

**FREE!** 

WWW.GAMERZINES.COM

EMAIL THIS MAGAZINE TO A FRIEND 

 [Click Here](#) → [Cover](#) | [Contents](#) | [Previews](#) | [Interview](#) | [Reviews](#) | [Subscribe Now](#)

Issue 4 | July 2007

# P3Zine

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

★★★★★

## PES 2008

PRO EVOLUTION SOCCER™

**VS**



## FIFA 08

 **EXCLUSIVE PREVIEWS**  
*The next-gen footie season kicks off inside*

**REVIEWED & RATED** 



## Tomb Raider Anniversary

*The lovely Lara comes of age*

## HAZE



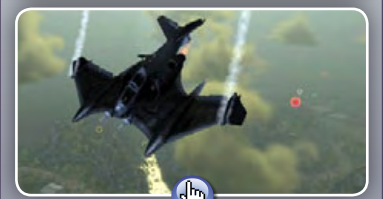
**EXCLUSIVE INTERVIEW**   
*Meet the team behind ace new game Haze*

 **HANDS-ON**

## Call of Duty 4

*Watch the Modern Warfare trailer inside*

**AND THERE'S MORE**



**WARHAWK**  
*32-player fight-fest*



**NINJA GAIDEN SIGMA**  
*Stunning martial arts on PS3*



**BURNOUT PARADISE**  
*Rev up for a crash spectacular*  
**PLUS! GTA IV...**

# Welcome to P3Zine



It's all hotting up on PlayStation 3. We had been planning to lead this issue with Call of Duty 4, but at the eleventh hour Konami slapped down its PES 2008 gauntlet to EA's FIFA 08, so we had a quick rejig to bring you the inside scoop on the forthcoming next-gen football season. Of course, we still have CoD4 in all its glory so don't miss the preview and video trailer starting on page 14.

At the reviews end of the mag things are still a little light on the ground, but Lara makes a welcome return (albeit on PS2) to celebrate her 10th birthday. And there's the stunning if staggeringly difficult Ninja Gaiden Sigma to get your teeth stuck into. Do not miss! It's absolutely kickin'.

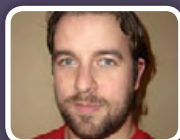
Finally, don't forget to keep your PS3 updated with the latest firmware - the most recent release (version 1.8) is a must install if you have HDTV.

Dan Hutchinson,  
Editor

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

## MEET THE TEAM

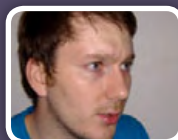
There's nowt they don't know about PlayStation 3



**Chris Schilling**  
Wanna upscale your old games to hi-def? Chris certainly does.



**Lee Hart**  
Lee's been givin' it Ninga... and lovin' every second of it!



**Lee Hall**  
He was all over the announcement of PES 2008 like a rash.



**Ian Morris**  
This month the Morris Man interviews Free Radical.

## DON'T MISS!

This month's highlights...

Every New Game Reviewed

**PES 2008 VS FIFA 08**  
The pre-season 'friendly' gets under way

**Tomb Raider Anniversary**  
The lovely Lara x



**GTA IV**  
The latest from Liberty City...

**HAZE**  
Meet the team behind Haze

**Burnout Paradise**  
Crashing good fun!

**Call of Duty 4**  
Modern Warfare starts here

**Ninja Gaiden Sigma**  
Must-have martial arts

**Warhawk**  
Multiplayer loveliness

## QUICK FINDER

Every game's just a click away

- |                  |                 |
|------------------|-----------------|
| GTA IV           | PES 2008        |
| Burnout Paradise | FIFA 08         |
| The Agency       | Call of Duty 4  |
| Guitar Hero 3    | Warhawk         |
| High Velocity    | Haze            |
| Bowling          | Ninja Gaiden    |
| Condemned 2:     | Sigma           |
| Bloodshot        | Tomb Raider     |
| Battlefield:     | Anniversary     |
| Bad Company      | Mortal Combat 2 |
| Time Crisis 4    | Q*Bert          |
| Folklore         | Go Puzzle!      |

**PLUS!** The best of the Blu-ray releases reviewed!

**FREE!** P3Zine Issue 4 | July 2007  
Free Magazine for PlayStation 3 Gamers. Read it. Print it. Send it to your mates...

**AND THERE'S MORE**

- WARHAWK** 32 player fight fest
- NINJA GAIDEN SIGMA** Stunning martial arts on PS3
- BURNOUT PARADISE** Rev up for a crash spectacular
- PLUS! GTA IV...**

**EXCLUSIVE INTERVIEW** Meet the team behind ace new game Haze

**EXCLUSIVE PREVIEWS** The next-gen footie season kicks off inside

**REVIEWED & RATED** Tomb Raider Anniversary The lovely Lara comes of age

**HANDS-ON** Call of Duty 4 Watch the Modern Warfare trailer inside



# IV

**Publisher:** 2K Games

**Developer:** Rockstar

**Heritage:** GTA, GTA, GTA

**Link:** [www.rockstargames.com](http://www.rockstargames.com)

**ETA:** 19th October



The city itself is a lot more populated than before, with both pedestrians and other objects.

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of GTA IV!

The interiors reflect the new gritty GTA feel, but Rockstar's sense of humour is still present.

**"Car handling has been completely redone to make the game feel more realistic"**



Liberty City is populated with landmarks from real life New York. Anyone who's been to the Big Apple will be spotting familiar sights and sounds all the time while playing this.



Art simulating life? Get ready to get stuck in the rush hour in GTA IV.



## Little by little

But there's still more. We've now found out that Niko (GTA IV's main character) can enter buildings around Liberty City, without any loading times. Car handling has also been completely re-done, to make the game feel more realistic. To further enforce GTA IV's new, gritty perspective, Rockstar have completely re-animated the main character – now, Niko will walk like a human around the city, interacting with objects in a completely realistic manner. The game even features rush hours, where hundreds of pedestrians and cars will clog up the streets around 9 and 5, but at night, the streets will be practically empty. With an emphasis on realism, and a dark, gritty storyline, GTA IV is shaping up to be like nothing that's come before it. We'll have more for you very soon.

# GTA IV

*The rumour mill won't stop turning...*

## So what's different on PS3?

The constant drip feed of GTA IV related information continued this month, with the rumour spreading around the internet that car boots are now useable in-game, for stashing bodies, guns, or possibly even yourself. This revelation came from an eyewitness account of a demonstration to a journalist at OXM US, who saw a box pop-up saying "Press LB to open trunk."

## Holding us down

Another interesting titbit to be unveiled this month was Rockstar's comment that the 360's lack of storage is proving to be a limiting factor in the game's development. Apparently Microsoft's refusal to ensure that each 360 has a hard drive built in (unlike the PS3), and their reliance on using DVD, rather than a next-gen storage medium are giving the Rockstar guys some problems – it's going to be interesting to see if anything's cut out of the 360 version to fit it all in.

LATEST NEWS

# STUNTMAN IGNITION



**DO  
TRY THIS  
AT HOME**

**WARNING**



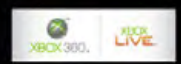
 [REPLAY THIS VIDEO](#)



**16+**  
www.pegi.info



PlayStation.2



**COMING AUGUST 2007**

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

© 2007 THQ Inc. Developed by Paradigm Entertainment. THQ, Stuntman: Ignition, Paradigm Entertainment and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation", "PLAYSTATION" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. Standard text rates and network charges apply.



## BURNOUT PARADISE

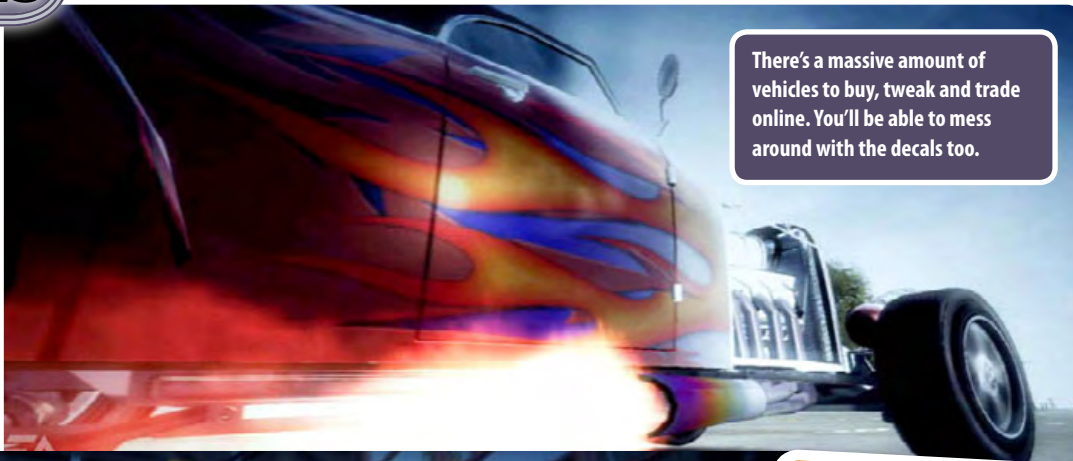
**Publisher:** EA

**Developer:** Criterion

**Heritage:** Black, Burnout  
Revenge

**Link:** [www.EA.com](http://www.EA.com)

**ETA:** October



There's a massive amount of vehicles to buy, tweak and trade online. You'll be able to mess around with the decals too.

This beast isn't the fastest but he's heavy and that bumper can scoop up cars like ice cream and send them flying!

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



*"Populated by  
drivers as  
dangerous and  
suicidal as you."*



We've yet to see a crash but given that all the cars drink petrol and spit nitrous, we predict gigantic fender benders.

# Burnout Paradise

*The ultimate edition of the crash spectacular*

## So what's different on PS3?

The Burnout series went pretty much as far as it could on PS2, culminating in the recent release of the 'best of' medley know as Burnout Dominator. On PS3, developers Criterion have taken the standard point to point and made everything free roaming. Instead of getting from A to B, you can choose routes and accept new missions. Imagine the Rampages from GTA being shoehorned in to a racing game and you'll get the idea.

## But it will still be a racing game, right?

Of course. The extra modes and mini games scattered throughout Paradise City will make up fun diversions from the daredevil racing you know and love. Online, the game will be populated by drivers as dangerous and suicidal as you. Criterion promise lots of new stuff that you won't have seen anywhere before too. So, the racing is the same but the world is bigger and there's stacks of new stuff online and in the single player mode. Burnout needed PS3 to progress and, even more desperately, PS3 needs Burnout Paradise.

## Will the Guns N' Roses song be in there?

Criterion hasn't said so, but we're expecting EA to spunk the money and grab the Paradise City song for use in the opening sequence. You can hear the slow, pounding drum intro already...

The sun always shines in Burnout – Paradise City looks very much like LA to us, with skyscrapers and supesize freeways.



**FIRST  
LOOK**



# INCOMING

P3Zine rounds up the big hitters coming to PS3...



## The Agency

Publisher: SCEE | ETA: October

It's time to don the PVC catsuits again, with Sony's recently announced MMO Spy game, the Agency. Set for release on PC and PS3, The Agency lets you take on a variety of missions around the world, both co-operative and competitive, while unravelling a complex storyline.

## Guitar Hero 3

Publisher: Activision | ETA: November

Announced earlier last month, Guitar Hero 3 will be officially rocking its way towards a PS3 near you sometime later this year. Already, the line up is looking to blow your speakers clean out of your room, with tracks from Tenacious D, The Rolling Stones, The Beastie Boys, and Muse.



## High Velocity Bowling

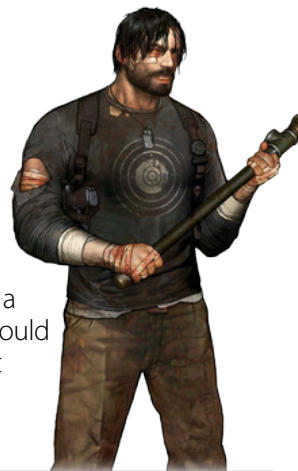
Publisher: SCEE | ETA: Christmas

Coming to the PSN soon, this bowling sim may be somewhat reminiscent of Wii Sports, but according to Sony, it thought of it first. Holding one prong of your Sixaxis controller as a bowling ball, you simply have to swing your controller to play the game – it could be very addictive, but the controls will make or break it.

