P3Zine

Issue 5 | August 2007

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

UNMISSABLE PREVIEW

Killzone 2

Simply stunning! PlayStation 3 has never looked so good...



EXCLUSIVE INTERVIEW

Heavenly Sword

We talk to Ninja Theory's Tameem Antoniades



FIRST LOOK

Uncharted: Drake's Fortune

Top adventure action

SPECIAL REPORT

E3

Sony takes LA by storm

VIDEO TRAILER

GTA IV

Stay up to date with life on the streets of Liberty City...

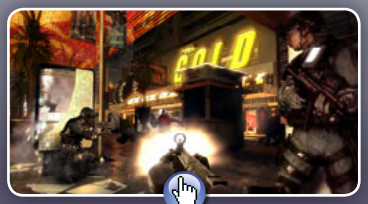


MASSIVE REVIEWS



TRANSFORMERS

Top mech action



RAINBOW SIX VEGAS

Let rip on the strip



HARRY POTTER AND THE ORDER OF THE PHOENIX

Spellbinding stuff

PLUS! MORE INSIDE...

Welcome to P3Zine



The power of PlayStation 3 becomes more evident by the day. Sony's press conference at this year's E3 left no-one in any doubt that next-generation gaming still has a way to go and Sony plans to lead by example. You can read our special E3 report on page 8, before clicking through to our extended first look at Killzone 2 on page 11 - it looks spectacular and is already shaping up to be the game of 2008.

It's not all about next year though, and Heavenly Sword looks set to wow us when it launches in just a few weeks time. We hooked up with Ninja Theory's Tameem Antoniades to talk things through.

Even closer to home we have full reviews of Harry Potter and the Order of the Phoenix, Transformers: The Game and Rainbow Six Vegas. Something for everyone then...

Enjoy the issue,

Dan Hutchinson, Editor

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

DON'T MISS!

This month's highlights...

All the latest previews & reviews



KILLZONE 2
Jaw-dropping in-game footage revealed



GTA IV
Latest video trailer



Transformers
Exclusive review



Rainbow Six Vegas
Top slot action



Star Wars: The Complete Saga
First look inside

E3 SPECIAL REPORT

Exclusive Interview

Heavenly Sword
We talk to Tameen Antoniades



Uncharted: Drake's Fortune
Crashing good fun!

QUICK FINDER

Every game's just a click away

Star Wars: The Complete Saga
Uncharted: Drake's Fortune
Medal Of Honor: Airborne
Smackdown vs Raw 2008
Blazing Angels: Secret Missions of WW2
Lair
Assassin's Creed
Turning Point: Fall of Liberty
Army of Two
Killzone 2
GTA IV
Heavenly Sword
Rainbow Six Vegas
Harry Potter: Order of the Phoenix
Transformers: The Game
Super Stardust HD
Calling All Cars
Wipeout
Jumping Flash
Rampage
Gauntlet 2

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

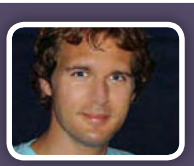


MEET THE TEAM

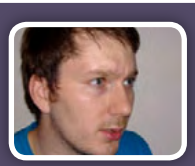
There's nowt they don't know about PlayStation 3



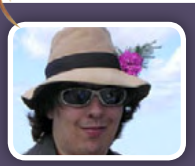
Chris Schilling
Chris lets rip in Las Vegas - Rainbow Six stylee.



Lee Hart
See what Lee makes of Transformers: The Game on page 27.



Lee Hall
A slew of new games on PSN has kept Lee busy this month.



Ian Morris
Busy boy Ian has been chasing down all the latest PS3 news.



Developer: Traveller's Tales
Heritage: Lego Star Wars, Crash Bandicoot : The Wrath of Cortex
Link: www.legostarwarssaga.com
ETA: Autumn 2007



The gang's all back together on PS3.

PREVIEW FEEDBACK! Click here to tell us what you think of Lego Star Wars

"Darth Vader v Darth Maul? Yes please"

Lego Star Wars: The Complete Saga

LATEST NEWS

The building blocks of PlayStation 3

What is it?

Well, we can certainly tell you what it isn't - it isn't a brand new Lego Star Wars game (boo!). Lego Star Wars and its sequel were great games, but sadly, us PS3 owners missed out on the party. Now we're getting to join in with the fun, as Lucasarts have announced Lego Star Wars: The Complete Saga, a two-in-one package of the first two games, with lots of added extras.

So, what's new?

Plenty. To start off with, there's a brand new two-player online co-op mode, which will let you and a friend battle the evil (and somewhat plasticy) Empire together, no matter where you are in the world. Of course, as the game is effectively a combination of the first two titles, you can also play as any of the characters, in any of the levels. Darth Vader v Darth Maul? Yes please.

Anything else?

We've been promised that there are going to be several new levels added to the game, including the pursuit of Bounty Hunter Zam Wessell (the bit at the start of Episode 2), and a completely redesigned Mos Espa Podrace. There's also a selection of new characters, including the slimy Boss Nass, and Watto, the Toydarian. Also included is a revamped character creation system, that will let you create all sorts of weird mixes of characters from both trilogies. Princess Vader Binks, here we come!



We may have played through them both before, but you can't beat a bit of Lego Star Wars.



Can you imagine a mix of slave Leia and Jabba the Hutt? Ewww.

"A fantastic, immersive and visceral gaming experience" – loaded

The Darkness



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18

PLAYSTATION 3

XBOX 360 LIVE

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Publisher: SCEE
Developer: Naughty Dog
Heritage: Jak & Daxter, Crash Bandicoot
Link: www.us.playstation.com/Uncharted/
ETA: Winter 07

Uncharted: Drake's Fortune

LATEST NEWS

Get ready for another great adventure



Uncharted: Drake's Fortune is set to come out all guns blazing this winter.

PREVIEW FEEDBACK! Click here to tell us what you think of Uncharted: Drake's Fortune

"The animation is said to flow like nothing you've seen before"

So, what is it?

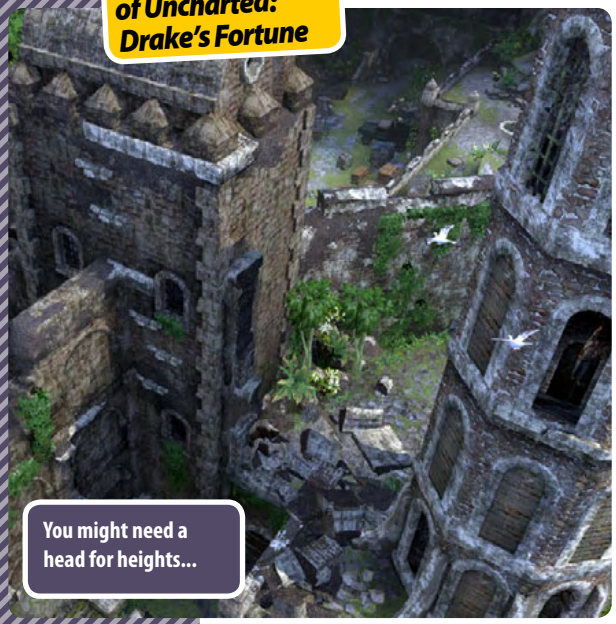
The latest game from Jak & Daxter creators, Naughty Dog, Uncharted: Drake's Fortune is the start of a new adventure franchise for the team. Looking to blend the best bits of Tomb Raider and Indiana Jones, with classic platforming action like Jak & Daxter, it's already looking good.

So, mysterious artefacts and tomb raiding abound?

