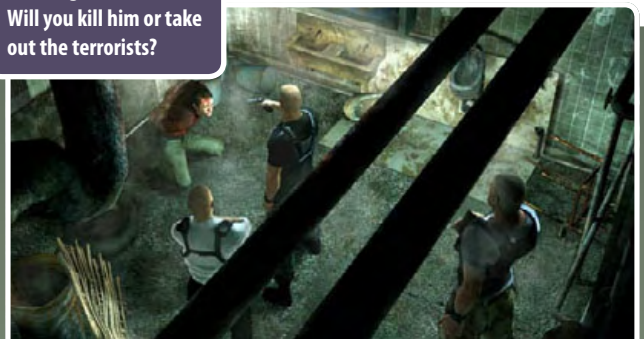
Publisher: Ubisoft
Developer: Ubisoft Montreal
Heritage: Splinter Cell: Pandora Tomorrow (PS2)
Link: www.splintercell.com
OUT NOW

Splinter Cell Double Agent

Sam Fisher makes friends with the terrorists

The second man of stealth (after Solid Snake, of course) makes his PS3 debut in familiar fashion. Double Agent has done the rounds on Xbox 360 but this is the kind of nightmare that Solid Snake never had to deal with. Sam's daughter has been mown down in a suspicious driving accident and as well as being asked to save the world from nuclear bomb wielding terrorists, Sam has double the missions to contend with. Much like taking two shopping lists to the supermarket, Sam has to balance his terrorist to-do list with the familiar National Security Agency bullet-point Bond list. You know the drill for that one - sneak, swim, snap, shoot and save the hostage, the country or, in this case, the world. The terrorist to-do list is a little trickier - if you balls up a mission, you'll end up losing the trust of the creepy, bald men in big jumpers and they'll have electrodes on your testicles in seconds.

The plot for Double Agent borrows heavily from Kiefer Sutherland's addictive 24 TV series, but it's an exciting direction for a series that was becoming such a parody of Metal Gear Solid that it was getting a bit embarrassing. The goggles, guns and gadgets are all in place and work brilliantly on PlayStation 3 - the HD visuals really work when clutching the face of an enemy and creeping over >



A hostage situation. Will you kill him or take out the terrorists?



Next Gen?

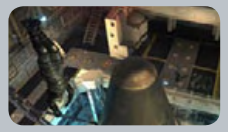
You can see the hair on the head; the shit on the shoes! Detail like this makes sniping a fascinating peek into what you never got to see on PlayStation 2. Take care not to drool at the surroundings, slack-jawed when you should be concentrating on putting a hole in that tank.

"Terribly sorry about this, old chap, but it's for the greater good, you know."



SCREEN BURN

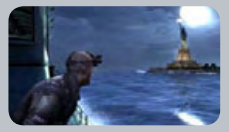
Sam's been to Hollywood and got some big ideas…



MISSION IMPOSSIBLE
Sam goes all Tom Cruise and dangles spider-like over a nuclear warhead.



ALIAS
Ah, the athletic female agent aka Jennifer Garner in a rubber suit.



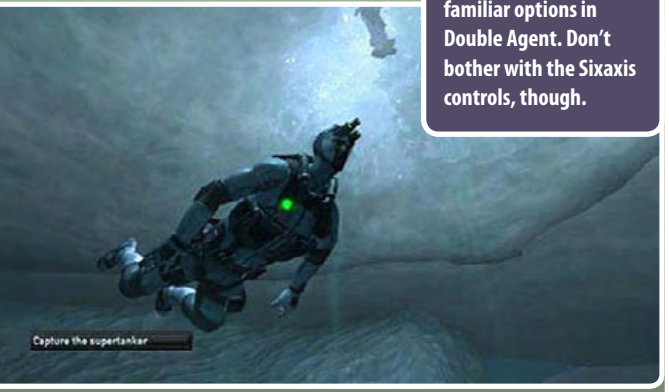
THE GODFATHER
Opening scene by boat, watching the Statue of Liberty? How familiar!



THE THOMAS CROWN AFFAIR
Sneaking around Shanghai, stealing documents? Hmmm.



MISSION IMPOSSIBLE III
Sam's playing Tom Cruise again, this time in an airborne crisis!



Swimming, creeping and gliding are all familiar options in Double Agent. Don't bother with the Sixaxis controls, though.

>Splinter Cell continued

high bridges. Look down from a helicopter or bridge and vertigo kicks in. And that's before you start looking for enemies and then deciding whether to pop a terrorist or let him go and gain valuable brownie points from his superior. There's a bar which shows your allegiance to either side and you'll have to watch this more than your energy level, such is the importance of turning to the dark side while keeping the US president happy.