## Condemned 2: Bloodshot

Publisher: Sega | ETA: January

From the developers of FEAR comes the sequel to the 360's, Condemned. Equally scary, but with more gore, and a more disturbing plotline, this could be the sleeper hit of 2008 - just don't be expecting to get too much shut eye.



## Battlefield: Bad Company

Publisher: EA | ETA: January

Set for release early next year, the latest iteration of the Battlefield series gives the fans what they've wanted to see for ages – destructible scenery. Tanks won't get stuck on walls anymore, and snipers will find their job a lot harder, thanks to the added risk of getting a rocket through the wall they're hiding behind. We can't wait.

## Time Crisis 4

Publisher: Namco Bandai | ETA: Nov

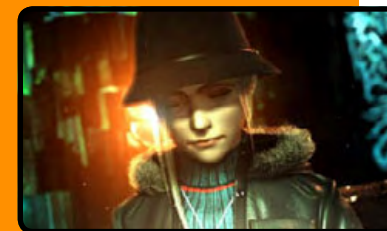
Light gun games were always going to be a challenge with HD TVs (they don't like the screens, you see), but Namco have found a way around it thanks to a Wii-like sensor bar. Promising to ship with "the most advanced Guncon ever", Time Crisis 4 is looking very nice, and features a whole host of PS3 exclusive modes.



## Folklore

Publisher: SCEE | ETA: December

As a Japanese RPG from the makers of Genji, you'll excuse us if we didn't initially have high hopes for this one. Still, at first sight, it doesn't look too bad – set in Ireland, you battle monsters, and "shake them into submission" using the Sixaxis controller. Those of you fluent in Kanji can find a demo on the Japanese PSN.



## IN THE PIPELINE

SUMMER

THE DARKNESS June  
 HARRY POTTER June

AUTUMN

HALF LIFE 2 : ORANGE BOX 9th Oct  
 GTA IV 19th Oct

WINTER

SMACKDOWN VS RAW 2008 Nov  
 BROTHERS IN ARMS: HELL'S HIGHWAY Nov

SPRING

LITTLE BIG PLANET Feb  
 BATTLEFIELD: BAD COMPANY March

# COMING SOON ON PLAYSTATION 3 AND PSP®



Las Vegas used to be America's playground. Now it's a battleground.



Manoeuvre through multiple-path Vegas environments utilising high-tech equipment.

## 5 OUT OF 5

NUTS

## 9.1 OUT OF 10

GAMESPOT

## 9.3 OUT OF 10

IGN

## 9.1 OUT OF 10

YAHOO GAMES

\* SCORES PERTAIN TO XBOX 360 VERSION

[WWW.RAINBOWSIXGAME.COM](http://WWW.RAINBOWSIXGAME.COM)



www.pEGI.info



PLAYSTATION 3



Available today on

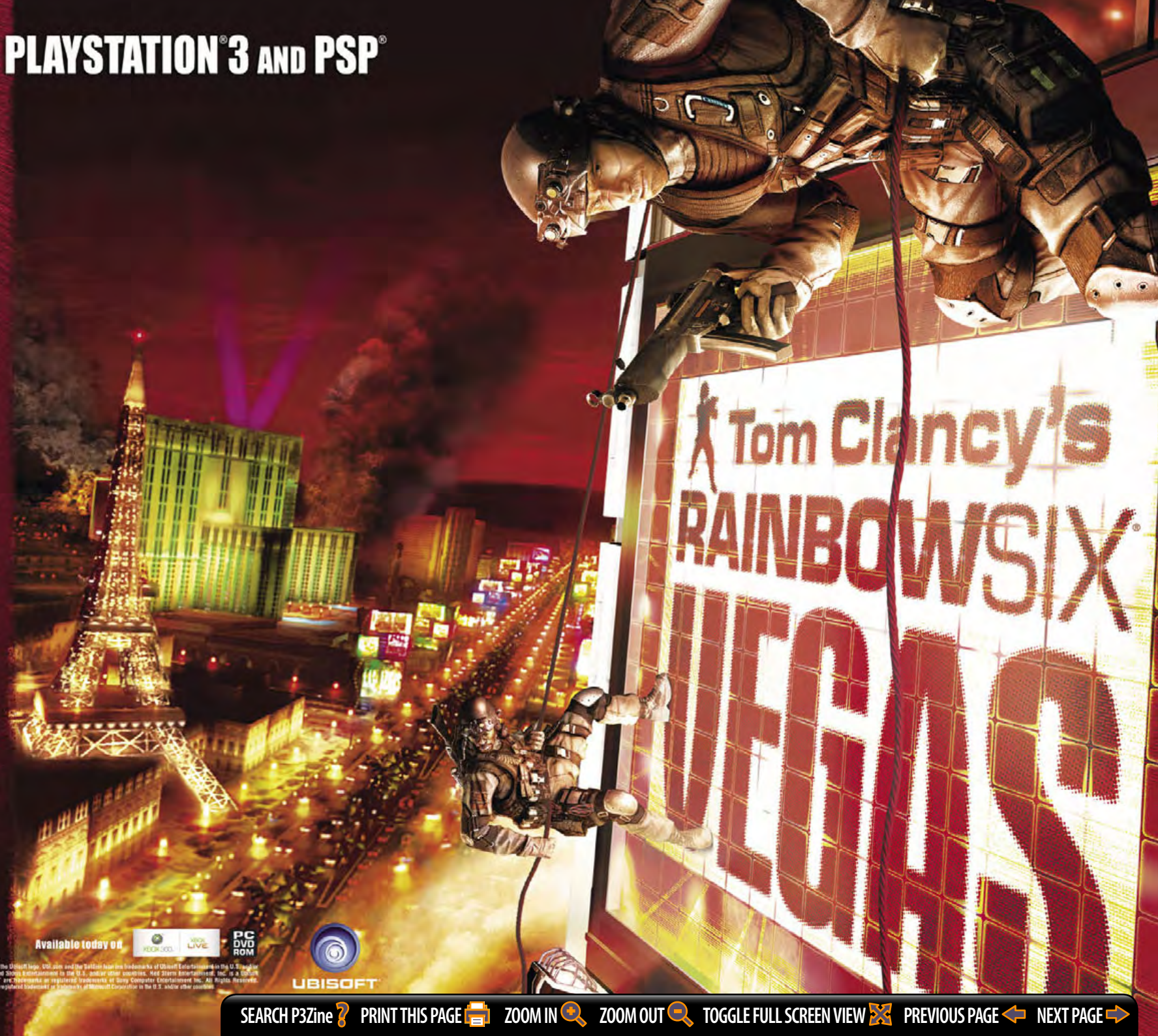


WII U



UBISOFT

© 2006 Ubisoft Entertainment. All Rights Reserved. Ubisoft, the Ubisoft logo, Ubi.com and the Ubisoft Gaming System are trademarks of Ubisoft Entertainment in the U.S. and other countries. Rainbow Six, Red Storm and Red Storm logo are trademarks of Red Storm Entertainment, Inc. in the U.S. and other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company. "R6", "PlayStation", "PSP", "Wii U" and "Xbox 360" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox, Xbox 360, and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.



FIRST LOOK

# THE BIG MATCH

FIFA 08 takes on Pro Evolution Soccer 2008 for the PS3 footie crown



**Publisher:** Konami  
**Developer:** Konami  
**Heritage:** They've been evolving PES since Teddy Sheringham was in nappies.  
**Link:** www.konami-europe.com  
**ETA:** October 26



**Publisher:** EA  
**Developer:** EA  
**Heritage:** More FIFAs than Craig Bellamy's had yellow cards.  
**Link:** www.ea.com  
**ETA:** September 28



PES has traditionally been the footballing connoisseurs choice...

It's the perennial tussle between the two giants of the modern game, and this year's match-up between Pro Evo and FIFA looks set to be every bit as hard fought and exciting as the real-life climax to domestic league competitions. The rivalry between EA's polish and glamour and the traditionally better, more football-savvy Pro Evo served by Konami doesn't quite

...while FIFA walks away with the trophy come Christmas time.





> PES vs FIFA continued

cook up the atmosphere of an Old Firm derby day. But, this year the posturing and mind games that always seem to precede the Christmas battle for your bucks seems a little edgier, a little more bitter than usual.

We spoke to Konami within minutes of the shock early announcement of Pro Evolution Soccer 2008, and they seemed slightly intrigued by recent improvements to FIFA. They may not be too worried, but their move away from following PES 6 with PES

**“Teamvision will breathe new life into the Master League”**



Wayne Rooney helps to prove the inverse correlation between attractiveness and skill.



Even Gilberto's studs-raised challenges are modelled.

7 (which superficially seems less up-to-date than FIFA 08 in the same way Xbox 2 would have sounded, well 1 less than PS3), shows they are at least nervously looking over their shoulder...

Our insider told us that it was high-time PES countered the massive feature list announcements that always seem to trumpet the arrival of a new FIFA. Like our man said, FIFA always seems to come up with 400 ways to kick a ball, which

can steal the thunder of a series that has begun to live up to it's Evolution moniker in recent years.

PES 2008 may be a welcome revolutionary step for Konami, even if we've been largely happy with the gradual improvements in gameplay that have kept PES at the top of our most played list.

**Primed for PS3**

Certainly it's about time the series made a proper bow on PS3 as – confession time – your correspondent has racked up nigh-on 1000 games of PES 6 on Xbox Live. And while we may have been unfaithful to our beloved PlayStation, we didn't regret a single minute of

those glorious online tussles, even when annoying idiots learned how to crash the game in an attempt to safeguard their win record.

The headline feature of PES 2008 is Teamvision, a new AI system that looks set to breathe new life into the Master League and other solo modes of play.

If we can just squeeze into our hyper-critical shorts for a moment, we feel compelled to point out – like a fussy ref playing to the letter of the law – that once you achieved promotion in Master League mode and picked up a few decent players to go with your uber-trained homegrown talent, things became instantly less rewarding. Not for



Great free-kick. Shame no-one's there to see it.



Fire the kit man, or buy him an iron.

## > PES vs FIFA continued

much longer, it seems.

Teamvision is designed to even the odds, even when you're playing teams you should be beating with your bootlaces tied together. Think of it as a tactical boost to AI opponents, reflecting the fact that in real-life a substandard Bolton side could humble teams

Can you comment on rumours you stole Diego Forlan's hair?



**"FIFA's big idea is the Be A Pro mode"**

with far better players.

The big promise of Teamvision is that it will enable your AI rivals to learn your strategies down to the fine detail, adapting to your style of play. You'll be able to really see the difference on the pitch, we're assured, with teams trying different attacking ploys, and even exploiting previous defensive errors.

In theory, should an AI team realise you've got two midgets at centre-half and you can't deal with a cross above belly height, they'll start pumping the pigskin into your area until their Crouch-like forward wheels away to celebrate his hat-trick.

Here are the other star players for each potential champion...

## PES 2008

### RESET-PIECES

New wall commands enable you to move your defensive units around and choose the number of people in your protective line. Extra set-piece options that take advantage of key player talents should mean free-kicks are now more scoreable. Thank Hod.

### NEW BALL GAME

Superior ball control and an extended repertoire of feints and dribbles means there'll be many more ways to take the ball past people. The free-moving ball will also be there to be won for defenders who will move quickly and intelligently to close down shots.

### DEVILISH DETAIL

As well as intricate strip features and full animated features, Konami are promising PES 2008 will be an editor's dream, enabling you to fine-tune player appearance and attributes like never before. In other words, the back door to fan-created 'official' kits etc has been kicked wide open once more.

## FIFA 08

### GOT SKILLS

Skill moves in FIFA 08 are combined as building blocks so that even an innocuous feint can evolve into an elaborate stepover in the hands of a learned player. If you're alert as a defender, you can interrupt these manoeuvres at any time to win the ball and leave your opponent on his sorry backside.

### NUMBER-CRUNCHING

Underneath the glitz of FIFA 08 is some darned impressive maths that should make the game one of the brightest sports titles ever. A 35-point decision engine means each AI player goes through a complex, split-second decision process, much like real footballers.

### IT'S OFFICIAL

620 licensed team, 30 official leagues and more than 15,000 proper players makes FIFA far more official than its Konami rival and 20 per cent more on the money than FIFA 07. Though I'm not sure we'd miss the Mexican first division if it was cut...