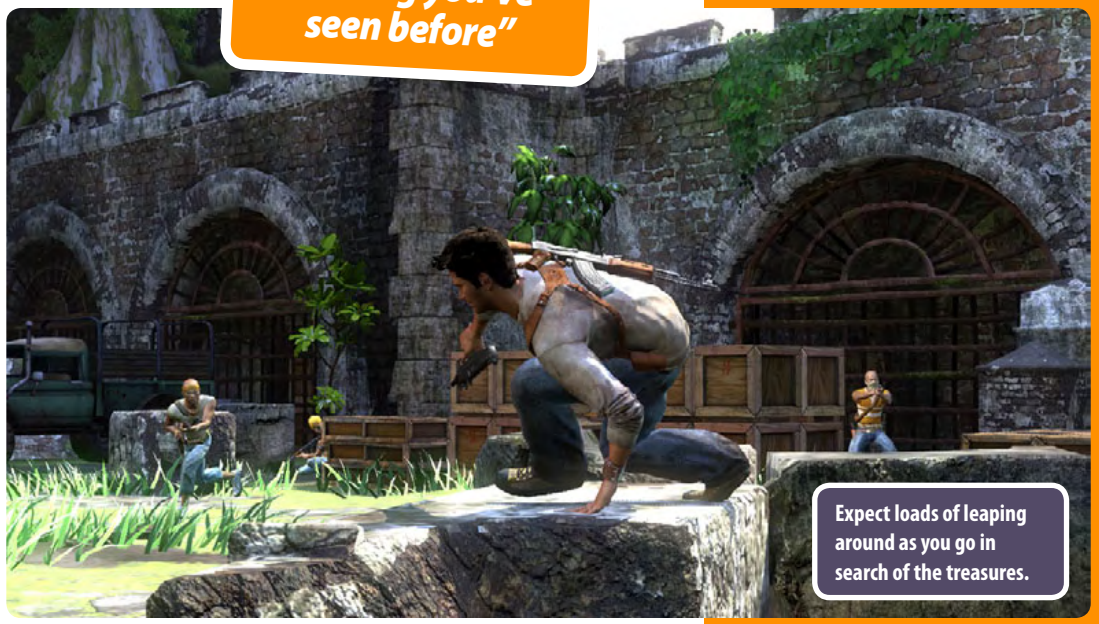
Funnily enough, yes. From what we've seen so far, the game looks set to include all the tomb raiding, trap detecting, and rope swinging you could hope for, but thankfully mixed in with a fair amount of wide open outdoor sections, and an intriguing plot line to boot. After finding a hidden clue in the coffin of Sir Francis Drake which hints at the whereabouts of the treasures of El Dorado, our plucky protagonists set off on a quest to find a mysterious island. However, things soon go awry when it turns out the island they've been lead to isn't as quiet as it seems, and the islanders aren't particularly chuffed with being disturbed...

Does it do anything special?

Apart the obvious levels of graphical splendour, Naughty Dog are hyping the super-smooth movements your character will have in the game. From realistic facial expressions, created through the patented Wrinkle Mapping Facial Animation System, to combat manoeuvres such as drop-kicks and haymakers, the animation is said to flow like nothing you've seen before.



You might need a head for heights...



Expect loads of leaping around as you go in search of the treasures.

INCOMING

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



MoH Airborne

Publisher: EA | **ETA:** August

The latest instalment in the Medal of Honour series, Airborne promises to give you a whole new perspective on WW2 shooters. Putting you in the shoes of a paratrooper, you get to fly into the warzone and effectively choose where you land, and where you begin your mission. We'll have a full review very soon.

Smackdown vs Raw 2008

Publisher: THQ | **ETA:** Christmas 07

It's time to step into the ring again with the latest instalment in the Smackdown series. Making its debut on PS3, Smackdown vs Raw 2008 features an all new submission system that's built around your controller's analogue sticks, and the most incredibly detailed rendition of Triple H's moustache to date.





Blazing Angels: Secret Missions of WW2

Publisher: Ubisoft | **ETA:** August

Taking a more fantastical approach than its predecessor, Blazing Angels : SMOWW2 ticks all the right boxes. Experimental jet planes, prototype weaponry, and dogfights with Zeppelins in the shadow of the Egyptian Pyramids all feature heavily. Let's hope they can get the tilt-sensing right this time.

Lair

Publisher: EA | **ETA:** August



Possibly the PlayStation 3's most attractive looking game so far, Lair certainly has things nailed in the visual department, but we don't yet know just how well it plays. Another title that has a lot resting on E3, we'll be bringing you an update on this next month.





Assassin's Creed

Publisher: Ubisoft | **ETA:** November

Looking gorgeous, and sounding as though it'll play even better, Assassin's Creed is from the team behind Splinter Cell. Putting you in the shoes of an assassin (funnily enough), in the middle of the 12th Century, it's up to you to tread softly as you mingle with the crowds and draw closer to your target.

Turning Point: Fall of Liberty

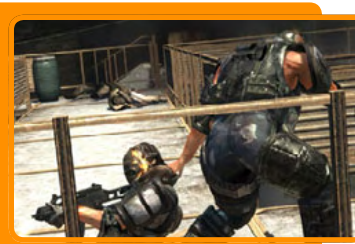
Publisher: Codemasters | **ETA:** Winter



It seems that alternate WW2 is quickly becoming the genre of choice for games, as this is the second title this month that uses the setting. A first person shooter set in 1950's Nazi ruled America, the game promises to serve up some intriguing visuals, as well as a diverse setting. We'll be keeping an eye on this one.

Army of Two

Publisher: EA | **ETA:** August



Built from the ground up to be a fully co-operative experience, to say this is high on our list of anticipated titles would be an understatement. It looks fantastic, and the trailers make it out to be hilariously funny, but one question remains – does it do split screen?

IN THE PIPELINE

SUMMER	AUTUMN	WINTER	SPRING
THE DARKNESS July	**STRANGLEHOLD** September	**GTA IV** October	**TUROK** 08
SINGSTAR August	**RATATOUILLE** September	**HAZE** November 23rd	**THE CLUB** 08

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9.1 OUT OF 10 GAMESPOT

9.3 OUT OF 10 IGN

9.1 OUT OF 10 YAHOO GAMES

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Tom Clancy's RAINBOW SIX VEGAS

Sony Steal E3

Eager to make up for last year, Sony finally manage to put things right, through use of a new PSP, even more footage of Killzone 2, and a man dressed up as a Wookie.

A few hundred journalists. Four giant HD screens. One new console. Thirty exclusive games. And one haunting image of a Phil Harrison in a tightly fitting ski suit. Yes, this year's Sony E3 press conference really had it all, and, unlike last year's conference, the only thought on the minds of journalists who were leaving the show was "wow".

So, what did we see that was new? The show began with Sony president Jack Tretton appearing within Home, Sony's digital community that's set to be launching later this year, and the concept of Home featured heavily throughout the conference. Unveiled was a new open air lobby, the cunningly named "Home Square", which will apparently provide more flexibility for the expansion of Home, as well as a variety of new... erm... homes, which you'll be able to buy with real money. We're not too sure we like that idea.

The other feature that Sony were quick to promote about Home was that you'll be able to jump straight into any PS3 or PSN game, directly from Home, as Phil Harrison ably >



Phil Harrison at this year's E3 in LA's Santa Monica.


"Unreal Tournament 3 is now a PS3 exclusive"

>E3 continued

demonstrated by taking a group of buddies from his "crib", straight into the lobby of Motorstorm. For some reason, Phil expected us to be impressed with this, but if we couldn't do it, Home would be of little to no use, so we'd taken it as pretty much a given.