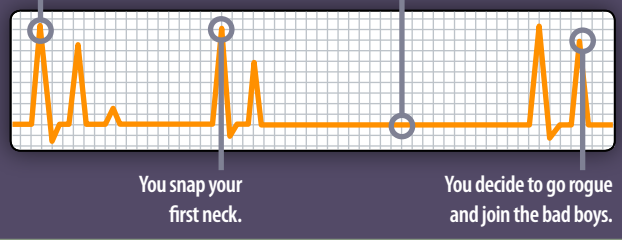
Next-gen dilemma

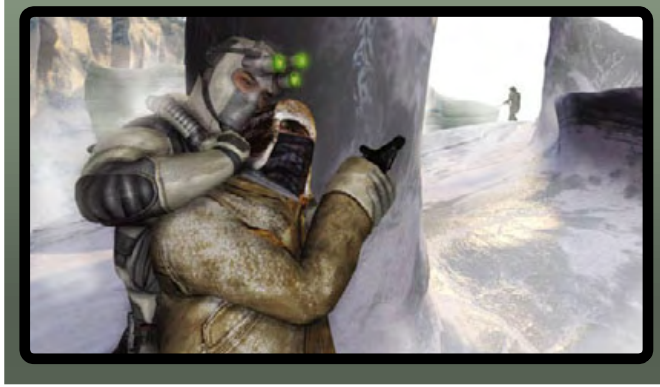
The levels are varied - boat, military base and snow covered mountains all feature - but it's business as usual for the guts of the game. For gamers new to the series, Double Agent is great and will keep you entertained until the 'true' next gen version comes along later this year, followed by Metal Gear Solid 4. Fans will be looking for something revolutionary on PlayStation 3 and for now that never quite happens. There's a couple of new multiplayer maps and a female character who can be used in multiplayer games. Such additions seem like clunky add-ons - the maps and missions themselves are simple 'race' based challenges, feeling more like the finale of Krypton Factor than a covert spy shoot-out. The PS3 motion sensing Sixaxis function is used for picking locks and taking charge of vehicles but - as ever - it feels a bit useless and isn't as effective as using the standard analogue sticks.

Splinter Cell has the problem of being a successful series, but one which is set to change dramatically later this year. If you desperately want an engaging stealth adventure full of trademark machismo and Mission Impossible style briefs, Double Agent offers all of this in an easy to swallow next-gen, HD format. It's impressive but we've seen the trailers for Metal Gear Solid 4 and know that Ubisoft are working on something much, much more potent than this for the end of the year. The question is, can you wait? Sure, it's not a dilemma of Sam Fisher proportions but it warrants some serious think-time.

Richard Melville

PULSOMETER *Signs of life*





SAM VS SNAKE

Anything Solid Snake can do, Sam Fisher can do better.



Sneak! | **Recon!** | **Cover!**

Sneak!

Shuffling against walls is all good and fine, but Sam's use of the environment to surprise enemies is always key. See that shadow, watch that fog - if you don't Sam is gonna get you. We'd recommend removing that silly helmet too.



Sam at sea - it's like Under Siege without the chef or the boobs.



"Look down from a helicopter or bridge and vertigo kicks in"

The female spy is available in the multiplayer challenges and only on PS3, fact fans.

P3Zine Verdict

Familiar super stealth, albeit with conundrums.

+ Clever plot, good cut scenes
+ Atmospheric sound track
- Very familiar missions

75%



Publisher: EA
Developer: Sony Online Entertainment
Heritage: Wheel of Fortune 2 (PC); Cash Guns Chaos (PSP)
Link: www.uldarkkingdom.com
OUT NOW

Untold Legends: Dark Kingdom

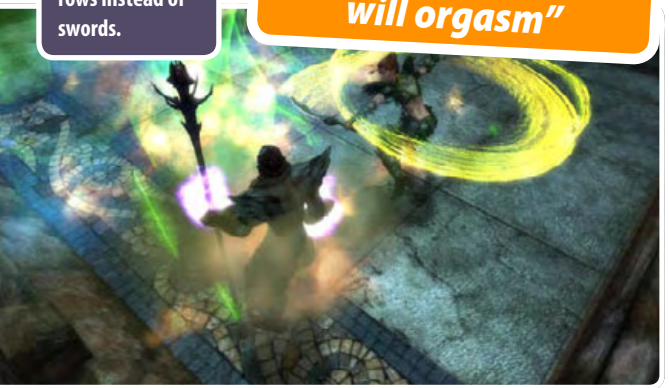
A simple dungeons and dragons adventure for simple dungeon fans

Final Fantasy XII left the PlayStation 2 on an all time high for role-playing adventures, not to mention the brilliant Dragon Quest VIII on PS2 from last year. Anything on PlayStation 3 is going to have to work really hard to convince us that it's worth buying a next-gen role-playing game instead of getting to grips with established PS2 classics.