## 4-3-3

The tactical implications of this are profound. It means you'll be in a position to make substitutions for reasons other than bringing on a fresh pair of legs, so varying your options going forward. Cue the kind of tactical battles that are normally the preserve of multiplayer PESophiles, or Jose and co on the real-life touchlines we only dream we could tread.

FIFA's big idea is the Be A Pro >



Ronaldinho wasn't the only Brazilian to have peed in is shorts.



I'll volunteer to clean the kit this week...

### > PES vs FIFA continued

mode. It's designed to put you in the size-12 boots or your footballing heroes like never before, enabling you to play out entire matches as a single player.

On-screen prompts alert you when you're out of position, and

you can always switch to the normal mode of play if you decide ploughing a lone furrow as a Newcastle striker is just too dull for words.

Under-pinning the Be A Pro mode is an emphasis on individuality that has always been central to the FIFA 'message', as embodied by their

Oops... there goes another metatarsal.



Ribery, with his unmissable monk hairdo, looks on.

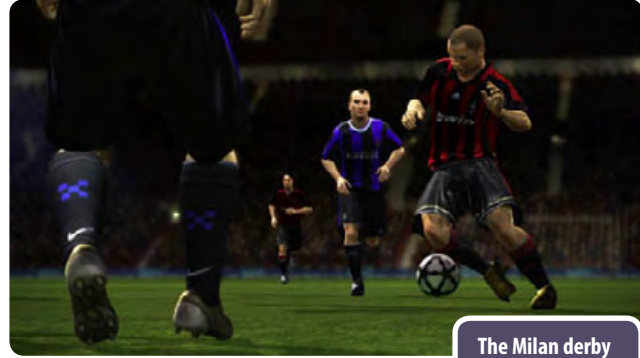
*"The key difference between FIFA and PES looks to be the same as it has always been"*

cover star, buck-toothed genius Ronaldinho.

### Shoot-out

This individuality is most apparent when it comes to shooting, a much maligned aspect of FIFAs past. In FIFA 08, shooting is even more responsive to your subtle dabs on the joypad, and promises to be more satisfying than ever as balls rocket goalward like thunderbolts from Gerrard, or kiss the inside netting like swervers from Beckham.

Through all this, the key difference between FIFA and PES looks to be the same as it has always been;



The Milan derby – always good for a screenshot.

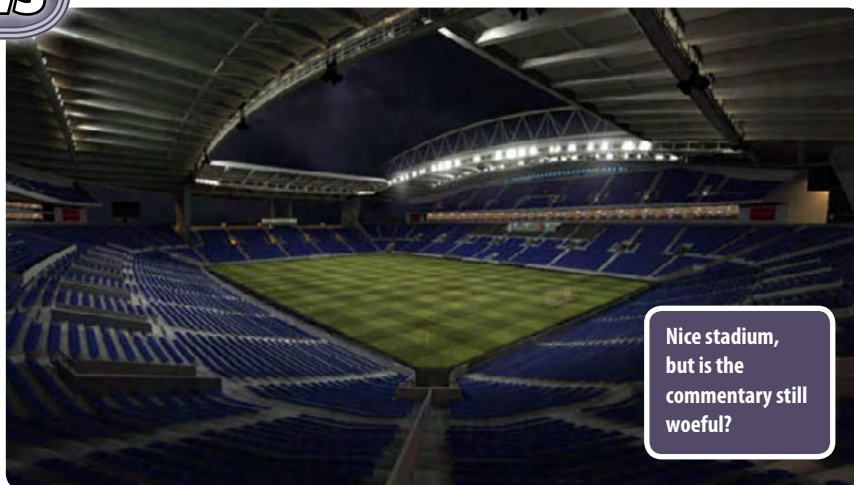
one which will continue to divide players looking for subtly different experiences from a football game.

FIFA is all about empowerment for the gamer. It gives you the chance to choose exactly how you will play, to advance through the game by improving your own skills with the pad so you feel you're genuinely becoming more proficient and >



**PES 2008**  
PRO EVOLUTION SOCCER

**EA SPORTS FIFA 08**



Nice stadium, but is the commentary still woeful?

### > PES vs FIFA continued

your players are responding to your increased fluency in the language of FIFA.

PES will no doubt continue to frustrate players who are looking for

Kaka must have eaten his greens – he looks about 7'4" there...



**"Pro Evo reflects the frailties of the men you control"**

a game that always behaves itself, where the ability of your men on the field is of far less importance than your own skill as a player.

Pro Evo's enduring strength, for us, is that it more profoundly reflects the frailties of the men you control. There's a different breed of realism here where clogging defenders are more likely to hammer the ball over their opponents' bar from six yards and strikers on the turn will hardly ever drop a perfect first-time volley beyond the outstretched keeper.

Which game you choose will ultimately come down to which brand of realism you prefer, because there's little doubt PES 2008 and FIFA 08 are shaping up to be the best football games ever. ●

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of PES 2008/FIFA08!



Ramos looks on with something akin to unbridled love.

**P3Zine** **PERCENTAGE COMPLETE** **FIRST IMPRESSIONS**

**PES 2008** **70%** **90%**

*A winning debut for Pro Evo on PS3 seems assured.*

**P3Zine** **PERCENTAGE COMPLETE** **FIRST IMPRESSIONS**

**EA SPORTS FIFA 08** **76%** **87%**

*Unswervingly devoted to realism. We hope it's got soul.*

"A fantastic, immersive and visceral gaming experience" — **loaded**

# THE DARKNESS



The DARKNESS IS SPREADING.COM

OUT 29th JUNE  
on PLAYSTATION 3  
and Xbox 360™



The Darkness is © 2006 Top Cow Productions, Inc. "The Darkness," the Darkness logos, and the likeness of all featured characters are trademarks and/or registered trademarks of Top Cow Productions, Inc. 2K Games, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software. Developed by Starbreeze Studios. 2006 Starbreeze AB, Starbreeze Studios, and the Starbreeze logo are trademarks and/or registered trademarks of Starbreeze AB in Sweden and/or other countries. "PS3" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, the Xbox logos, and the Xbox LIVE logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved.



CALL OF DUTY 4  
 MODERN WARFARE

Publisher: Activision  
 Developer: Infinity Ward  
 Heritage: COD 1 and 2  
 Link: www.charlieoscardelta.com  
 ETA: November 2

HANDS ON

# Call Of Duty 4: Modern Warfare

*It's COD, only now with chips...*

A hissing smoke grenade rattles to settle by your foot as you storm the enemy compound and heavy fire from handheld weapons capable of disintegrating flesh thuds nearby... The flared-nostril, frontline combat of Call Of Duty is back, and back with a bang.

In the capable hands of Infinity Ward, who crafted the first two Call

of Duty games, COD 4 takes the immersive, immediate and visceral action of the series into a whole new era. World War II is so over, and it's all about hi-tech gadgets and unflinching terrorist foes for this welcome modern realisation of the tense COD world.

Not that Call Of Duty 4 has become a Clancy-style squad

*"The flared-nostril, frontline combat is back, and back with a bang"*

It's like Under Siege starring Steven Segal, only good.

He's flouting the smoking ban – but are you going to tell him?



The British SAS take no prisoners. Cause they kill everyone, you see.





## >Call of Duty 4 continued

shooter, as early footage of spec ops troops using hand signals to communicate with their gas mask-clad comrades suggested.

COD 4 offers up a magnified Call of Duty experience, with lovingly created environments being blasted to bits by the kind of modern weaponry that makes the Second World War stuff we're used to look like antiques.

Rumbling tanks, predator choppers and an arsenal of automatic weaponry is at your disposal in a game of almost impossible beauty, caked thick with graphical details from marvellously creased faces to dynamic day and night cycles.

Typically for a series that thrusts you into the heaving frontline of

**CALL OF DUTY 4**  
Watch the video trailer here...

conflict, Call of Duty 4 looks damned busy. Levels are crawling with friendly troops and unfriendly rivals that come in four flavours.

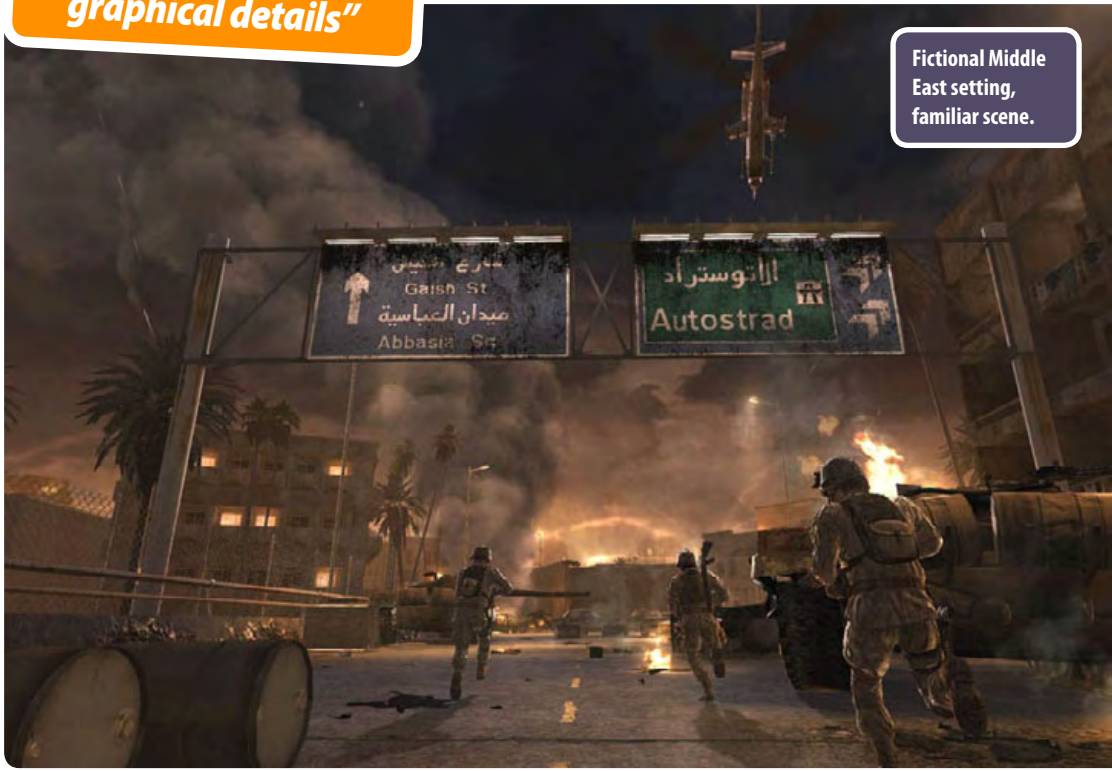
Nicknamed the Four Horsemen, terrorist foes from Eastern Europe, Russia and a fictional Middle East are holding the world to ransom, and it's up to you to win the battle against them on the ground in a variety of rapidly switching roles.

The two guises you'll adopt >

*"A game of almost impossible beauty, caked thick with graphical details"*



With so much cover for enemy troops, progress will be tense.



Fictional Middle East setting, familiar scene.



Helicopters, like guiding angels spitting horrible death.



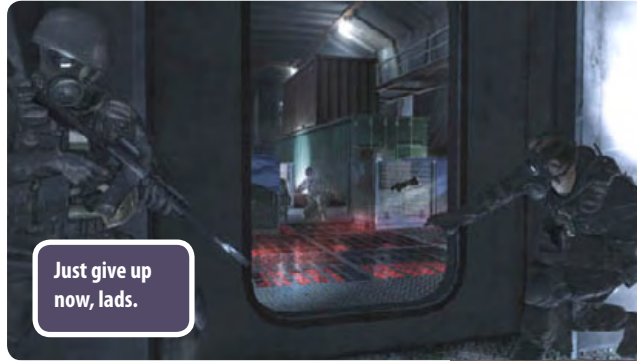
## >Call of Duty 4 continued

most frequently are that of a US marine, lobbed into battle with screaming AI blood brothers, and – most tantalisingly – a British SAS operative characterised by the quiet efficiency that makes our spec ops guys among the most feared on the planet.

In truth, however, it's the high tech tools of destruction that are the real stars of COD 4. And the pick of these has to be the lumbering AC310 helicopter gunship. Armed to the teeth with three man-mangling cannons, it will send your enemies racing for cover as, using night vision technology, you make the job of the boys on the ground a whole lot easier.