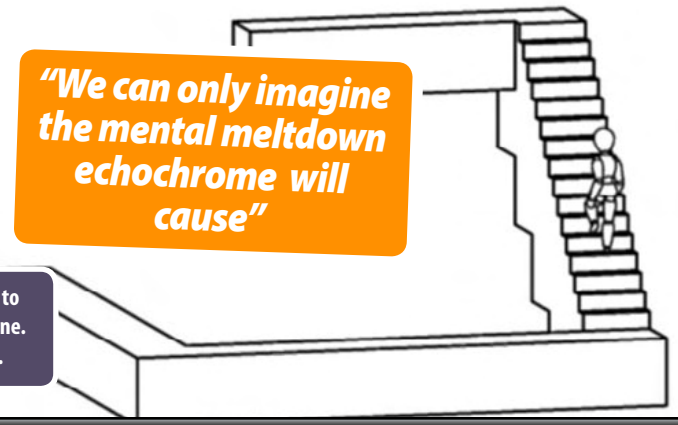
For the first time, the PSN played almost as big a part in the proceedings as the disk based games on PS3, with Phil Harrison eager to get in as many jabs to Microsoft as possible. Interestingly, it was also announced that SOCOM: Confrontation would be joining Warhawk as only the second simultaneous Blu-ray and PSN release. We were treated to a cool demo roll of brand new PSN games, including Wipeout HD (which looks blisteringly fast), Pain, SOCOM: Confrontation, Warhawk (with a new four-player split-screen mode) and by far the most bizarre PSN game to come out of E3 - echochrome. Set to be a simultaneous release on both PSN and PSP, echochrome is a puzzle game with a minimalist graphical style, with simply a white background and a few black lines. Presenting you with a character at one end of an MC Escher type map (think never-ending staircases), the objective of the game is simply to rotate the map and play with the perspectives to get your guy to the other end of the level. It's incredibly hard to explain, and it made our head hurt by just watching it - we can only imagine the mental meltdown the finished thing will cause.



We can't wait to get stuck into a brand new Ratchet and Clank.



Seven minutes of trailer and not one of gameplay, but MGS4 still managed to generate a lot of hype.



"We can only imagine the mental meltdown echochrome will cause"

Just rotate the map to the left and your done. This hurts our brain.

NEW PSP UNVEILED – WRROOOAAGHHH!



During the show, Sony announced that a re-designed PSP would be hitting the shelves in North America this October, a fact that anyone who frequents forums has already known for two or three months. Although it looks roughly the same as the normal PSP (it's a tad slimmer), the unit is actually 33% lighter, and comes with more RAM, a more substantial battery pack, and, by far the most important addition, a TV out port, which will allow people to watch their UMD movies and play games in full screen on their TV. Two limited edition packs are set to launch in October, including a Star Wars pack, which comes with a copy of the game, and a Limited Edition PSP with Darth Vader's noggin emblazoned across the back. Set to retail at $199, it seems like incredibly good value - hopefully they'll make their way over to this side of the pond soon.



>E3 continued

It was then onto the PS3 games proper, and Sony brought out all the big guns this year, including a new six minute trailer of MGS4, which we'll be bringing you full impressions of next month. Moving into Home again, we were greeted with the sight of Phil Harrison in a Ratchet suit, as he took you around the Home Theatre (see what they did there?), to individually themed environments for each of the games he demoed, which included Ratchet and Clank Future, Heavenly Sword, InFamous (a superhero game that looks a bit like Crackdown), and the darling of the games community, Little Big Planet. For the first time, we got to see the incredibly powerful level editing tools that will ship with the game and allow users to share levels with their friends - we can only imagine what the community will get up to with this one.

"We can only imagine what the community will get up to with Little Big Planet"



Heavily pushed at E3, Singstar will have a massive library of tunes to download - but how much will they cost?

Speaking of community, possibly the second biggest game-based announcement at E3 was that Unreal Tournament 3 is now a PS3 exclusive (at least until the end of the year). However, if there's one area where the PS3 will have the edge over the 360, it's with the announcement that due to the PS3's open nature, users will be able to download and import their own mods into the game. We're dying to see this one take off.

One of the final games to be unveiled at E3 was GT 5 Concept - a downloadable title that's set to come to the PSN "at some point". We then got treated to an incredibly slick trailer of a car racing around what appeared to be some narrow London streets, each of which was packed with detail.

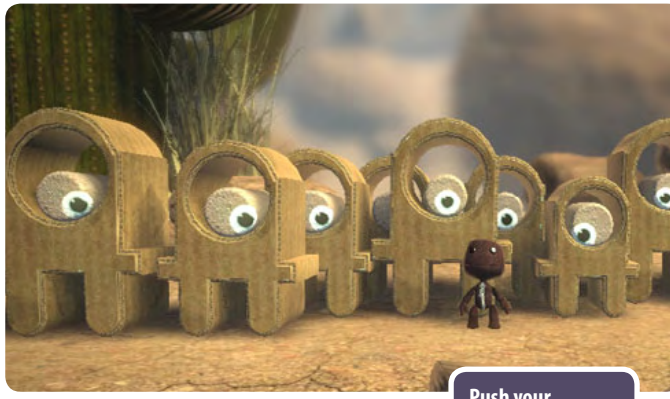
Unfortunately then, it was time for the show to come to a close, and we're shown Kaz "Riiidge Racer" Hirai and Jack Tretton chilling in Home, as Phil realises he's forgotten just one last thing...

Bang. The lights go out. The Helghast appear on the screen, and we're treated to even more in-game footage of Killzone 2. Looking even more impressive than in the earlier trailer, this gives us even more of an insight into the gameplay that's going to be on offer, and it's still looking absolutely gorgeous.

The perfect comeback to last year's disaster, E3 this year was owned by Sony. A load of new games, some brand new hardware, and a whole host of crowd pleasing announcements, this was the E3 to put Sony back on track. For Sony, at least, the future is certainly looking bright. ●



GT 5 is looking better each time we see it.



Push your creativity to the max with Little Big Planet.

MIA

As good as E3 was for the games this year, there were still quite a few we'd have liked to have had an update on. For one, the peculiar god-knows-what-'em-up title Africa has vanished off our radars almost altogether, and is in danger of becoming vapourware. Final Fantasy XIII also no-showed, which makes us slightly concerned about its exclusivity on PS3, and there was also no sign of The Getaway on PS3, a game that Sony first debuted at E3 2005...

KILLZONE 2

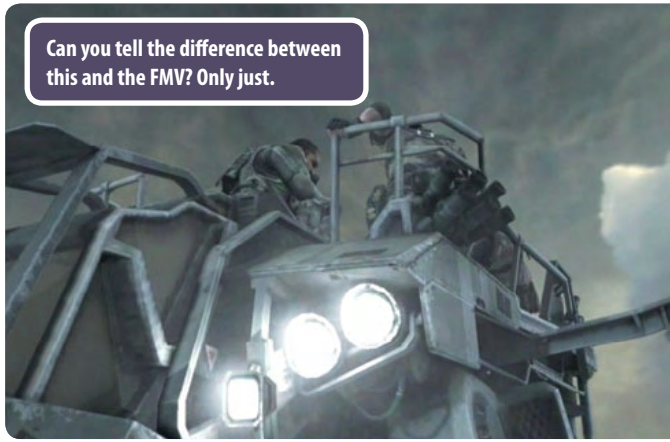
Publisher: SCEE
Developer: Guerilla
Heritage: Killzone, Shellshock Nam '67
Link: www.killzone.com
ETA: Spring '08



FIRST LOOK

Killzone 2

We doubted it, we lambasted it, and it's proven us all wrong. The PS3's killer app is here.