The premise of Untold Legends: Dark Kingdom sounds good - it's a free roaming online adventure, with a Dungeons and Dragons uber-author setting the scenario and creating the wizards and vampiric enemies. The problem is that this is a road you'll probably have travelled several times before, perhaps in EverQuest on PS2 or any number of American developed games which dream of competing with the Final Fantasy series.

There's a lot to be said for gathering together wizards and warriors, online friends and battling enemies. Where Untold Legends: Dark Kingdom fails is that the plot (important in these kind of things) reads like a children's adventure that could be written on the back of a cereal packet. We're not talking Harry Potter here. Then there's the combat which is hack, slash, gain various level ups and stroll around looking to repeat the process. Playing with someone else brings some variation but the core of Untold Legends: Dark Kingdom is a boring story which only the geekiest of Dungeons and Dragons anoraks are likely to follow, multiple side dice and orc helmet in hand. It's hard to care about the characters or any one of the billion PS3 powered characters you might bump into.

"Unleash a melee attach and your TV will orgasm"



The females use spinning razor Frisbees or arrows instead of swords.

Next Gen?



The clever pyrotechnics couldn't happen on PS2. Every attack has some kind of electric laser show and you'll struggle to concentrate on the action as enemies fill the screen. Unleash a melee attach and your TV will orgasm, spurting forward lightning at a speed you'll barely be able to follow. Pause the game and you'll stare in amazement at what an average game can achieve when powered by PlayStation 3.



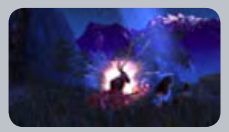
There's plenty of space for melee combat but it soon becomes boring.



Bullseye! The giant goat takes one in the right bollock.

BLACK MAGIC

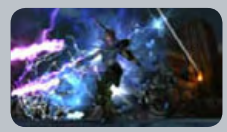
There are stunning scenes, but they all happen in the dark…



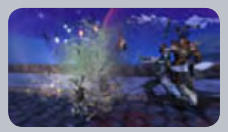
A bloody fight causes pretty sparks to fly.



Special melee attacks are screen filling spectaculars.



This attack is a bit like going to a Muse gig…



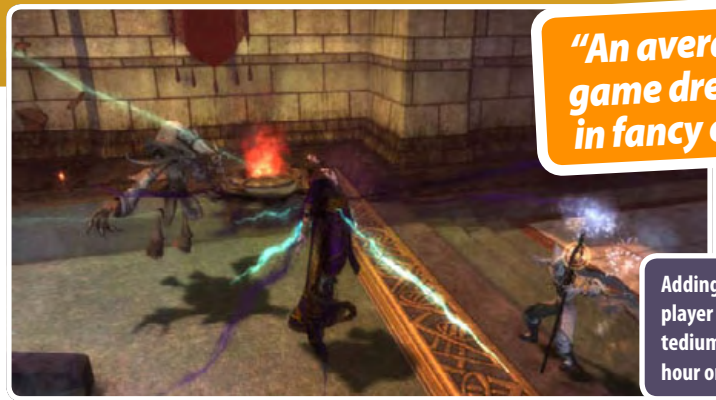
Wizards can reduce enemies to skeletons in seconds.



Two player games are a competition to see who can kill the most.

>Untold Legends continued

The combat feels brutal and there's a colossal amount of clashing blades, grunting and searing light effects. But you can never get away from the feeling that this is an average PS2 game dressed up in fancy clothes, or clothes from Joseph and The Technicolour Dreamcoat to be precise. The flair and individuality of established role playing games leave the characters and plot here feeling completely generic as if the game may have been rush released for the launch of PS3.



"An average PS2 game dressed up in fancy clothes"

Adding another player extends the tedium by another hour or so.

Candid camera

The other issue is the in-game camera which spins around constantly. Where most games get around this by turning objects transparent, you'll often find yourself fighting behind a rock while staring at said rock. A shame, as there are decent visual effects on display. It's just all a little familiar and lacks anything new that Square bring to every edition of Final Fantasy. At this point in time, you know that developers are getting to grips with PS3, but the first great PS3 role-playing game isn't here... it's reviewed on page 17. It's likely Sony will likely want to forget that this was ever part of the launch line up given the poor sales Stateside. Let's just leave it in a cave and get on with playing The Elder Scrolls IV until such a time that Square come up with the next Final Fantasy. ●

Richard Melville

PULSOMETER *Signs of life*





HERE THERE BE MONSTERS

Untold Legends: Dark Kingdom features every fantasy cliché from zombies to vampires.