You'll also get to control a range of vehicles, including the signature US tank the M1A1 Abrams, though it's still action on the ground that will set your pulse racing.

COD 4 has extended the



Just give up now, lads.

imperative to defend positions you've won with the blood of your comrades. Previously more of an afterthought, defending key outposts will be integral to many missions in this latest shooter.

### Tooled up

Don't worry – you've certainly got the kit to do a good job on the back foot, even if your natural instinct is to tear at your enemy like a loon. The Javelin, for instance, is a guided missile you can blast at the turret of a tank as it arcs high into the air before smashing through this vehicular weakpoint and killing those inside.



We get the picture Infinity – you can do good smoke.

**"Defending key outposts will be integral to many missions"**



Landing conditions can make the tricky approach to Magaluf airport look pretty straightforward.

Such fiendish ploys will be particularly rewarding in COD's revamped multiplayer mode which features a class system in which you can choose to specialise as an assault troop, demolitions expert or heavy gunning support, for instance.

The pick of the multiplayer feature list for us is a Last Stand, in which

your battered frame should be dead but you're granted enough energy to soldier on with one last clip of ammo for your pistol.

Call of Duty 4 is no such last stand for a series that needed a kick up the arse and will enjoy a new lease of life in this compelling and potentially rewarding modern guise. ●

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of Call of Duty 4!



PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Goes way beyond the previous Call of Duty





## WARHAWK

**Publisher:** SCEE

**Developer:** INCOGNITO INC

**Heritage:** Battlefield 1942,  
Battlefield: Modern Combat,  
Warhawk

**Link:** [www.us.playstation.com/Warhawk](http://www.us.playstation.com/Warhawk)  
**ETA:** Summer 2007

### HANDSON

# Warhawk

## 32s up on your jump jet

**C**an you sum up Warhawk in five words? How about "Battlefield with an arcade edge"? God of War creators Incognito Inc have taken all the core gameplay elements of the mega-selling PC franchise, stripped out all the niggly realistic bits and replaced them with all the accessibility and playability inherent in the best arcade games.

Warhawk is an internet-only title, with up to 32 players hooking up to PlayStation Network servers in order to participate simultaneously in a beautifully realised virtual battlezone. All the usual online shooter game modes are here: deathmatches, team deathmatches, capture the flag, territory wars – along with a special dogfighting game variation designed to leverage the best out

Close quarters aerial dogfighting is core to the arcade wonder of Warhawk.



*"Warhawk scales its environments to best suit the players"*

of Warhawk's superb aerial combat system.

Although up to 32 PS3 owners can compete against each other on the largest servers, there's also support for smaller bands of gamers, with the action then taking place on a smaller subset of the main map. The idea is simple: Warhawk scales its colossal environments to best suit the amount of players and the game type you've chosen. The result? A superbly balanced experience that can be adapted to suit all gaming circumstances.

The Warhawk is one of the aircraft you get to control in the game, a plane that combines the VTOL (vertical take-off and landing) attributes of the Harrier jump jet with all the manoeuvrability, power and gadgets of the latest stealth fighters. A quick stab at the triangle button switches between hover and flight modes; the former is great



Tank vs Jeep vs Tank vs aircraft – welcome to the crazy world of 32-player online wargames.



Some levels are specifically designed for on-foot urban warfare. Break out the flamethrower!



Rocket launcher vs Warhawk Vulcan cannons. A battle of David and Goliath proportions.



## >Warhawk continued

for attacking ground targets while mastering the latter is essential for air-to-air combat. The Warhawk's weaponry includes two types of guided missile, machine guns and an electromagnetic lightning-style cannon.

Other vehicles in the game include 4x4 jeeps (useful for exploration and carrying extra troops at speed around the map) and single-seater tanks that are essential for taking out the enemy's fortified defences and anti-aircraft cannons.

Staying on foot has its advantages too – some territory is simply too hazardous or unsuitable for vehicles, while some gamers may wish to take on the role of lone sniper, wasting enemy targets from afar. Long range rifles, automatic machine

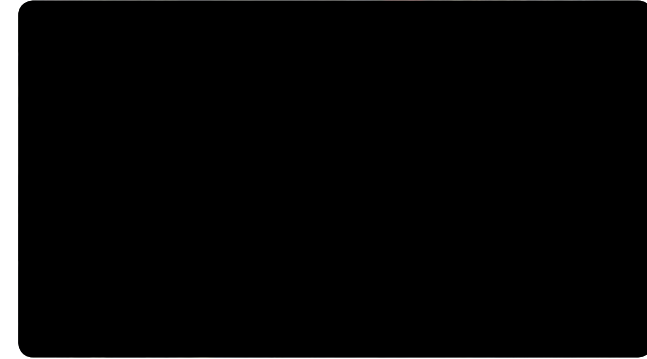


guns, flamethrowers and grenades comprise the infantryman's arsenal in Warhawk.

Considering this game's troubled history, we're frankly staggered that it's so good. At the beginning of the year, an ex-Incognito staff member went public, leaking information to numerous online websites about

stalled development behind the scenes and dishing the dirt about in-fighting amongst senior staff. There were even rumours that the game had been canned, with the unfinished product being repackaged as a download-only title for the PlayStation Store. Around the same time, Incognito mastermind David Jaffe revealed that his own PSP project, Heartland, had been canned in order to give Warhawk the precious resources it needed.

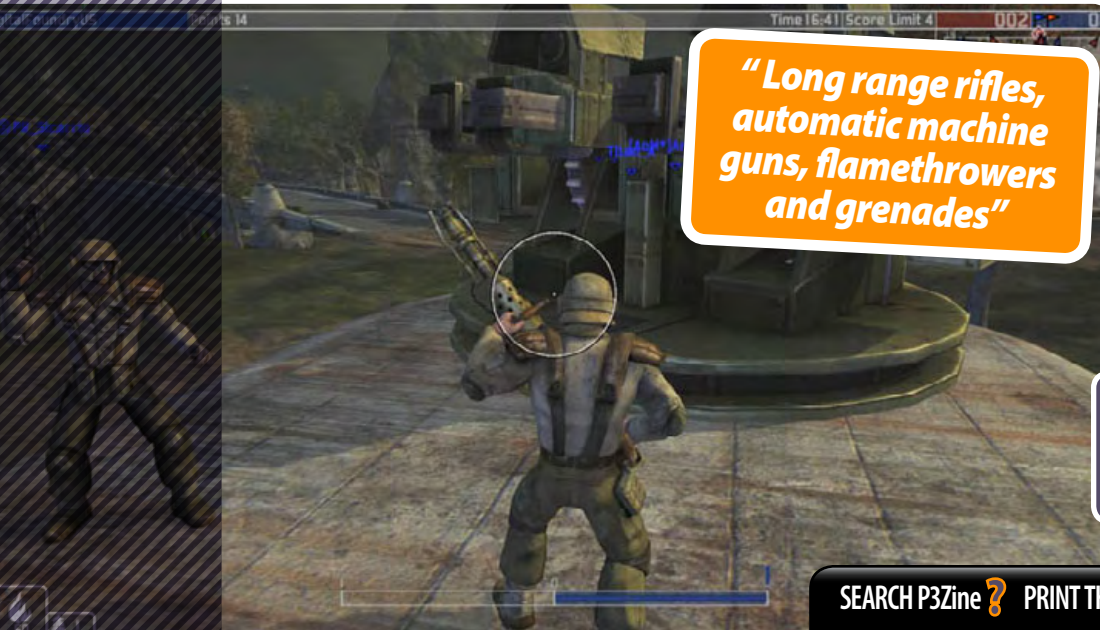
The game was totally re-evaluated in the wake of this disastrous PR: the single-player mode was completely jettisoned and Warhawk became an online-only multiplayer release. It also looks certain to be released both



Staying on-foot makes you agile and manoeuvrable and there are plenty of cool weapons to use too.

on Blu-ray disc and as a PlayStation Store download, with the full retail version featuring numerous extras (yet to be announced) along with a highly useful Bluetooth headset.

So long as the core gameplay and content are identical, either version will do for us – just from the beta code alone, Warhawk has already demonstrated that it's a simply sensational game. ●



**"Long range rifles, automatic machine guns, flamethrowers and grenades"**

Team mates combine their abilities to defend the base in Capture the Flag.



PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Warhawk is shaping up to be the best online shooter on PS3

# HGZine PSP & DS games

## Download Issue 5 for free now!



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



### SONY PSP

Pursuit Force 2 Superbikes 2007  
Smash Court Tennis 3 Dragon Ball Z

### NINTENDO DS

Worms Open Warfare 2  
Konami Classics Metroid Pinball

PLUS! LOADS MORE...



The main image is the cover of HGZine magazine, Issue 5, dated July 2007. The cover features a cartoon worm character in a military helmet holding a PSP. Text on the cover includes 'FREE! Handheld Gamer Magazine', 'WWW.GAMERZINES.COM', 'EMAIL THIS MAGAZINE TO A FRIEND', 'Issue 5 | July 2007', 'HGZine', 'Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...', 'HUGE PSP/DS PREVIEW!', 'Worms: Open Warfare 2', 'The slippery critters head to the Gulf!', 'WIN! MASSIVE SUPERBIKE SBK 07 GIVEAWAY INSIDE!', 'SBK 07 The best bike game on PSP!', 'Pursuit Force 2 Lethal Weapon meets GTA on PSP!', 'THEY'RE BACK! Konami Classics The best collection', 'FULL REVIEWS!', 'DS Metroid Pinball Samus' keeps on rollin!', 'PSP Dragon Ball Z Crazy Jap air-battles!', 'PSP Smash Court Tennis Better than Virtua Tennis', and 'PLUS! The latest mobile games revealed'. A yellow starburst graphic at the bottom right contains the text: '\*\*\* HGZine Completely free of charge Passionate about videogames Dedicated to handheld Written by the best in the biz \*\*\*'. Navigation links at the top right of the cover include 'Click Here -&gt; Cover | Contents | Previews | Interview | Feature | Reviews | Subscribe Now'.

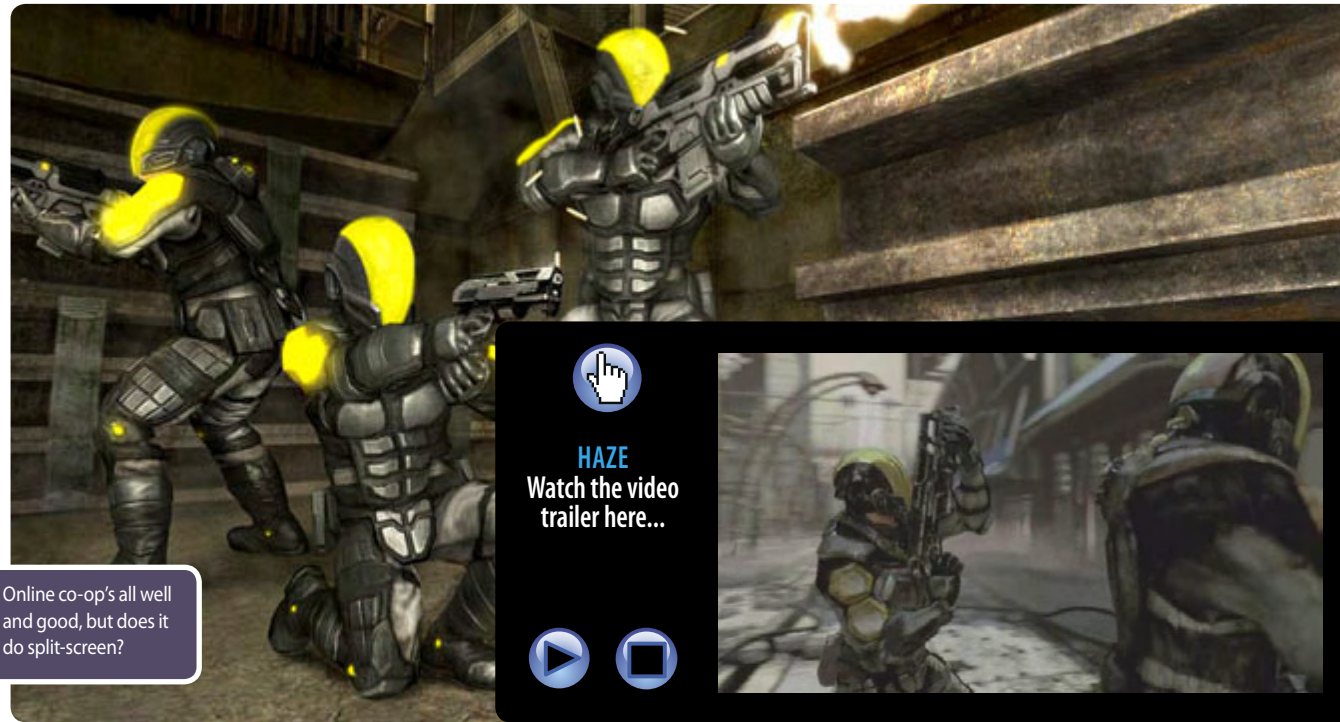
# HAZE

## “THE ETHICS OF WAR AS ENTERTAINMENT”

*Rob Yescombe, Script Writer*  
*Derek Littlewood, Team Leader*  
*Steve Ellis, Director of Free Radical*



Hazy stuff. Free Radical firmly focused on the job in hand...