Can you tell the difference between this and the FMV? Only just.

At Sony's ill-fated E3 press conference in 2005, Sony demonstrated what they claimed to be "target footage" of the next Killzone game, running on PS3. As the trailer graced the screen, the entire auditorium's jaws dropped - what we saw was something that looked so incredible, so realistic, and was so gob-smackingly amazing, it couldn't possibly be running on a PS3. Somewhat sadly, our concerns were well placed, and after the conference had finished, details began to leak out that the footage we'd been treated to was actually pre-rendered (i.e. not running on a PS3), and was created by Blur Studio, a CGI animation company based in the heart of California.



The visual standard for PS3? We certainly think so.

A few weeks before this year's E3, Sony sent out invites to a select group of journalists, inviting them to the official unveiling of Killzone 2. The first time the game had been seen in over two years, speculation was running rife, and the air of anticipation was somewhat lower than expected, thanks to an unimpressive screenshot that had been released to USA Today just a few hours earlier. Cometh the day, and cometh the unveiling, could Sony really live up to all the hype? >



Goodness gracious, great balls of fire.

"Cometh the day, and cometh the unveiling, could Sony really live up to all the hype?"

KILLZONE 2

>Killzone 2 continued

And so, the trailer began, in pretty much the same way as it had at E3 '05. Volumetric clouds filled the sky, and huge metallic structures pierced the perfect skyline as the camera drew back to reveal your team aboard a ship, preparing for an assault. When are we going to get to see something in-game? We think. Wrong. This is in game. And it's looking even better than before.

As the ship touched down, the troops disembarked, and your gun almost seamlessly came into view, a few words came out of our mouth that would get us fired if we tried to print them here. This is Killzone 2, it's real, and for once, Sony have truly done it.

The most incredible thing about what we've seen so far is the way the entire game just seems to ooze atmosphere; from the level of detail in the buildings that surround you, to the gritty, eerie post-processing effects that suck you into the Killzone world, this is the game that will convince your friends to buy a PS3, if they ever needed convincing.

Going by the trailer, you can really get a feel for the graphical powerhouse that Killzone 2 is set to become. Featuring full screen anti-aliasing, motion blur, internal lens reflections, and depth-based colour grading (no, we don't really know what that means either) the environments are quite possibly more detailed than in any game we've seen before, and create a really claustrophobic feel, with a distinct lack of Gears of War-esque shiny textures to ruin the mood.

Indeed, the comparisons to Gears of War came almost instantaneously, but in reality, they're somewhat unwarranted. Although Gears certainly looked pretty, the environments you fought through were all fairly static, with a minimal amount of interaction possible. However, in Killzone 2, that's not the case. Something the developers have been >

KILLZONE 2
Watch the E3 footage here... and see how it makes Gears of War look old hat. No, really.





"This is the game that will convince your friends to buy a PS3, if they ever needed convincing"

So much detail has gone into the character's faces - hopefully that'll make the story all the more powerful.

KILLZONE 2

>Killzone 2 continued

quick to shout about is that the environments are all destructible, and this was demonstrated to great effect in the trailer, with bullets tearing chunks out of "fragile" concrete pillars, and grenades making scenery crumble. Graphics as good as this, in a world that can be blown to pieces too? Yes please.

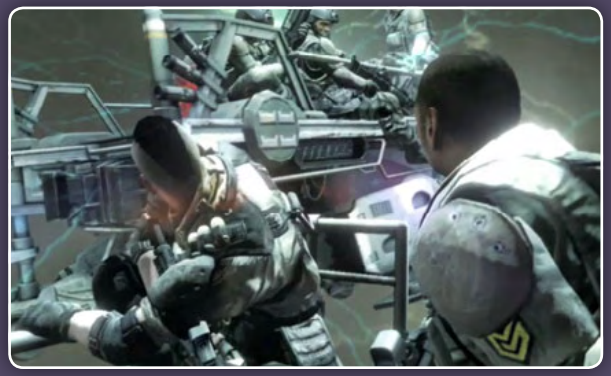
So, it's a given that Killzone 2 will look phenomenal (did we mention how good it looks?), but what about the gameplay? Killzone 1 certainly didn't look too shabby graphically, but gameplay wise, it didn't exactly live up to people's expectations. This is something Guerrilla have acknowledged, and are looking to put right for Killzone 2.

The AI has been given a complete overhaul for the next-gen instalment, and the developers are hoping it'll lead to some of the most realistic fire fights of a generation, with adaptive team-mate AI, and some of the most advanced enemy intelligence seen to date. The animation system, too, is one of the most impressive we've seen; being pumped full of lead, bodies spasm realistically; when shot in the neck, a Helghast soldier will clutch at his throat, before attempting to return to action, and ragdoll bodies fly from explosions in an incredibly lifelike manner. Characters even reach out to steady themselves on walls when creeping around corners.

Yes, this is Killzone, but it's Killzone like you've never seen it before. After seeing the trailer, and a short bit of gameplay, we were left practically speechless - it's time to take a big chunk of time off work for Spring '08, and put the game on the top of your most wanted list, because Killzone 2 is already shaping up to be the game of 2008.

BLAME IT ON THE WEATHERMAN

Lightning always strikes twice

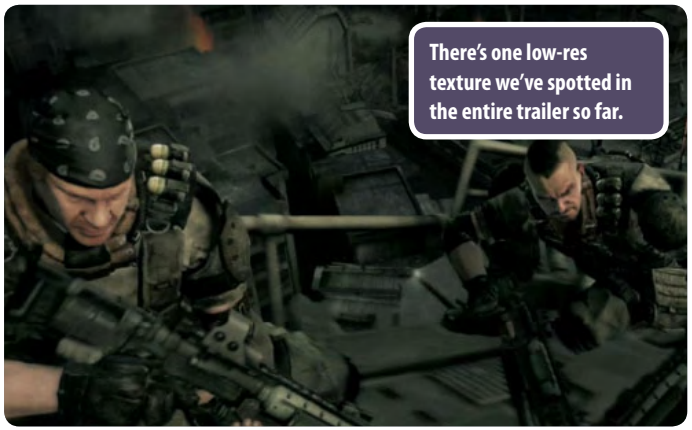


The action in Killzone 2 takes place two years after the first game, and the ISA are taking the fight to the Helghast, leading a full-scale assault on their home planet, Helghan. However, the fight's going to be a lot harder than expected, as the Helghast have not only adapted to the planet's harsh climate, but they've also managed to harness the planet's unique energy source, and have the power to use it against the ISA. Throughout the trailer, lightening was flashing through the sky, and striking strange Helghast looking structures. The weather is going to play a big part in Killzone 2's gameplay, changing mid-mission and forcing you to rethink your strategies.

"This is Killzone, but it's Killzone like you've never seen it before"



The captain certainly hoped that it was a rifle that was poking him from behind...



There's one low-res texture we've spotted in the entire trailer so far.



Seemingly cover will play a big part in combat. Those eyes still give us the creeps.

P3Zine KILLZONE 2

PERCENTAGE COMPLETE 55%

FIRST IMPRESSIONS 93%

Next-gen gaming redefined. We. Can't. Wait.

IV

Publisher: Rockstar Games
Developer: Rockstar North
Heritage: GTA: San Andreas, GTA 3
Link: www.gtaiv.com
ETA: October 19th 2007

LATEST NEWS

Grand Theft Auto IV

A new trailer, a new preview, and a whole new perspective on the biggest game of the year. Let the hype begin!