1. Zombies!
2. Goat Men!
3. Vampires!

1. Zombies!

Yes, it's an undead person - powerful attacks but amazingly slow. Position yourself away from him to avoid the unfortunate camera angles which could obscure your view. Arrows are your best bet.

Not a stereotype among them. Not a one.



P3Zine Verdict

Role-playing by numbers. Wait for Final Fantasy.

- ⊕ It's an RPG on PS3
- ⊖ Poor plot and characters
- ⊖ Generic

60%

360Zine Issue 5 Out Now

★★★
360Zine
Completely free of charge
Passionate about Xbox 360
Dedicated to the biggest releases
Written by the best in the biz
★★★

> *"I was impressed with the quality of the writing, content and layout of this publication."*
> **MajorNelson.com**



INSIDE ISSUE 5

GRAND THEFT AUTO IV
Rock Star Games finally lifts the lid on the next gen's most anticipated game.
Read the latest info and watch the video!

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Blu-ray reviews

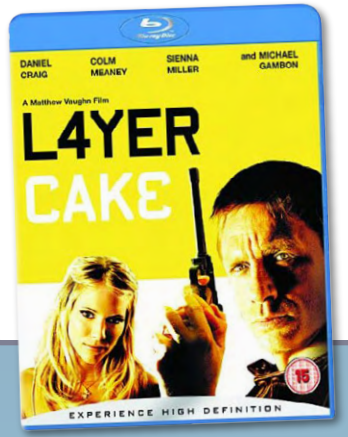
The latest and greatest Hi-Def releases...



Layer Cake

Sony Pictures Home Entertainment / £24.99 / Director and writer audio commentary, two alternate endings and other deleted scenes, Q&A segment with the director and actor, and a "behind the scenes" featurette

Witness the role that made Daniel Craig the new Bond, and cry over that fact that Layer Cake's director, Matthew Vaughn, opted not to do X-Men III. Slick, stylish, and violent, this tale of a drug dealer trying to retire is eminently watchable, even if takes itself a bit too seriously at times, and lacks the humorous spark of Guy Ritchie's crime fiestas. The image quality is excellent as well, with sharp details and vibrant colours.



P3Zine Verdict

A fine and gritty crime thriller

- \+ Presentation is generally sharp
- − The ending is rather abrupt

85%



Warriors of Heaven and Earth

Sony Pictures Home Entertainment / £24.99 / "Making of" featurette and a standard definition music video

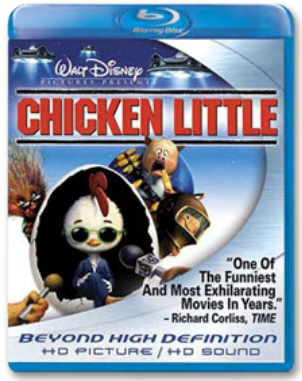
This is a dramatic and moving tale that focuses on a small band of warriors in the Gobi desert protecting a caravan against an army of bandits who want to steal a religious artifact. Like any proper manly action-tearjerker, there's plenty of tragedy to go with the violence. The image quality is quite good overall, though not perfect - most likely an issue with the original film.

P3Zine Verdict

Another engaging and exciting Chinese epic

- \+ An excellent movie
- − Hardly any extras

88%



Chicken Little

Walt Disney Home Entertainment / £24.99 / Deleted scenes, music videos, previews, and games, plus audio commentary and a "making of" featurette

With Disney running headlong into the land of Blu-ray, we can expect more animated hi-def offerings like Chicken Little. A surprisingly funny and offbeat tale of a tiny chicken trying to not look like a fool, it has all the expected layers of humour that CGI films do so well. Even though Chicken Little won't go down in history as one of the great movies, the fantastically sharp picture, great voice acting, and endless parade of gags certainly makes it worth watching.

P3Zine Verdict

A fun, if slight, addition to Disney's CGI library

- \+ Fantastic presentation
- − Extras are mostly the same

79%



The Guardian

Buena Vista Home Entertainment / £26.99 / Interactive filmmaker Q&A, audio commentary with the director and writer, various featurettes, deleted scenes, and an alternate ending

The other manly tearjerker of the month is The Guardian, Andrew Davis' homage to the US Coast Guard and probably one of Costner's last action roles. Overall, it's an engaging drama, with some exciting action scenes, and a melodramatic ending so clichéd, you could predict it word-for-word. The movie uses a lot of intentionally grainy bits, but otherwise looks excellent, and offers up some powerful audio.