Online co-op's all well and good, but does it do split-screen?

HAZE  
Watch the video trailer here...

▶



The new game from the team behind TimeSplitters, Haze is already looking absolutely gorgeous. Set for release later this year (currently 23rd November), we caught up with the guys from Free Radical to find out their thoughts on everything, from the challenges of developing for PS3, to the newly announced co-op mode.

**Free Radical games have always had a strong plotline. Tell us a bit about the story behind Haze.**

[RY] In 2048 there is no more NATO, no more UN. In a bid to reduce their national debts, most Western governments outsource their military requirements to Mantel Global Industries – a huge multi-

national corporation with their own private army for hire. As a company, Mantel has concerns in everything from plastics to petrol, engines to computers. However, in this story, we focus on two of their primary businesses: their armed forces, and their biomedical support systems.

Guerrilla soldiers in a region of South America have overthrown the government. Mantel is called in to deal with the problem – to restore democracy to this war-torn land.

You play as Sergeant Shane Carpenter – a good man, with good intentions.

HAZE is set over a three-day period during the war. These

few days will change the life of Shane Carpenter forever.

**How will HAZE differ from other next gen shooters?**

[DL] HAZE takes a unique and challenging point of view on the presentation of war in videogames. The themes of the narrative cover >

**“Working on PS3 has allowed us to create vastly superior environments”**



> Interview continued

dangerous topics – the ethics of war as entertainment; how we absolve ourselves from the responsibility of shooting another human being, just because we're told to. It's edgy stuff.

However, the jewel in the crown is NECTAR, "a bio-medically engineered nutritional supplement" which enhances the performance of Mantel's troops.

As Mantel will tell you, Nectar is great! But between you and me, it has some unnerving drawbacks that the Promise Hand has been known to take advantage of...

**How does the player progress through? Is it one seamless**

Graphically, everything seems to be shaping up nicely, and the engine's all been custom coded.



**world or a series of levels?**

[DL] It's a completely seamless experience – no loading screens, no missions select screens. This was a core aim from very early on in the

project, because we're trying to create a realistic, immersive game world – and there are no loading screens in real life, my friends!

**Can you give details on the various online features available?**

[DL] First up we've got cooperative play through the main campaign. This has always been a feature we felt added real replay value to the TimeSplitters games so we were really keen to retain it in HAZE. We're offering for the first time in the FPS world a real, entire 4 player co-op mode! Cherry on the cake is: you can jump in and out of your friend's game seamlessly.

We've also got a variety of objective-based multiplayer maps that will support a great number of players online. The really cool thing about these is that they aren't just standalone experiences – each is objective based, with its own

*"It's a seamless experience. There are no loading screens in real life, my friends!"*

miniature story that ties into the main narrative of the game.

**What's it like to develop for the PS3? What can you do with this console that you couldn't do with previous-gen consoles?**

[SE] It's great. Working on PS3 has allowed us to create vastly superior environments that verge on photorealism – full-screen effects, High Dynamic Range (HDR) and obscenely complex shaders. It's more challenging than ever before, but the power is greater than anything else that's out there.

**Have you encountered any significant design or technology hurdles during development, or perhaps have some entertaining anecdotes?**

[SE] There are always design and technology hurdles when making a game – some days it seems like that's all there is! We've had to create several fairly complex distributed systems for things as diverse as lightmap generation, asset conversion, compiling the code, and even our backup system. An entertaining anecdote? Our AI characters used to be able to bounce grenades off 5 different walls to land directly at your feet. The challenge is making them fallible. ●

**HAZE**

**Publisher:** Ubisoft  
**Developer:** Free Radical  
**Heritage:** TimeSplitters  
**Link:** <http://hazegame.uk.ubi.com/>  
**ETA:** 23rd November



# PCGZine

STARCRAFT II PREVIEW

Time to find out what Blizzard did next

CALL OF DUTY 4

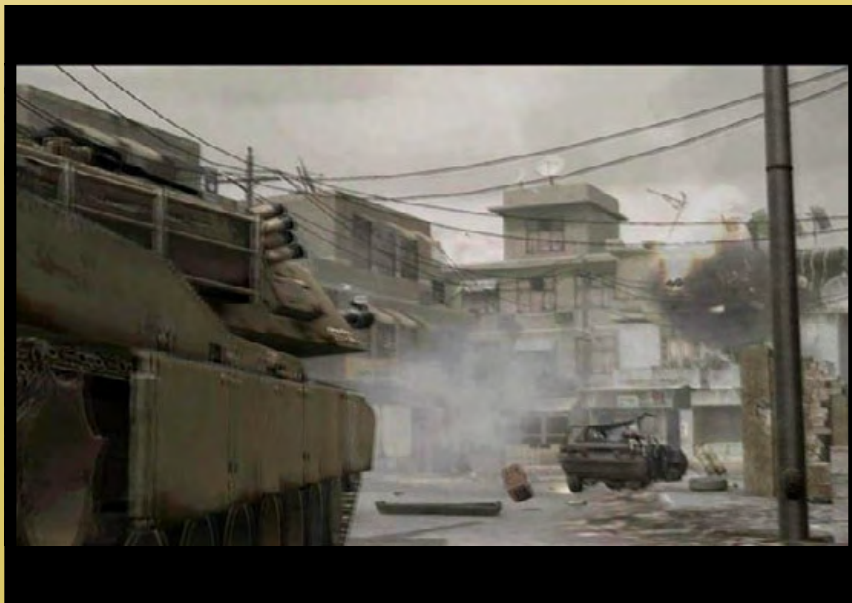
A full, multimedia enhanced preview

FOOTBALL MANAGER LIVE

The developers reveal all

PLUS: The Settlers Rise of an Empire

Halo 2 – the PC version reviewed



# PCGZine Issue 6

Unmissable PC games magazine

## Download it for free today!

FREE!

WWW.GAMERZINES.COM EMAIL THIS MAGAZINE TO A FRIEND

Click Here -> Cover | Contents | Prev

# PCGZine

Issue 6 | June 2007

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

EXCLUSIVE PREVIEW INSIDE!

## STAR CRAFT II

It's looking just a little bit special

LATEST NEWS

### CALL OF DUTY 4

Bringing the show to the PC

PREVIEWS ALONE IN THE DARK

Terrifying adventure

THE SETTLERS

Now with girls!

FOOTBALL MANAGER LIVE

Interview! tells how manager is mine

Completely free of charge

Passionate about PC gaming

The best PC games previews & reviews

Written by the best in the biz

ZOOM IN ZOOM OUT TOGGLE



**Publisher:** Eidos  
**Developer:** Team Ninja  
**Heritage:** DoA  
**Link:** www.tecmogames.com  
**OUT NOW**

# Ninja Gaiden Sigma

*The way of the ninja is not for the fainthearted in this spectacular slice of martial arts mayhem.*

This is a remake of an old Xbox game, a beat-'em-up adventure that was so teeth-gnashingly, heart-breakingly tough it could make John Rambo weep like a starving baby. Hmm, you're probably thinking, that's nothing to get excited about on PS3. But you'd be oh so wrong. It may be largely based on a last-gen game and harder than

Posh Spice's biceps, but Ninja Gaiden Sigma is one of PS3's finest, and to play it is to love it like a masochist loves stilettos.

The plot, for what it's worth, revolves around the Dark Dragon Blade. When this legendary weapon is stolen by the evil Vigoor empire it's up to Ryu Hayabusa, a ninja from an ancient line of warriors, to retrieve it. Sounds a bit meh doesn't it? But where many games live and die by their storyline, here it doesn't matter one teensy little bit – all that counts is you get to be a ninja and you get to kick, punch, slash and bash the hell out of an endless supply of bad guys ripe for the punishing.

Before you bring the pain, however, you'll have to become familiar with the more defensive side of vengeance-seeking ninjary. ➤

Rachel's hefty weapons means she lacks the speed and fluidity of Ryu. And no, we're not talking about her breasts.



Human, monster, horse, they're all the same to Ryu and they all get dispatched with the same ruthless efficiency.

*"To play it is to love it like a masochist loves stilettos"*

Ryu has four magical Ninpo techniques that deliver cataclysmic fire, ice and lightning attacks.



## WEAPONS OF CHOICE

*From melee weapons to long-range lung-puncturers, Sigma is tooled up to the eyeballs.*



**KATANAS** – New to this version and beautifully elegant, Ryu wields two at once in a blur of deadly steel.



**NUNCHAKU** – Ideal for racking up the combos and so fast they're almost impossible to defend against.



**WAR HAMMER** – Rachel's main weapon is massive and sluggish but it doesn't half do some damage.



**BOW** – Ideal for taking out enemies from distance, you can also acquire explosive arrows later in the game.



**LUNAR STAFF** – Perfect for sweeping combo attacks when you're surrounded by multiple enemies.

>Ninja continued

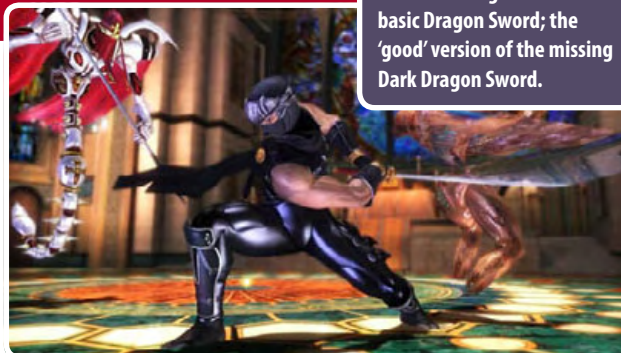
See the L1 button? Get used to it because this little key is going to become your new best friend. It activates block and throughout the game you're going to be desperately holding onto it like a drowning man to a rubber ring. Forget the button bashing of games like Tekken, here you absolutely \*have\* to master the discipline of block-attack-block-attack. It's almost like a dance with your opponent, anticipating their move and responding in kind, never once letting go of L1 unless the enemy is open to your onslaught. Release L1 at the wrong moment and you're likely to be skewered like a stuck pig, with even the lowliest enemy grunts capable of killing you if you're not careful.

If this is coming across like a

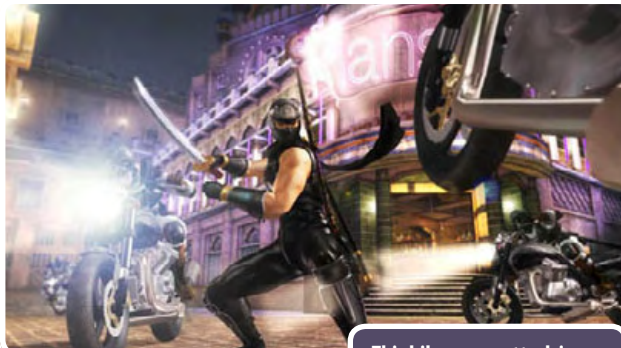
**"If you're willing to put the work in the rewards are incredible"**

joyless exercise in desperately avoiding death, well, that's because it is – at least apart from the 'joyless' bit. Sigma \*is\* solid and anyone who fears an extreme challenge that will regularly reduce you to primal screams of frustration shouldn't touch this with a bargepole. But if you're willing to put the work in the rewards are incredible.

Master the blocking and you can then combine it with the left stick for an evasive roll. Get the hang of that and you can spin out of the way then jump into a counter attack before your opponent even changes direction. Soon you'll be >



You start the game with the basic Dragon Sword; the 'good' version of the missing Dark Dragon Sword.