There are few games that can get your pulse racing quite like GTA IV. Since the change to 3D for GTA 3, the series has really captured the gaming community's communal heart, and after seeing the latest trailer for the new game, we can safely say that's unlikely to change any time soon.

Released just a couple of weeks ago, the trailer, called "Looking For That Special Someone" reveals a whole host of new gameplay features, and confirms the inclusion of a lot of things fans have been speculating about on the internet. We've watched the trailer hundreds of times; we've paused it, we've zoomed in, and we've over analysed screenshots into the early hours of the morning, and now, we're ready to tell you what we've discovered.

The trailer begins with an emphatic shot of Brooklyn at dawn, with a yellow smog covering part of the city (or, at least, we hope it's smog – fogging on GTA IV is not something we hope to see). From there, the shot changes to show us inside a car, and it's here you start to realise the

"The trailer begins with an emphatic shot of Brooklyn at dawn"



A troubled man in a troubled town.



This woman begs you to stop the killing. We don't know what killing she's talking about, however.



While he drives, Niko keeps an eye on the police in his rear-view mirror.

Wait! I left my hat on the back seat!

>GTA IV continued

level of detail that Rockstar have put into the game, as the vehicle even has a side mirror, which is reflecting the environment as it zips past.

After this, we're shown the inside of some sort of office, which contains minute details such as blinds on the window, and what appear to be vents on the radiators that are in front of it. One thing's for certain after seeing this – interiors are going to play a big part in GTA IV, and Rockstar aren't skimping on the design, as every inch of every room is crammed full of detail. Looking at Niko's character model, you can also see that a hell of a lot of work has gone into making it as realistic as possible – from the way his clothes flow over his body, to the lines and contours of his grubby hands. Niko is not a perfect human being by any stretch of the imagination, and this tells us that he may have something of a hidden past.

One of the biggest things the trailer begins to let us in on is the story. For the first time, we see what appears to be Niko's cousin, Roman,

"Interiors are going to play a big part in GTA IV"

who looks incredibly nervous in each shot. We see Niko and his cousin in a street, with Niko assertively saying "I need to know what happened! Give me that!" From this brief interaction, we can only assume that Roman's got into some trouble with a gang, and unlike his cousin, Niko isn't afraid of taking the fight to them. Towards the end of the trailer, we also see Niko shaking someone, and yelling "I'm the one who survived." Could this possibly hint at the murder of his cousin? Is Niko out to avenge a family member's death? We'll find out for sure in October.

In the latter half of the trailer, things begin to move away from the storyline, and we're treated to something a little more fun. We're shown Niko on a motorbike – this time, complete with crash helmet - which is the first time we've had confirmation that Vice City's most popular form of transport will be making a comeback.

Strangely, in a brief clip, we also see Niko flying along behind a





Graffiti adorns the more run down parts of the city - this isn't a friendly place.



Air escapes from a tire as a bullet pierces it.

GTA IV
Watch the trailer again now before taking the GTA IV quiz above.



>GTA IV continued

truck, holding onto the corner of said lorry for dear life. As his ragdoll body flaps back and forth, we were left thinking about how this could possibly be utilised in the gameplay – perhaps you'll have to chase after someone, and at the last second leap and grab hold of whatever you can on the vehicle, before pulling yourself up and into the truck. The trailer then gets even more bizarre as we see Niko dangling from below a helicopter, his legs flailing from side to side. How this is going to be incorporated into the game, we don't know, but it's good to see that GTA IV won't be a completely serious experience.

However, there were a few things about the trailer that have worried us slightly. For one, the frame rate doesn't exactly seem to be stable, or smooth, with the trailer juddering in places, especially during the car chase. Also, a few of the textures we've seen seem to be worryingly low resolution, and not at all the kind you'd expect to find in the first HD GTA. Of course graphical glitches are often par for the course at this stage in the development cycle, so hopefully they'll be ironed out before the game's October release.

The trailer ends with Niko on the phone to an unknown person, who simply says "Get this done, and we'll talk." What does this mean? We can't be sure. All we know is that in the past few hours, we've learnt more about GTA IV than we have in the past few months, and in the run up to October, things are only going to get more exciting.

"It's good to see GTA IV won't be a completely serious experience"


Wood splinters, glass smashes, Niko crashes.


Bikes are back, and helmets make their debut.


The police now move a lot more covertly, staying in groups and employing swat tactics.

P3Zine IV

PERCENTAGE COMPLETE 70%

FIRST IMPRESSIONS 90%

GTA's back, and it's bigger and better than ever.

HEAVENLY SWORD

BEAUTIFUL, BRUTAL, AND BUXOM ...AND NARIKO'S NOT BAD EITHER



Our man Tameem - game creator by day, Ninja by night

When it began development four years ago, people were quick to try and force Ninja Theory away from their dream of Heavenly Sword being a next-gen only title. With a lot of persistence, sweat, and ogling of half-naked oriental beauties (purely for research, we'd imagine), the finishing line is finally in sight, and the game is looking to be breathtaking. We sat down with Ninja Theory's lead designer, Tameem Antoniades, to get his thoughts on the development of the PS3's first killer app.

One of the most striking things about Heavenly Sword is its incredible sense of style and visual direction - from the characters to the environments, everything in the game has a certain aesthetic flair. How important was it to you that the game had a unique graphical direction?

We had a specific dreamy and beautiful feel in mind, full of scale, movement and colour. We wanted to make a game that you could look at and say, "Yes, that's Heavenly >



We wanted to make a game you could look at and say, "Yes, that's Heavenly Sword"