P3Zine Verdict

Surprisingly good, if predictable thriller

- \+ Remarkably good audio and video
- − A bit too predictable

74%



Eragon

20th Century Fox / £24.99 / HD theatrical trailers and director's commentary

Mixing silliness and drama in equal parts, Eragon on Blu-ray contradicts itself a lot. The battle scenes - especially the climax sequence - are dramatic, violent, and engaging, yet so much of the dialogue and character development are muddled and contrived. The image quality is the same: while the colours are bold and vivid, too many scenes have an overt amount of noise (especially forest sequences), and this is far from a benchmark disc. The audio is excellent though.

P3Zine Verdict

Dramatic, but muddled

- \+ Great action sequences
- − Hardly any extras

68%

PlayStation Network

The future of online gaming starts here

Lemmings



Developer: SCEE | **Publisher:** SCEE | **Price :** £3.49

Although it may have less levels than the PSP version, Lemmings on PS3 still represents fantastic value for money. Coming in the almost obligatory 1080p, there's 40 new levels to play through here, each of which will have you scratching your head for hours. The levels have all been well designed, and new additions such as teleport pads and cloning machines add an extra incentive to go back and replay levels, just to see where other routes may have taken you – and how much further the extra lemming would have taken you up the global leaderboards.

P3Zine Verdict

Let's go!

- + Great value for money
- − No "Let's go!" sound

82%

Blast Factor

Developer: Bluepoint Games | **Publisher:** Sony
Price: £3.49

While it may bear certain similarities to the 360's Geometry Wars, Blast Factor is actually a much deeper experience. The game takes place in a hexagonal cell, and it's your job to blast the viruses that come at you. What sets this game apart is the application of the Sixaxis controller – a flick of your wrist will send a wave cascading across the cell, and this is the only way to defeat certain enemies. A dynamically adjusting difficulty level, 2-player offline co-op, and a huge amount of levels to play through make this another must buy game.

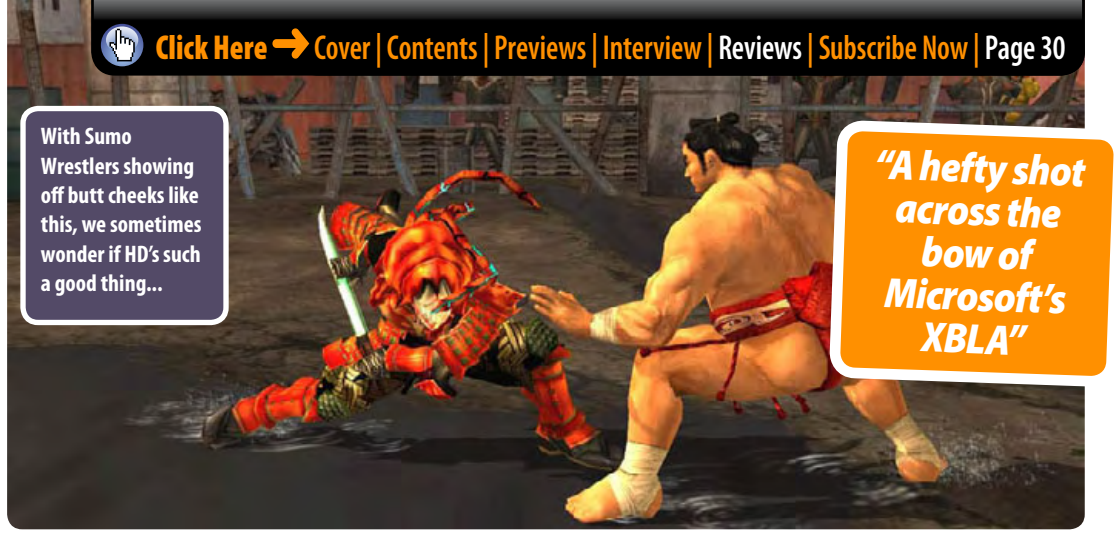


P3Zine Verdict

Thinking man's Geometry Wars

- + Incredibly addictive
- + Inventive Sixaxis

84%



With Sumo Wrestlers showing off butt cheeks like this, we sometimes wonder if HD's such a good thing...

"A hefty shot across the bow of Microsoft's XBLA"

Tekken : Dark Resurrection

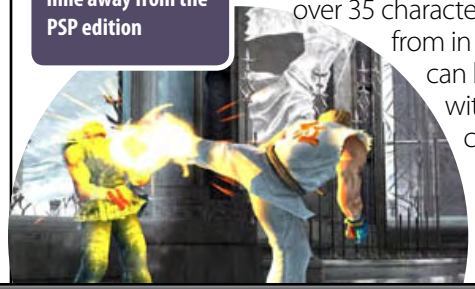
Step into the ring for a fighting experience that'll make you think.