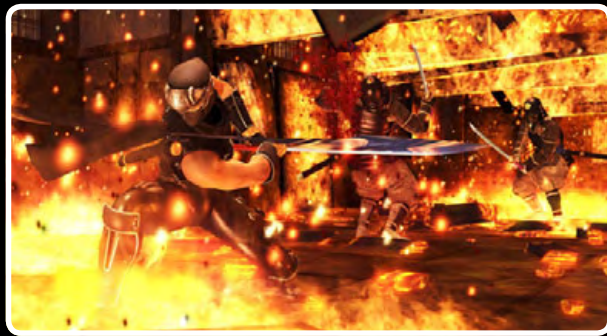
This biker gang attack is one of the game's toughest set pieces. There are loads of the leather-clad buggers.



The staff is great for dealing with a melee situation. Just sweep them off their feet and get stuck in.

**Next Gen?**

Team Ninja are renowned for their stunning visual prowess (often used for more, shall we say, 'dubious' ends in the DOA series) and Ninja Gaiden Sigma is their most luscious-looking game yet – arguably the new high watermark for PS3 graphics. Most impressive are the lighting effects: when Ryu unleashes his explosive Art of Inferno technique you'll be gawping in sheer amazement at the Best Fire Effects Ever.





It's not all steel blades and wooden nunchakus – Rya is also more than handy with his feet and fists.

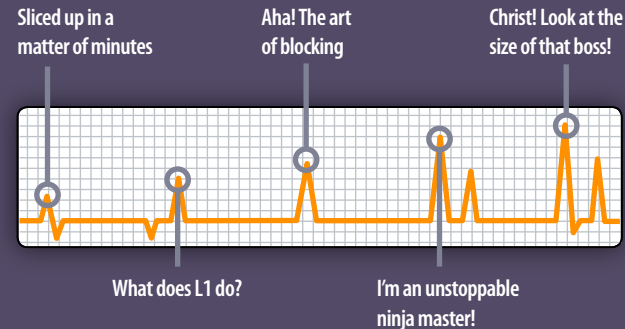


Going airborne for some sword-swishing, enemy-juggling action is ace fun.



**"This is method gaming and you're Daniel Day Lewis"**

**PULSOMETER** *Signs of life*



technique, anything the game throws at you can eventually be overcome. That's a \*proper\* gaming experience, and one that satisfies more than just about anything else the PS3 has to offer. ●

**Lee Hart**

If you think the regular enemies are difficult to beat wait till you get stuck into the epic boss battles. Sheesh.



**RACE RELATIONS**

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



- Ryu
- Rachel
- Ayane

**Ryu Hayabusa**

The star of the show and the last remaining warrior of the famous Hayabusa ninja clan. A man of few words, he's too concerned with stuff like vengeance, honour and pragmatic bloodshed to bother with smart arse quips, but that doesn't stop him being cool as.

**>Ninja continued**

blocking, attacking, rolling, parrying and killing all in one seamless array of glorious ninja moves, chaining together more and more elaborate combos until you're just a flying death machine offing enemies with a lethal efficiency. And when that starts to happen, the sense of achievement is stratospheric. You feel at one with the game, not just because progression requires such total mastery of the moves but also because the quick, cold slaughter you need to unleash is completely in keeping with the merciless ninja you're portraying. This is method gaming and you're Daniel Day Lewis.

Gameplay that is faster, slicker and more satisfying than the original Ninja Gaiden is reason enough to splash out on this, but Sigma has more than just that to offer.

Virtually every area of the game

has been lovingly revamped to help banish any talk of cheap conversions. As you'd expect, the graphics are vastly improved with textures, lighting and character models all dripping with a high resolution gloss finish. Ryu now gets to slice and dice with a pair of katanas, and he can do this on top of water using the water run technique, as seen in the movie Hero. The most important addition, though, is a whole new playable character in the form of fiend hunter Rachel. A mere NPC in the original game, this axe-wielding lass can now be controlled across four chapters of top-heavy maiming fun. Ninja Gaiden Sigma is one for the real, hardcore gamers. It's tough but it's fair, brutal but balanced. Even when the odds seem insurmountable and death arrives all too quickly it never feels unjust. You know that if you learn from your mistakes and apply the correct

**P3Zine**  
**Verdict**  
*Hack 'n' slash action raised to an art form.*

- + Superb array of weapons, attacks and combos
- + Nothing's cooler than being a ninja
- It's the hardest game ever

**93** %



# Tomb Raider Anniversary

*A Lara Lara fun*

**A**fter the disappointment that was 2003's *Angel of Darkness*, Lara Croft took a massive step back towards recovery with last year's superb *Tomb Raider Legend*. And, ten years on from her first appearance, one of gaming's most recognised avatars returns to her old stomping ground with this remake of her first adventure. Using

the same engine as *Legend*, Crystal Dynamics has breathed new life into a game which now looks like more of a relic than the antiques Lara collects, and once again the buxom Brit finds herself on top form.

Eschewing the original's grid-based system, Ms. Croft now has full 3D movement. It fits her even more snugly than those famously >



*"Once again the buxom Brit finds herself on top form"*

The locations are absolutely lush, and the design rarely feels forced - it's a pleasure to just explore.



There are plenty of levers to pull and buttons to push - some areas are simply giant self-contained puzzles.

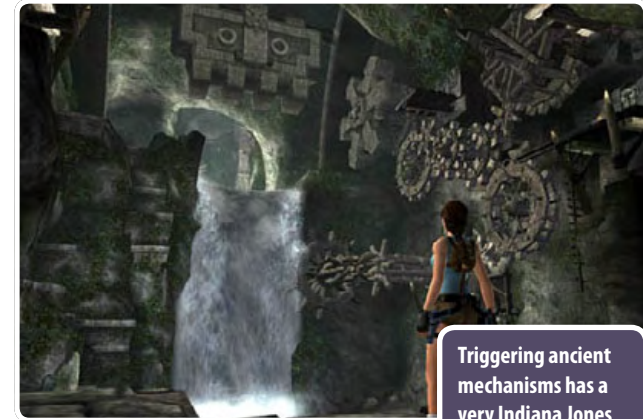


Smash some internal organs by grabbing a bad guy and hurling him into the scenery. That's gotta hurt.

> **Tomb Raider** continued

tight shorts, with her rediscovered flamboyance apparent in the terrific animation. The graphics are absolutely superb throughout, and run in progressive scan too, so every droplet of water can be seen dripping from Lara's glistening torso as she emerges from a swim - she's never looked better. She's never sounded better either, with Keeley Hawes' excellent vocal work

absolutely nailing the character. While the level designs will be familiar to those who've played the original, Lara has a few other tricks up her sleeve. Like a gaming magpie, Anniversary pilfers from other sources - the QTE's bring to mind Resident Evil 4 or God of War - but it never seems anything more than a cheeky homage. The mechanics, however, remain defiantly old-school - there's little of the hand-holding evident in Legend here, as you'll >



Triggering ancient mechanisms has a very Indiana Jones feel at times.

"Every droplet of water can be seen dripping from Lara's glistening torso"

It's sometimes frustrating to climb from a long fall - slide down this waterfall and it's a long way back up...



Lara's animation is smoother and cleaner than ever before - she's a real treat to control.



Lucky guy. Or perhaps not, in this case. We certainly wouldn't mess with Lara.

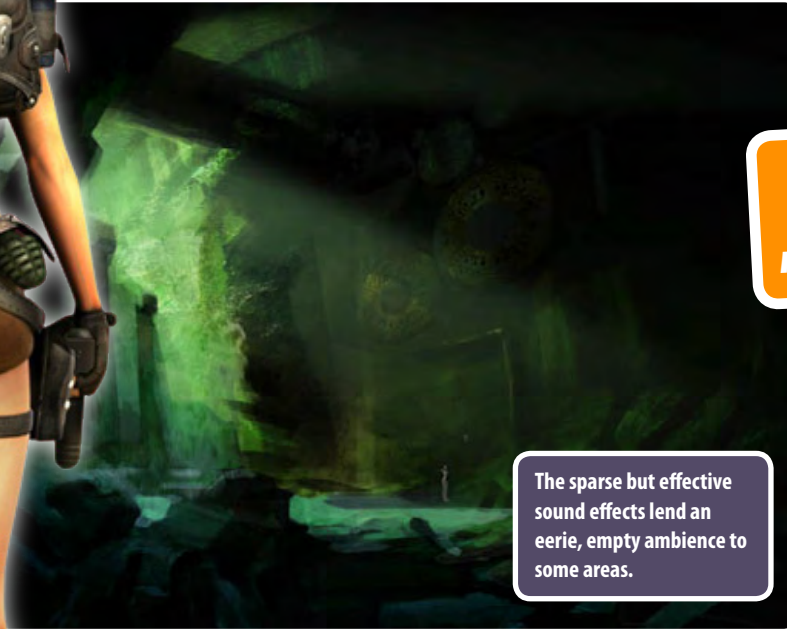
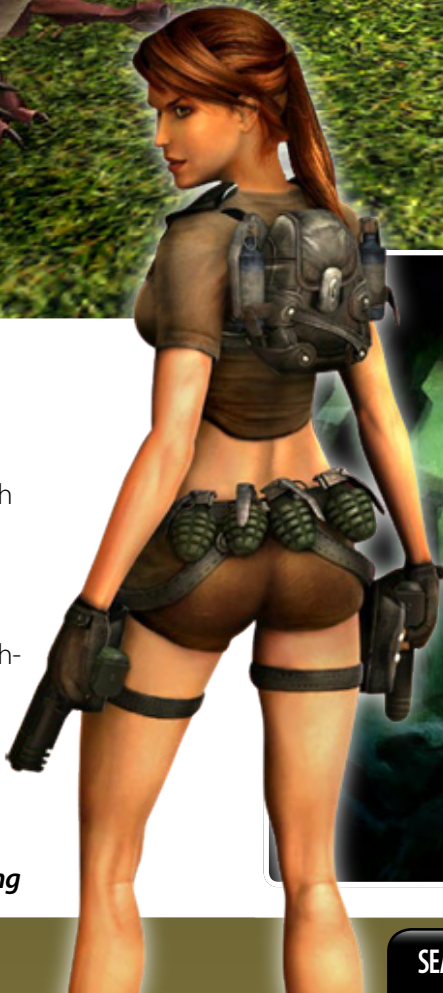


Even with infinite ammo in Lara's twin pistols, the raptors can be tricky to see off.

**>Tomb Raider** continued

spend plenty of time manoeuvring the (very efficient) camera around, searching for the best route through the labyrinthine stages. This can make things tricky, and at times it's all too easy to get lost, but the delight at locating a new area off your own bat is immense - as punch-the-air satisfying as a last-minute winner in Pro Evo. The graceless combat is but a small niggle on a revamp that does more than was ever expected of it. Suddenly, we can't wait for Lara's PS3 debut. ●

**Chris Schilling**

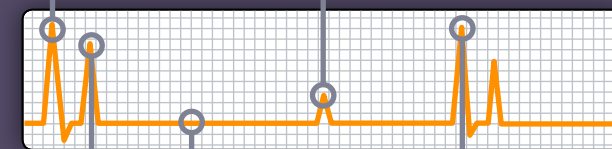


The sparse but effective sound effects lend an eerie, empty ambience to some areas.

**PULSOMETER** *Signs of life*

Ah, the freedom of exploration...

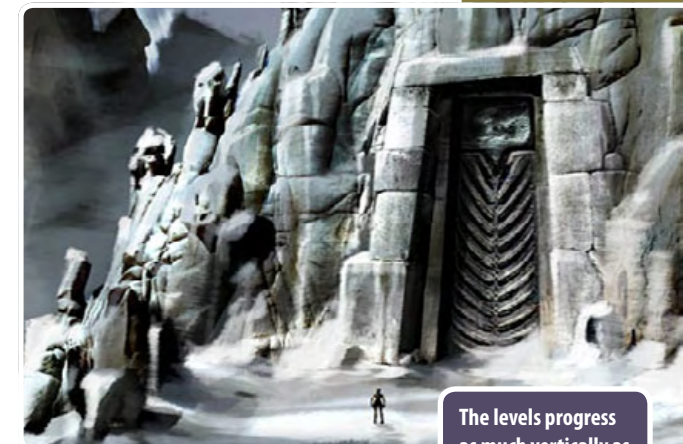
Trap-filled temples - tough but rewarding



T-Rex! An intense boss fight

Getting lost once too often

A thrilling finale to round things off



The levels progress as much vertically as horizontally, which gives the locations an epic scale.