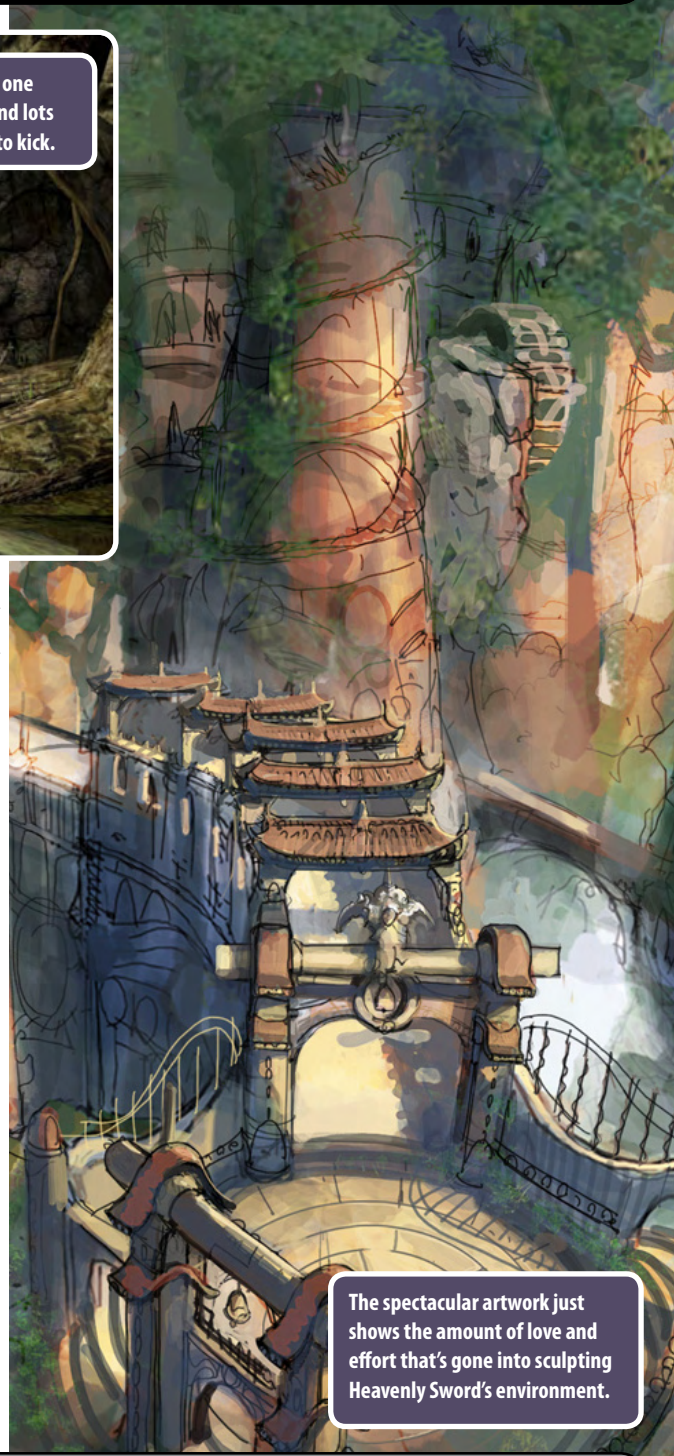
©Ninja Theory 2005



Reaction based stages like this rope slide break up the action.



One girl, one sword, and lots of arses to kick.



The spectacular artwork just shows the amount of love and effort that's gone into sculpting Heavenly Sword's environment.

© Ninja Theory 2005

> Interview continued

Sword". That's what all successful games and films manage to do and we had that in mind from the very beginning.

Is the game's visual direction inspired by any particular place?
Not really, but it is inspired by a lot of wusha movies like Hero and Crouching Tiger, although it isn't specifically oriental in setting. It borrows from beautiful landscapes from around the world and our own fantastical ideas.

For us, one of the most impressive things is the facial animation on the characters - was it a distinct goal with the game to make the faces as real as possible, and if so, why?
Four years ago, we set about creating the most convincing performances ever seen in a video game. We did this because this has traditionally been the missing link between games and films. If you can achieve believable performances in real-time, then you can create emotional drama. That would be a huge step for a game and one of our next generation goals.

Could you tell us a little bit about how the combat system works?
Your main weapon is the Heavenly Sword itself. It comes in 3 stances: Speed stance, Power stance and Range stance, which you can switch between on the fly to create your own combos and fighting style.

Then there are the tables, barrels, bowls, and all the enemy weapons which you can pick up and throw around with Aftertouch controls.

Now all of the above can be mixed and matched freely during combat but it is still surprisingly easy to get to grips with. Mastering combat is another matter.

By choosing Nariko as the main character, Heavenly Sword becomes one of the few games that feature a female lead. Was it a distinct decision to have a female lead?
We wanted to make a character that you could see as tough as nails yet tortured and vulnerable. This seemed harder to do with a male so we chose a female lead early on. To us, it wasn't a big issue to have a >

"If you can achieve believable performances in real-time, then you can create emotional drama"



If we were Nariko, we'd start saving up for a new dress - this oe's looking a bit worse for wear.



Swing it, Nariko.



Reminiscent of Tomb Raider? No bad thing.

> Interview continued

female lead. It was only later when people kept telling us that it was a brave decision to have a lead that we went, "Really? Yeah we're going against the grain, man!"

As the PS3's first real "killer app", we can only imagine there's an incredible amount of pressure on the team to get things right. Since you started development, you've made it very clear that you want Heavenly Sword to be the first big title on PS3 - would you say you're on track for achieving that goal?

I think it is. The production values that have gone into this game are enormous. It was designed to be a next-gen console game from the start. Even when we had enormous pressure from publishers to make this compatible with PS2 and Xbox, we refused and told them that this will only be designed for next gen consoles.

Since we signed with Sony, the focus has been on pushing the most out of the PS3 without compromising the game for other formats. For a 1st gen PS3 game, I think it achieves a lot of things that people will not have seen before.

Graphically, Heavenly Sword is phenomenal, but how far do you think you've pushed the PS3 hardware?

We've pushed hard, very hard. I don't think you will see many next-gen games on any console that push as hard as we do with Heavenly Sword.

Show me any other game that can do full HDR lighting with, 4xMSAA, fully dynamic soft shadows across the entire world, spherical harmonic lighting, parallax mapping, not to mention the particles, draw distances, thousands of on-screen enemies and animations.

There is still untapped potential available in the machine and we'll continue to push harder now that we've learnt more about its ins-and-outs.

When can we expect to see more of Heavenly Sword?

We are on the road to getting a gold master done and the game will ship in September so there will be plenty of Heavenly Sword things going on. All I can promise is that it's all about to kick off very soon!



Publisher: Sony
Developer: Ninja Theory
Heritage: Kung Fu Chaos
Link: www.ninjatheory.com
ETA: September 07

"The production values that have gone into this game are enormous"

© Ninja Theory 2005

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PLUS! LOADS MORE...





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



Publisher: Ubisoft
Developer: Ubisoft Montreal
Heritage: Splinter Cell, Prince of Persia: Warrior Within
Link: http://rainbowsixgame.uk.ubi.com/vegas/
OUT NOW

Tom Clancy's Rainbow Six Vegas

The bright lights dazzle a little less on PS3...

First impressions can often be misleading, and that's very much the case with this PS3 version of Ubisoft Montreal's eight-month-old tactical shooter. While it was never as tasty in the looks department as Tom Clancy's other two major franchises - the shadowy beauty of Splinter Cell and the explosive detail of GRAW - we certainly don't remember the 360 game having jaggies. Nor were there noticeable frame rate stutters in particularly frantic moments. Scale the picture back down to 720p and things do improve, but then you've got that opening level to go through - a mission to Mexico that's by turns knuckle-chewingly dull and teeth-grittingly frustrating. And while Vegas is one of the most accessible titles within its field, the sky-high difficulty and plodding pace of the opening exchanges will infuriate those with an itchy trigger finger, not to mention anyone raised on the likes of Gears of War.

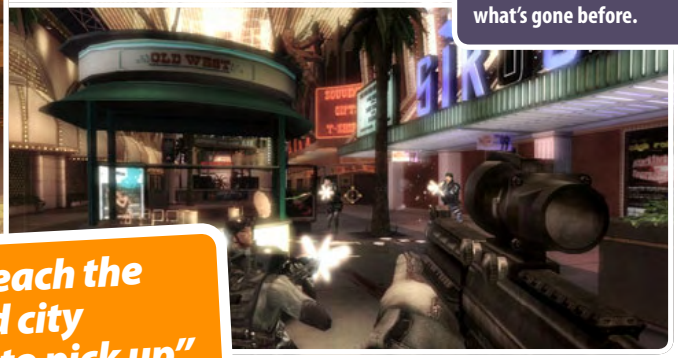
Get into its 'duck and cover' mentality though, and Rainbow Six can worm its way under your skin. >