Costing a mere £6.99 for a full arcade port, Tekken: Dark Resurrection is a hefty shot across the bow of Microsoft's XBLA. Based around the arcade version of the game, the PS3 iteration comes with all the bells and whistles of the arcade unit, but in full 1080p, from the comfort of your own home.

Bringing Tekken's brand of skill-based, rather than reaction-based combat to the PS3, Tekken 5 contains all of the favourite characters from the series, including Roger the boxing kangaroo, Jack-5, and the feisty Nina Williams. There's over 35 characters to choose from in total, and each can be customised with different costumes and accessories. Each character has hundreds of unique combos to learn, and each move requires an incredible amount of precision, dedication and skill to pull off successfully.

An online mode is conspicuous here by its absence, and is a sorely missed feature – while two player offline may be reasonable, Tekken has a hugely passionate fanbase that would have loved the chance to go tête a tête. The only other mode that we would have liked to have seen included is some sort of training mode, but for just £6.99, it's hard to complain.

The graphics are on a par with the Arcade version - a mile away from the PSP edition



P3Zine Verdict

Everybody was Kung-fu fighting

- + Skill based combat
- − No online play

80%

GT HD Concept 2.0

It's Gran Turismo. In HD. And it's free. What more do you need to know?



See the mountain in the background? It's not a photo - it's fully polygonal.

GT HD was originally intended to be Sony's first foray into micro-transactions. Intended as a starter pack, the game was set to be bolstered with a whole range of downloadables, from cars, to courses, to new parts, all at a premium price. Fast forward to the present day, and we're left with a different game entirely.

What we have here is one stunning course and ten gorgeously modelled cars to unlock, all packaged into a free download with no extras attached. The amount of time that's been spent crafting each vehicle is truly astounding – in HD, every line, contour and detail is brought out perfectly. Even the lights have been modelled to a ridiculous degree of accuracy.

You progress through the game by taking part in a time trial on the Swiss Alps circuit. Beat the time, and you unlock a new car. Once you've unlocked all ten cars, tuned versions of each vehicle become available, alongside a new "drift" mode, which awards you points for making your car drift – much like in rival franchise PGR.

More tech-demo than game, GT HD is still an incredible demonstration of the PS3's raw power, and an essential download for ALL PS3 users looking to show off their new machines capabilities.

"GT HD is an incredible demonstration of the PS3's raw power"

If we were those fans, we wouldn't be standing behind a fence as fragile as that...



P3Zine Verdict

The wait for GT 5 begins here

- + It's free!
- + It's GT!

87%



Gripshift

Developer: Sidhe Interactive | **Publisher:** Sony | **Price:** £4.99

An updated port of a PSP game, Gripshift is a thrilling, addictive and challenging racer that refuses to play by the rules, not least those of gravity. The courses you race across are long and winding, even looping-the-loop in places, and each track provides a unique blend of problem solving and racing action. If you like doing things by numbers, there's over 125 levels to play through, 25 tracks to race on, 720p visuals, and a 4 player online mode to boot. Unfortunately, the lack of a split-screen mode prevents this from being an essential purchase, but for £4.99, this is well worth buying.



P3Zine Verdict

Action packed

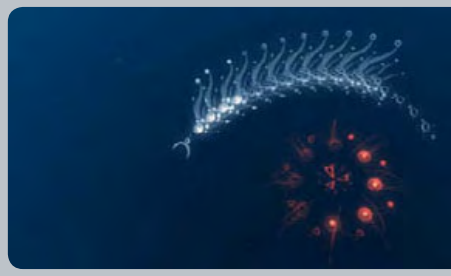
- + Addictive & fast paced
- − No split-screen

87%

fl0w

Developer: thatgamecompany | **Publisher:** Sony | **Price:** £4.99

Not so much a game as a Zen experience, fl0w is one of the strangest games we've played. Controlled entirely with the Sixaxis' tilt sensor, you guide your creature around the depths of the sea, gobbling up smaller prokaryotic creatures as you go. Eating a red plankton will take you down a level in the sea, and if you keep going down, you'll eventually evolve into a new creature. And that's all there is to it. If you've just been trashed on Motorstorm, this is probably the perfect way to relax afterwards – heaven only knows how it's helped our blood pressure.



P3Zine Verdict

Relax, 1, 2, 3... And breathe...

- + Sixaxis application
- − Not much of a game

74%

HERE'S ONE I MADE EARLIER

Game creation for the MySpace generation...



With four players (or even more online), LittleBigPlanet is set to be an absolute riot.



The stitched-up sack-cloth characters have that 'just made' feel.