**"As punch-the-air satisfying as a last-minute winner in Pro Evo"**

**P3Zine Verdict**

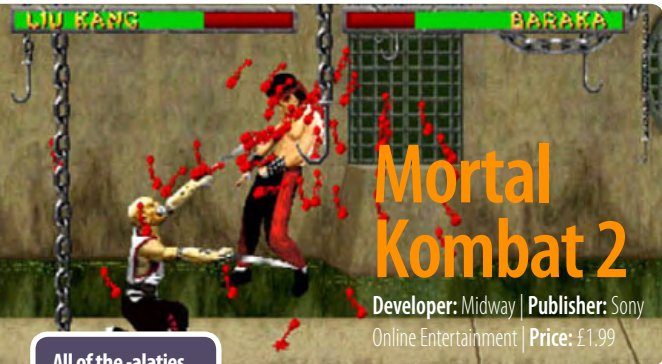
*A happy Anniversary*

- + Stunning visuals
- + Platforming heaven
- Confusing in places

**89** %

# PlayStation Network

The future of online gaming starts here



## Mortal Kombat 2

Developer: Midway | Publisher: Sony Online Entertainment | Price: £1.99

All of the fatalities are still here, but now in HD.

A slightly updated version of the 1993 classic, Mortal Kombat 2 is an almost arcade perfect port. As fast and visceral as ever, the fighting engine has aged relatively well, but as may be expected,

pales in comparison to some of the more recent beat'em ups. Still – the fatalities are just as gory and bizarre as we remember (Mileena's lizard teeth, anyone?), and the game even includes a full 2-player online mode – something that's sure to please the legions of MK fans. Priced at a mere £1.99, it's hard to go far wrong with this one. ●

**P3Zine Verdict**  
Kombat Klassik

- + Online MK for just £2!
- Fighting system seems

**74%**

## Q\*Bert

Developer: Midway | Publisher: Sony Online Entertainment | Price: £2.02

At a whopping 25 years old, Q\*Bert is pretty much a gaming relic. The object of the game is simple – guide your long-conked friend around the pyramid, changing the colour of the squares as you go. Somewhat surprisingly, we actually had a bit of fun with this, even though it is completely ancient – the only real problem coming from the controls, which require you to either press diagonal directions on the d-pad (not a good idea), or use the analogue stick (not a good idea either). It gets old pretty quickly, but it's OK while it lasts. ●

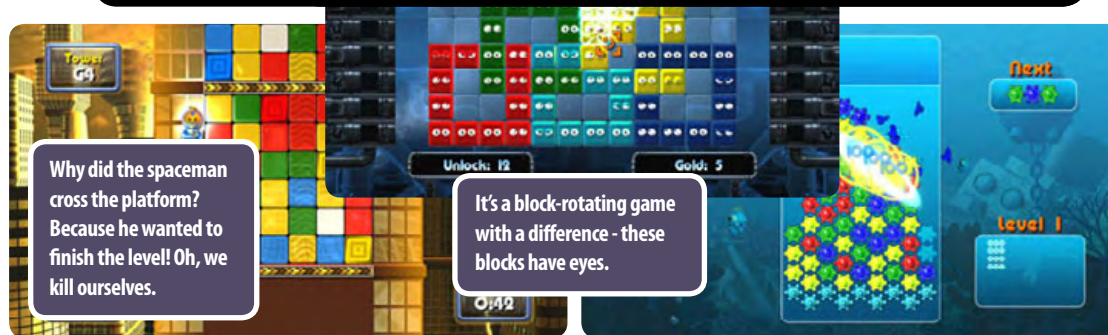


**P3Zine Verdict**  
Fun but fiddly

- + 2-player retro bliss
- Worth more than

**53%**

Old gameplay, but surprisingly fun.



Why did the spaceman cross the platform? Because he wanted to finish the level! Oh, we kill ourselves.

It's a block-rotating game with a difference - these blocks have eyes.

## Go! Puzzle (Swizzleblocks, Aquatica and Skyscraper)

Swizzleblocks rocks, Skyscraper flies, but Aquatica s(t)inks.

Publisher: SCEE  
Developer: Cohort Studios  
Heritage: Nothing  
Link: None  
Price: £1.99 each, or £3.99 for all three.

A collection of three puzzle games, Go! Puzzle can be bought in two ways – either individually for £1.99 each, or as a collection of all three for £3.99.

The first game in the collection, Swizzleblocks, is a simple block swapping game, where you have to make squares of four (a la lumines) in order to clear the screen. With a puzzle mode that requires you to clear the blocks in the least swizzles possible, and a decent suite of multiplayer modes, Swizzleblocks is the best of the three.

Easily the most original of the trio, Skyscraper sees you trying to get from the one side of a grid to the other, by only touching one colour of panel. In the later levels, this can be fiendishly hard, as you not only have to work out which colour is the right one

to cross on, but you also have to go some strangely round-about ways. In its competitive multiplayer mode, Skyscraper can be a lot of fun, but the lack of multiplayer levels lets it down.

The weakest game out of the three, Aquatica is a simple block matching game in the vein of Columns. Requiring you to make groups of three either diagonally or vertically, Aquatica is mostly a charmless experience, and is by far the weakest link in an otherwise top-notch collection. ●

"In the later levels it can be fiendishly hard"

**P3Zine Verdict**  
Two out of three ain't bad

- + Good multiplayer
- Aquatica

**80%**



# 360Zine Issue 7 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 7

### INSIDE HALO 3

The biggest game of the year uncovered  
What did the beta tell us and your chance to win a copy of Halo 3 Legendary Edition

### PROJECT GOTHAM RACING 4

### GRAND THEFT AUTO IV

### DEVIL MAY CRY 4 CALL OF DUTY 4

### PLUS:

Forza 2 | Colin McCrae DiRT | Shadowrun

**GET IT FREE NOW! WWW.GAMERZINES.COM**

# Welcome

And so, we head, unrelenting, into those infamous summer months, where your room begins to heat up, and the flow of games begins to dry up. What's worse is that the PS3's barely even got started – the release schedule since the console's launch has been barren at best, and now things are looking to get worse during the inevitably quiet summer months. However, this time round, I'd argue that the summer drought doesn't really matter all that much. How many of you have completely finished Resistance and Motorstorm? How many have you have grown bored of their fantastic online modes? And how many of you have managed to rank in the top 10 on a PSN game? Although the summer drought may soon be upon us, thanks to the PSN, there's still plenty of things you can do to keep busy – why not challenge our Clan of the Month, PGO, to a game, and show them how it's really done!



Ian Morris

In the immortal words of Mr.T - now you gonna meet my friend, PAIN!



Hit the monkey for extra bonus points.



Warhawk - Coming soon, to a PSN near you.



Mmm, toasty - we can't wait to get our hands on Warhawk.

## Yet more new PSN Games!

*Networking has never been more fun...*

Late last month, from sunny San Diego, Sony held their annual Gamers' Day event, which played host to a number of huge PSN related announcements. The first, and by far the most impressive thing Sony were keen to shout about was that in the mere six months since the console's launch, a whopping 1.5 million people worldwide have signed up for accounts on the PlayStation Network. Even taking into account the number of people who sign up for multiple accounts, this can only be viewed as a huge success for Sony's online service, and the number of players looks set to continue to rise over the

coming months.

Although the PlayStation Store seems to have been pretty quiet for the past few weeks, things are looking to hot up now as we move into the second half of the year, with a whole host of brand new releases also being announced at the Gamers' Day. By far the most intriguing title announced during the event was Pain, a disturbingly sadistic game, where you fling a guy out of a giant catapult with the intention of dealing as much damage to him as humanly possible, by bouncing him off buildings, vehicles, random passers-by, and anything else that

happens to be in splatting distance. Sounds great to us – now all it needs is face mapping support with the new PlayStation Eye and it can become our stress reliever of choice! The other major PSN announcement to come out of Gamer's Day was the re-confirmation that Warhawk would be the PS3's first dual-format release, with it being made available as both a download on the PSN, and a Blu-ray disc. While the PSN download will only feature the game, bagging the Blu-ray version (for a higher price) will also get you a headset, interviews with the developers, and a few other added extras.

**"1.5 million people have signed up for accounts on the PlayStation Network"**

## Clan of the month - PGO

Lead by Daniel Fullard, the PlayStation Gamers Online clan was set up to provide a "fun first" clan experience, for gamers of all abilities. Experiencing incredible growth since their formation just a few months ago, the clan has gone from strength to strength, and can often be found taking part in various tournaments and ladders. We sat down with Daniel Fullard to discuss the formation of the clan.

### What games does your clan play, and when?

Well, my aim with the clan was to build a small gaming community where people can game together and just have fun. The online community is so fragmented I thought it would be nice to have a regular group of gamers to play alongside with.

In terms of games, we compete in ladders on Resistance: Fall of Man and Call of Duty 3 but I am always trying to get us matches with other clans on games like FEAR, Motorstorm and Splinter Cell: Double Agent. It's tough at the moment though as there aren't too many established UK clans out there.

You can usually find us entering team ranked matches on RFOM after 9pm ish on an evening.

### What do you think of the PSN so far?

When I first came to PSN it did feel like a little step backward compared to Live. However, it's a very workable system, and I'm sure Sony will work to get basic features

improved. The big plus so far though is the rareness of lag!

### How many members do you have?

Currently, we're close to 40 active members as well as an additional 40 site users.

### What sorts of activities do the clan get up to?

In terms of what we do more casually, it's a much wider scope. We have leagues running at the moment on a whole host of games such as Resistance, Ridge Racer 7, NBA2k7 and Motorstorm as well as an F1 World Championship and a Fight Night World title. It's all in the name of fun and all just to help build that community spirit. (The clan also run a PSN high score challenge, which I would highly recommend you enter!)

### How can I join in?

Just head over to the website - www.clantoolz.com/pgo. This is where the clan is run from and it's where all the news, information and events can be found. All are welcome!

**PGO, lead by the mighty Daniel Fullard. Give 'em a game - you know you want to.**



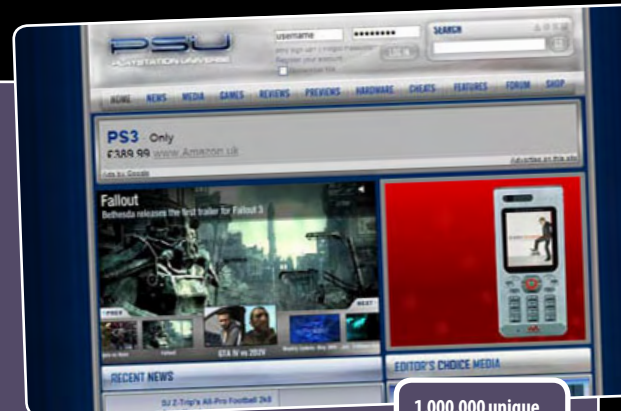
Click here to submit your clan

## Site of the Month – PSU

With over 1,000,000 unique visitors each month, PlayStation Universe is one of the most popular PlayStation sites around. Brought about by the merger of two older PS sites, PS3Portal.com and PS3Land.com, PlayStation Universe has gone from strength to strength, and are currently preparing for a huge re-launch, complete with a brand new design. Seb Hayes, the Managing Director of PSU.com, is looking forward to the big change "We are about to re-launch PSU from the ground up to take the entire website to the next level. It's a huge deal for us - and we will be launching the beta in less than a month".

Coming complete with regularly updated news, previews, reviews, and a top-class podcast, PSU covers all bases with its coverage of the PS3, and things are going to get much bigger very shortly. Starting with the re-launch, developer

blogs are set to be added to the site, helping the community keep up with the development of their most anticipated games, as well as the ability to upload user created videos. "PSU.com (PlayStation Universe) is the largest independent PlayStation site on the web. We've been running for almost 4 years and [are] very proud to operate the largest independent PS3Forum on the web (ps3forums.com). We look forward to growing even bigger in the future and bringing our visitors the best content possible!"



1,000,000 unique visitors a month can't be wrong.