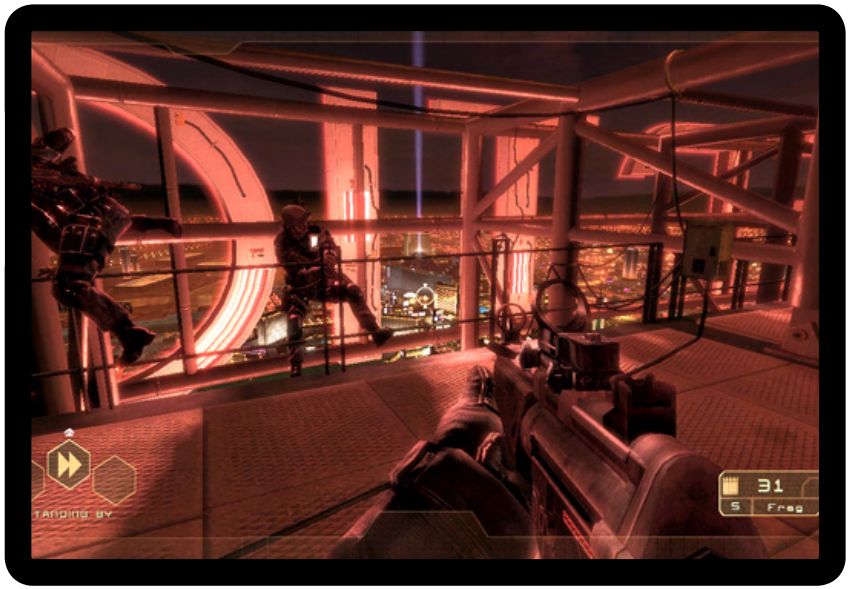
Inverse rappelling is ultra-cool - as is taking a terrorist out upside down with your pistol.



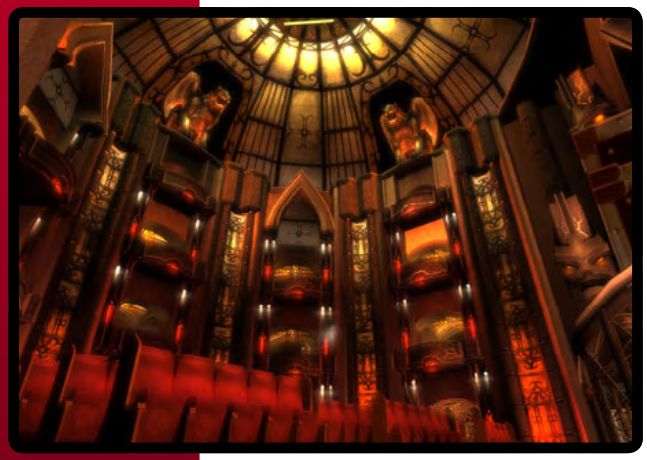
Duck into cover and the view seamlessly moves into third-person - it works terrifically well.



"Once you reach the neon-glazed city things start to pick up"



The final level, set on the Hoover Dam, is a bit of a disappointment, especially compared to what's gone before.

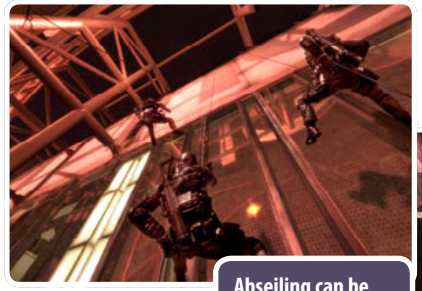


>RSV continued

As the saying goes, 'what happens in Vegas stays in Vegas', and it's once you reach the neon-glazed city itself that things start to pick up. By the time you reach the Calypso Casino, and you're hiding behind slot machines and gunning 'tangos' (Clancy-speak for terrorists) over roulette tables, you'll be completely hooked. And when you reach the end of Fremont Street you're in for a gun battle that rivals anything in the more visceral GRAW series. It's the settings that make Vegas feel genuinely different from its genre rivals - it's so much more exciting finding cover behind bars and next to arcades in the lurid, fluorescent casinos than crouching amongst a bunch of crates and barrels in a factory or warehouse.

For the most part, you're not alone in your adventure, with two team-mates whom you can instruct to do your bidding. Their artificial intelligence isn't bad, and quite often you'll find yourself cowering out of sight, while you send your colleagues on virtual suicide missions into hails of bullets. It's a pity that the faintly ludicrous and incredibly shallow plotline doesn't flesh out the characters enough, but you'll feel a bond forming between you and your do-anything helpers, and eventually grow quite attached to them. The enemies generally behave reasonably efficiently - you'll occasionally find examples of rank stupidity, but there are many occasions when you'll get well and truly tangoed by a clever flanking manoeuvre or an unexpected frag grenade detonating at your feet.

While there's little variety to the >



Abseiling can be quite vertigo-inducing at times - though it helps to have support alongside you.

Next Gen?

It's more HD-enhanced than truly 'next-gen', but that's not to say that Rainbow Six doesn't look great in places - it's all a little red at times, but the characters are well-realised and animated, and the weapons in particular look fantastic. Inside the casinos is where Vegas shows its class, with some nice lighting effects and an effective recreation of settings atypical of your average FPS.

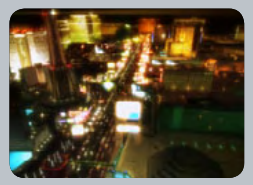




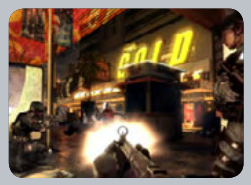
Holding one of the beefier weapons is genuinely empowering, especially when you've spent most of your time in hiding.

LEAVING LAS VEGAS...

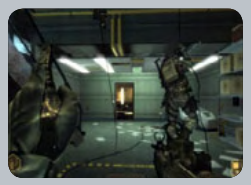
...a terrorist-free zone



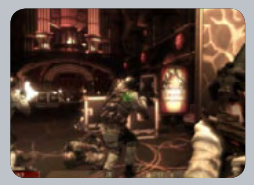
FINALLY PAST THAT HORRIBLE MEXICO LEVEL, AND WE'RE FLYING OVER THE STRIP.



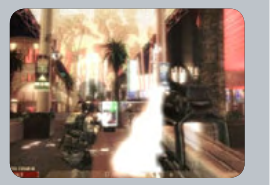
NOW WE'RE ONTO FREMONT STREET - PREPARE FOR SOME EXCITING GUN BATTLES.



GOING DOWN THE SPIRE IS A THRILLING EXPERIENCE.



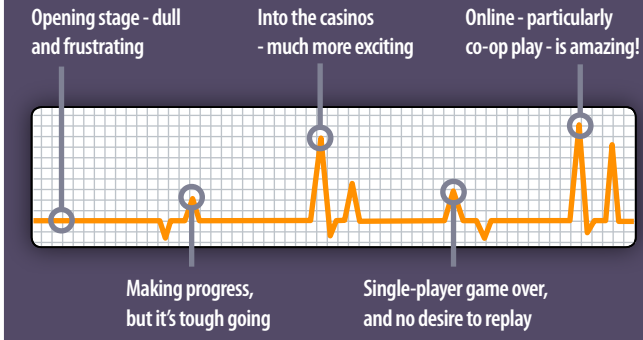
DANTE'S CASINO IS HARD AS NAILS, BUT PROBABLY THE FINEST LEVEL IN THE GAME.



TAKING IT ONLINE WITH MATES IS A REAL TREAT - ESPECIALLY WITH EXTRA MAPS!



PULSOMETER *Signs of life*



SMASH AND GRAB
Taking out the trash, Vegas-style.



Missions | **Rappelling** | **Working**

Missions
Flying over the strip and getting your mission briefing - it pays to listen to everything that's said, both at the beginning and during the missions. Miss a snatch of radio chatter and you can sometimes lose track of your objective or miss a hint as to what best to do next.