Chris Schilling
Chris is the proud owner of all three 'next generation' consoles. Every issue Chris will be charting the progress of PS3 and commenting on Sony's initiatives latest and greatest initiatives...

Away from the glitz and hype of E3, the Game Developers Conference in March was Sony's first real chance to show exactly what PS3 was capable of, and they grabbed it with both hands. If Home was PS3 flexing its muscles as an all-encompassing multimedia machine of the future, then Media Molecule's LittleBigPlanet shows exactly what new generation power can do for gaming.

Amongst all the talk of blu-ray, HD and 1080p, it's almost been forgotten that PS3 is primarily a games console. Certainly that's the way most buyers would see it, given that the two high definition formats are in their infancy. PS3 might be a cheap blu-ray player, but it's a lot of money to shell out for a console, and despite an impressive launch line-up, little about the titles released so far suggests that PS3 is a significant enough advance on what's gone before.

Until now, that is. With one fell swoop, and four minutes of video footage, Sony swept aside many lingering doubts about PS3, and showed that 'next gen' power needn't only impact videogaming on the graphics front.

LittleBigPlanet is a simple idea, expanded to the nth degree - not by the developer itself but by the player. It's all about that new buzz-phrase 'user-generated content' - as well as its own stages, LBP allows the player practically limitless possibilities to customise levels and then share them online with other users via the PlayStation Network. It's an inspired idea that seems to have taken a leaf from the online boom in mass-market create-and-share sites like MySpace and YouTube. In a way it's not too far removed from old-school PC tools like EA's Adventure Construction Kit, just brought bang up to date and opened up to a wider audience - a world away from the bedroom programmer, and accessible enough to anyone with a bit of imagination.



Good to see the pressure of working on a flagship title hasn't affected Guildford developer Media Molecule's sense of humour.

Experimental

Yet this innovative online aspect isn't the only way LittleBigPlanet uses PS3's clout to deliver something genuinely new. The physics engine used in the game is one of the most advanced ever seen, with real-world objects behaving exactly as you might expect. Early footage shows the tiny characters rolling fruit to make a jump up to a football, tilting seesaws, catapulting through the air and riding down a ramp on a skateboard. Seemingly every item can be interacted with in some way, whether it be to push, pull, swing from or balance on. It looks as gloriously experimental to play as it surely is to create, and the wonderful visuals, which look like they come straight out of a 60's kids'TV show, add to the feeling of something being created from scratch. In a further personal touch, the cardboard backdrops can display your own photos, while objects can be altered in terms of shape, colour and their position in the gameworld.

> ***"With one fell swoop, Sony swept aside many lingering doubts about PS3"***

It seems that the only real limits to LBP are the creativity of the player and the nature of the online component - PSN has to take off in a big way if the game is to be the mainstream success Sony is clearly hoping for.

>Inbox

Your feedback to the first issue of P3Zine...

READER FEEDBACK! Click here to send us a letter now!

AN EXTREMELY GOOD ISSUE GUYS. Very informative and convenient! Well done.

> Mario

MAGAZINE LOOKS GREAT!! VERY professional and I've never seen anything like it. I think I'd rather read this SWEET online magazine than a hard copy due to interactive content and features. Keep up the good work, you got me hooked!

> Darin

Don't miss Issue 3
Out May 17th
Sign up now!

I VERY MUCH ENJOYED THIS FIRST issue. It has me really excited as to what the next issue holds. Very good and clearly written articles with no indication of bias just really independent reporting. I also love the lil video adds and moving clips - they really bring the pages to life. Add to that the vibrant colours and it's a perfect mix. Great Job guys hope you keep it up.

> Marlon

UNBELIEVABLE THAT THIS IS JUST FREE! One of the greatest online game zines of all! Gorgeous editing, articles, and graphics. Thanks.

> Choi

THIS IS THE BEST MAG I HAVE READ I forgot it was online! It's that good

> Christopher Ashby

THIS MAGAZINE IS FANTASTIC! IT'S AS good - if not better - than any magazine you have to pay for! Excellent stuff - keep up the good work!

> Andreas Eickenberg

GREAT JOB...KEEP IT THAT WAY... CONGS...

> SAMIR

> Thanks for all your feedback one and all. It's great to have such positive encouragement.

AFTER PLAYING RESISTANCE: FALL OF Man for some time on import and now the UK version the AI at times when you shoot from a distance can be very frustrating. For example if you hold back and zoom and simply shoot the enemies from range they will usually just stand there and take the shots/die. Almost like they are waiting for an event to trigger when you get closer. Very annoying.

> Mike Tucker

> We don't disagree Mike. There's no doubt that Resistance is flawed which is why we didn't give it a P3Zine Award last issue. For our money FEAR is a shade better – check out the review on page 20.