## F.E.A.R. Giveaway

One of the standout titles in the PS3's launch, F.E.A.R. is a psychological horror-FPS hybrid like no other. Sent in to regain control of an already dire situation, your First Encounter Assault and Recon squad must deal with all manners of paranormal activity, including enemy soldiers with somehow enhanced abilities, and a mysterious little girl who haunts your every move.

We awarded the game an impressive 88% in issue 2, and now it's your turn to find out exactly what the fuss is all about. We have a grand prize of a copy of the game and a Sierra goodie bag to give

away (which includes a Sierra mug, rucksack, pad and pen), as well as four runner-up prizes of the game itself. To be in with a chance of winning, all you have to do is answer the following question:

### What is the name of F.E.A.R.'s iconic little girl?

Click on the panel to the right to enter. The competition ends on July 18th, and winners will be notified by e-mail.



All this could be yours. if you enter the competition!

Click here to get the F.E.A.R.



# Blu-ray reviews

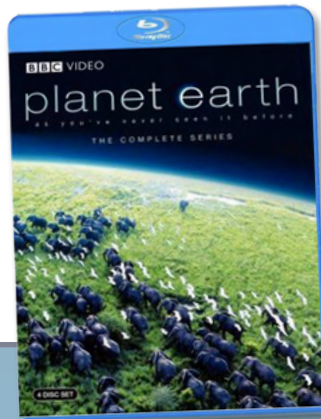
The latest and greatest new releases...



## Planet Earth

BBC Video / £49.99

Who says educational TV has to be dull? Although the American release shamelessly ditched David Attenborough's intellectually charming narrative, the BBC release doesn't have such issues, and the four-disc set not only contains some of the most spectacular sights on the planet, but on Blu-ray in general. Although some of the more covert animal footage looks a bit noisy, the disc's overall quality is gorgeous, and this is definitely one of the most worthwhile box sets on the platform.



### PS3 Zine Verdict

Stunning.

+ Fascinating documentary

- Lacks the extras of the DVD

90%

### PS3 Zine Verdict

Yet another middling attempt at teen horror.

+ Very good presentation

- Mediocre & predictable

62%

### PS3 Zine Verdict

Lake Placid this is not.

+ Fantastically good picture and sound

- Lame story

58%

### PS3 Zine Verdict

High-def romp on the high seas...

+ Great fun

- Not all extras are in hi-def

89%

### PS3 Zine Verdict

...Part two.

+ Pristine transfer

- Abrupt ending

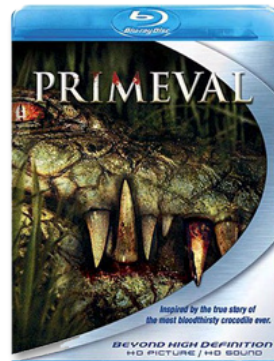
86%



## Blood and Chocolate

Sony Pictures Home Entertainment / £24.99 / Deleted scenes, director and actor commentary

Full of beautiful young people running about and turning into wolves in an absurdly psychedelic transformation, the movie takes no chances, shunning the original (and far more interesting source material) in lieu of a predictable, mostly mediocre, if occasionally entertaining take on Romeo and Juliet. The disc looks great, but if you want a wolf tale with teeth, Blood and Chocolate is far too saccharine to satisfy.



## Primeval

Walt Disney Video / £26.99 / director and visual effects commentary, documentary, deleted scenes

Thankfully not nearly as miscast as he was in Blade Trinity, Dominic Purcell leads a group of hapless reporters deep into Africa to brave civil war, bugs, and the bush to film the capture of a legendary, man-eating croc. It sounds stupid, and it is, but the irony is the movie touches on some interesting issues—the croc named Gustav actually exists, for one, and the rampant genocide of Africans could have made for a much more powerful drama.



## Pirates of the Caribbean: Curse of the Black Pearl

Buena Vista Home Entertainment / £26.99 / Almost 13 hours worth of bonus materials including making of videos, games, blooper reels, and tons more in this two-disc set

You've certainly seen it by now, but suffice to say the movie is still entertaining even after multiple views. The Blu-ray disc manages to set a new benchmark for the most part. Though there is noise during the murky night scenes, the transfer otherwise looks and sounds stunning.



## Pirates of the Caribbean: Dead Man's Chest

Buena Vista Home Entertainment / £26.99 / Over 7 hours worth of bonus materials including making of videos, games, blooper reels, and tons more in this two-disc set

An astonishing example of how far truly amazing CGI effects and thrillingly over the top sword fights can get you. On the level of pure eye candy, Dead Man's Chest is better than the original, though the plot certainly isn't as satisfying. The video, however, is stunning—even better than Curse of the Black Pearl—and the audio is house shaking.



# FIRMWARE BUT FAIR

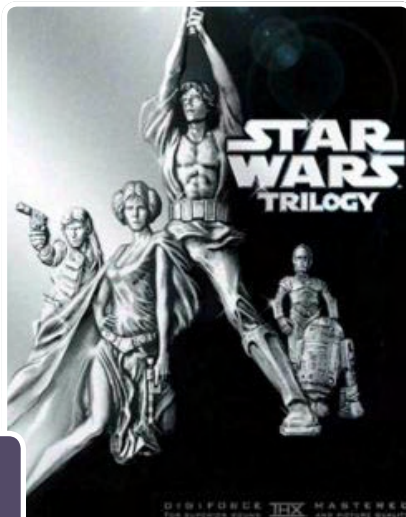
*Sony boosts PS3's functionality but what about the games?*



**Chris Schilling**

Chris is the proud owner of all three 'next-gen' consoles. Every issue Chris will chart the progress of PS3 and commenting on Sony's latest and greatest initiatives.

It's clearly been a tough couple of months for Sony, with the PlayStation 3 continuing to struggle in the US and Japan, and criticism from many quarters for a seeming lack of forthcoming must-have titles. Yet us European gamers aren't feeling the burn at all. After a smooth - and very healthy - launch, with easily the best line-up of day one titles of the three new generation consoles, Sony has been getting a hell of a lot right on these shores. The console is in plentiful stock, so everyone can get



PS3's upscaling abilities mean you can dig out your DVDs!

one, which puts Sony one-up on Nintendo. Similarly, the PS3's build quality has rarely been questioned - it's a reliable (and extremely quiet) machine, which will have those who've suffered the infamous 'red lights of doom' on their 360s casting envious glances. And just before the end of May, Sony released what may well go down in the history books as The Best Firmware Upgrade Ever.

**Upscaling**

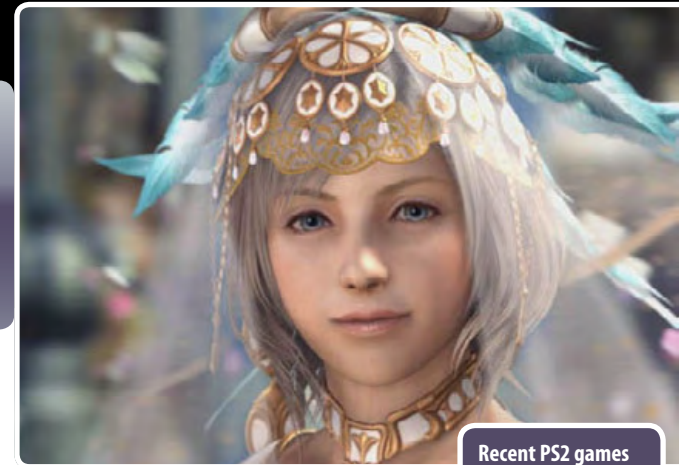
Okay, perhaps that's going a little far - I can't see Norris McWhirter being remotely bothered, anyway - but the added functionality from Sony's upgrade really makes the PS3 an even more appetising prospect, particularly for those looking for more from their machine than just games. With more and more console owners taking the plunge into HD waters, the ability to upscale not only your PS2 games but also your DVD collection to make the most of the pin-sharp 1080p resolution on compatible sets is an unexpected and entirely welcome treat. With Sony's last-gen console enjoying something of an Indian Summer/Renaissance period of late, games

**"Upscale your DVD collection to make the most of Hi-Def"**

such as Final Fantasy XII, Okami and particularly the stunning God of War 2 all benefit enormously from the upgrade. It's reason enough for HD-enabled PS2 gamers to finally make that jump to the new console as it gives some otherwise rather pixelated titles a whole new graphical lease of life.

As if that wasn't enough, if you're on the move and within spitting distance of a broadband connection, you can use your PSP to remotely access your own PS3, while sofa-bound folk can now seamlessly stream videos, pictures or music from their PCs to their console. Brilliant stuff. And people complain that Sony don't cater for all comers!

Of course, celebrating an upgrade to make old games look better isn't a good sign for a new console. Sure, it's the summer gaming drought, and there's little of note on other formats either, but the fact remains that Sony don't yet have a killer app for



Recent PS2 games like FFXII look absolutely lush in 720p or 1080p.

PS3. And those less than impressive overseas sales mean that some of the most eagerly-anticipated titles are making their way to other formats - it's one thing to see Dante leap over to 360, but Solid Snake too? Still, with around fifteen first-party titles - and no doubt a few third-party surprises - due to be shown off at E3 next month, there's every chance Sony's entertainment hub can really start earning its corn as an out-and-out games console.

PS3 is now more HD-ready than ever.



# > Inbox

Thanks for all your feedback - keep your emails coming... P3zine@gamerzines.com

## GTA POOR

IS IT JUST ME THAT SIMPLY NEVER understood the whole fuss that is GTA. It's being pushed along far too much on a wave of media excitement that is usually only reserved for Hollywood blockbusters, and I for one just cannot understand it. I have been a gamer in one shape or form for well over 20 years, and if pushed would say driving games, closely followed by RPGs and sports are my favourite genre of games, but I just never have understood the excitement regarding the GTA series. And this episode again holds very little

**READER FEEDBACK!** Click here to tell us what you think of P3 games or P3Zine!

**Don't miss Issue 5**  
Out July 19<sup>th</sup>  
**Sign up now!**

# grand theft auto IV

for me, running about doing quest type tasks, randomly shooting, carjacking, mediocre driving, and (trying not to sound like an old fart here) with very, very unnecessary violence. It's the same old, same old.

I know I'll be in the minority here, but being a true gaming fan of all types, I just feel the media circus that follows these high profile games is just too much hype for what can only be described as a mediocre game at best.

Great mag by the way.

> **Tozol**

> **You can't please all the people all of the time, but you can bet that GTA IV is going to be huge - albeit not on your PS3. As for the media circus you only need to look at the buzz online to see that it's gamers themselves that drive interest in the GTA franchise.**

## ELDER STATEMENTS

THIS TIME AROUND, BETHESDA perfected it. Unlike Morrowind, they got the fighting system right. Watching Imperial City from afar is still satisfying. This game should be a "next-gen" game because of the vast worlds and tons of quest to do. Not to mention,



the great Radiant AI.

> **Mark Daniel**

## BLU MOVIES

GREAT MAG GUYS. It could only be better by including more reviews... especially Blu-ray movies.

> **Andy**

> **Thanks Andy. We will inevitably include more game reviews as more**

**titles are released on PS3. The summer is always a quiet time and on the back of the recent bonanza of launch titles it's no surprise that there's a slight lull in new games. As for movies - we cover the biggest releases, but like the console itself, P3Zine is first and foremost all about the games.**



## MISSIVE OF THE MONTH

Send us your views and we might just send you a new game in return...

We'll send a copy of TRA for the best email of the month.

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 a spanking new game for the best missive of the month.





In **P3Zine** Issue 5  
**EXCLUSIVE REVIEW**

# The Darkness

## REVIEWS

**Harry Potter  
and the Order of the Phoenix**

**Tom Clancy's  
Rainbow Six Vegas**

**PLUS!  
More on GTA IV...**

# P3Zine Issue 5 Out July 19!

**Don't miss it! Sign up today!**

**Also now available from**

**www.gamerzines.com**

**PCGZine – for PC games**

**HGZine - for PSP & DS**

**360Zine – for Xbox 360**

**All our magazines are free!**

**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

*Call Duncan to discover how e-publications can work for you!*

**Design:** InkCap Design

**Contributors:** Lee Hall, Lee Hart, Ian Morris, Richard Melville,  
Chris Schilling, Jason D'Aprile

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.

All contents © Cranberry Publishing Ltd 2007  
Company registration number: 4987058

# Want more PS3 games?



# N4G THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers

<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