I WOULD RECOMMEND MAKING SOME of your reviews longer for the readers. The length of resistance was good but Genji and a whole bunch of other games was way to short. Each review should be a least a page. Doesn't matter if it's a bad game or not.

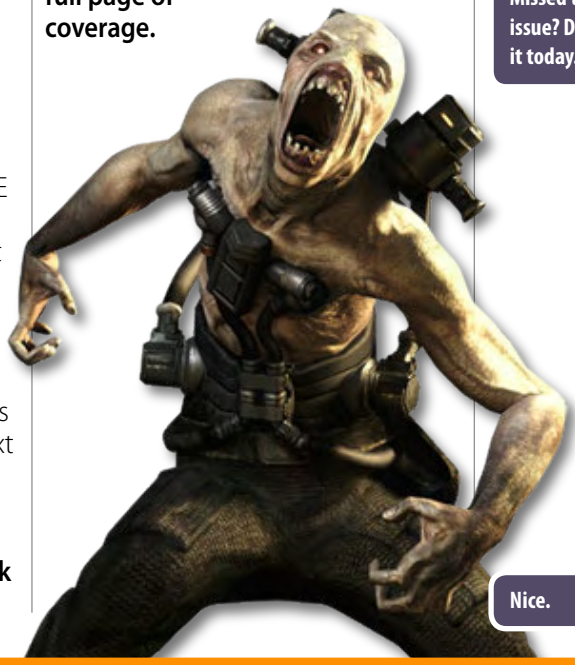
Overall though the magazine was great. I'm looking forward to the next issue.

> Kris

> Thanks Kris. You're right to pick up on the length of some reviews on Issue 1. Because we wanted to cover every launch game, some titles had to take a bit of a back seat. Generally speaking all high-street titles will receive at least a full page of coverage.



Missed the first issue? Download it today...



Nice.

MISSIVE OF THE MONTH

Email us today at P3zine@gamerzines.com

Win a new PlayStation 3 game! If you have any news or views on what's happening in the world of PlayStation, or you'd like to comment on anything that you've read in this month's P3Zine click here now! We'll bung you a spanking new PS3 game for the best missive of the month.

We'll send out a new PS3 title for the best email we receive.



WIN 2 CONSOLES!
Tell your mates about P3Zine for a chance to win!
CLICK HERE NOW



In P3Zine Issue 3

HANDS-ON PREVIEW
The Darkness
Cult comic book action on your PS3

REVIEWS
Tom Clancy's Rainbow Six Vegas
Spider-Man 3
More...

PREVIEWS
Saints Row
Stuntman: Ignition
BlackSite: Area 51

P3Zine Issue 3 Out May 17th

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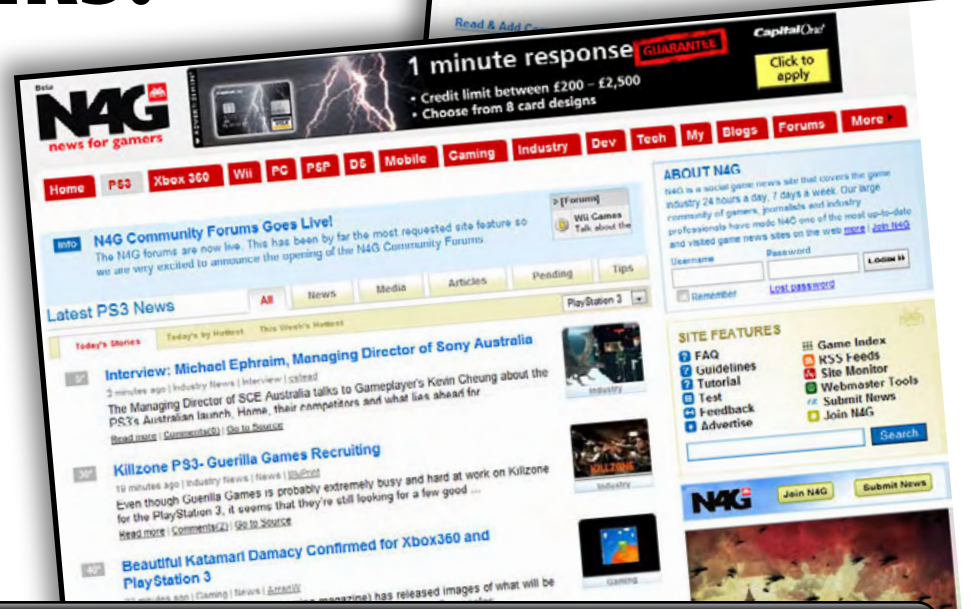
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