>RSV continued

tasks - generally, bomb disposal and hostage rescue are the two mission types - the way you can approach any given situation is entirely down to you. Initially that choice feels overwhelming, and with a number of different routes throughout each level, you can frequently find yourself in tight spots it's tricky to extricate yourself from. This makes the early stages annoyingly trial-and-error, though again with a little time you'll learn to plan ahead. The game sensibly allows you to take a few shots before dying, and you can recover your health by simply staying in safety for a while - both welcome elements in a game that's very hard in places, with some checkpoint placement bordering on the unfair.

As we've said, this PS3 version is far from the perfect port, but the online modes have been improved, with extra maps aplenty. There's a nice addition in the implementation of the Sixaxis' motion technology with the use of the under-the-door snake cam. Slide this into an enemy's hideout, and you can change the viewpoint by tilting the controller, before tagging each terrorist, and sending your men in to take them out. Other than that, there's no real advance on the 360 version, which - given the extra development time, and the price difference (you'll find it around £20 more expensive on Sony's system) - is hugely disappointing.

Yet Vegas is a hard game to completely dismiss - it certainly has its fair share of niggles, but when it's good, it's really good. Rappelling down a building before bursting through a window and shooting a bad guy in the face, or sniping a particularly pesky opponent from distance makes you feel like Jack Bauer. Alongside the excellent Resistance, this is further proof that Sony's system isn't going to be lacking in quality first-person shooters this gen.

Chris Schilling



P3Zine Verdict

Harder to beat than the Vegas slots

+ Amazing co-op mode
- Very slow-paced
- Jaggies and frame hits

76%



Publisher: Electronic Arts
Developer: EA Games
Heritage: What haven't they done?!
Link: www.electronicarts.co.uk/games/10700/
OUT NOW

Harry Potter and the Order of the Phoenix

A movie tie-in that's not terrible? Now that's magic!

Recent advances in console technology have allowed developers to create ever more realistic virtual worlds. With this videogame tie-in to the latest film adventure of JK Rowling's boy wizard, EA have certainly concentrated on realising the Potter universe in more vivid detail than ever before. The environment of Hogwarts School of Witchcraft and Wizardry is stunning - it's amazingly detailed, packed with interactive elements and is belief-beggaringly huge. Cleverly, EA have abandoned any kind of HUD, meaning that there's nothing to distract you from your surroundings. With a dynamic third-person camera, it allows the developers to play up the beauty of the architecture, with some unusually cinematic angles showing off one of the most thoroughly captivating game worlds we've seen. From the top-down view of the >



Cho Chang (Harry's girlfriend) plays a major part in the book, but she's relegated to the sidelines here.



"One of the most captivating game worlds we've seen"

MAN ON A MISSION

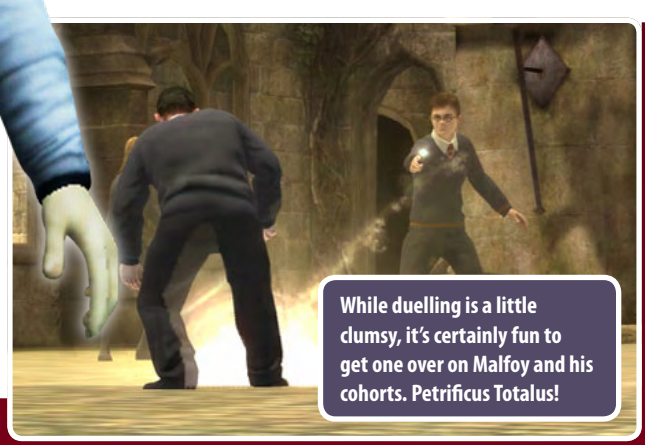
Taking a hike around Hogwarts...



Quests | Maps | Mini-Games

Quests

Setting out from the Gryffindor common room it's up to you to choose the quest you want to do next, from sneaking into Professor Umbridge's office under your invisibility cloak to steal a potion, to learning brand new offensive spells from Fred and George Weasley.



While duelling is a little clumsy, it's certainly fun to get one over on Malfoy and his cohorts. Petrificus Totalus!

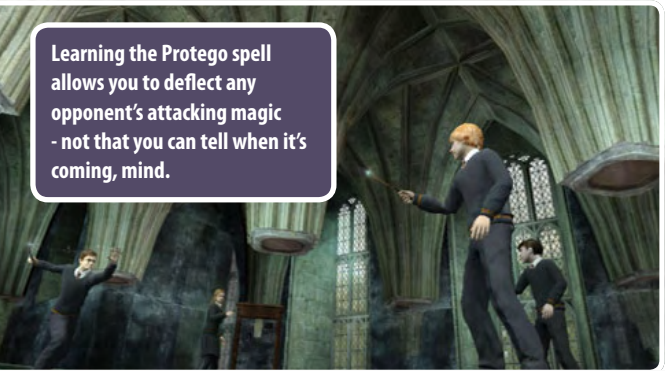


>Harry Potter continued

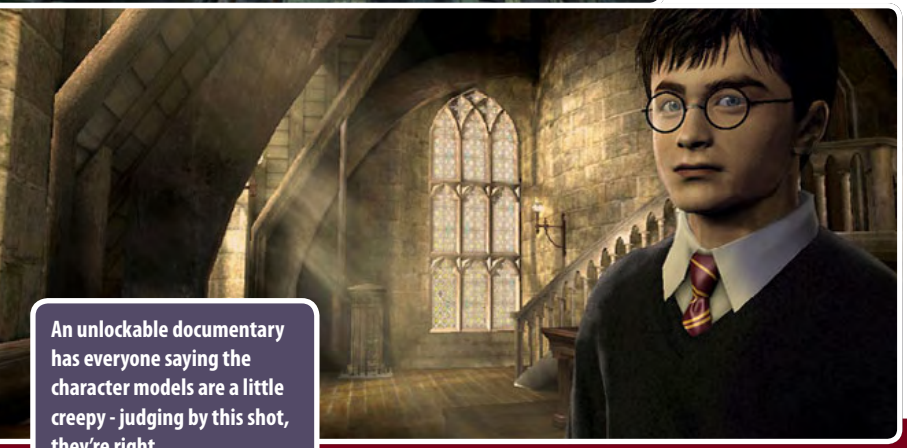
moving stairways of the great hall, to the camera zooming out to show the colossal towers dwarfing the protagonists, it's an absolute treat for any Potter fanboys and girls out there. Even if you're not completely familiar with either the hero himself or any of his adventures, you can't fail to be impressed by the recreation of the magical universe he inhabits.

Adding to the immersion factor are the characters themselves - as it says in one of the myriad unlockable mini-documentaries, every major actor from the film had their face scanned and mapped onto their character model, and all the younger cast members voice their equivalents in the game. It's quite something to hear Ron and Hermione bickering while Neville yells in your direction as you run past, and the dialogue is well-scripted and varied enough to avoid too much repetition. The revelation that each voice actor was asked to record most lines three times so phrases sound different on each encounter shows the attention to detail, while the background noises - including some faint schoolyard chatter that will make you swear you're hearing voices in your head - and terrific musical score lend an amazingly absorbing ambience. Load times are virtually non-existent, which makes a journey from one side of Hogwarts to the other entirely seemless. Kudos to EA for that.

There's a new magic system in place which makes use of Sixaxis' tilt sensors, but it's all a little clumsy, so you'll most likely revert to the right analogue stick. Initially you'll be learning non-combat spells, like Wingardium Leviosa to lift things, >



Learning the Protego spell allows you to deflect any opponent's attacking magic - not that you can tell when it's coming, mind.



An unlockable documentary has everyone saying the character models are a little creepy - judging by this shot, they're right.

Next Gen?

A massive free-roaming environment with zero load times? Must be next-gen. While character faces are a little rigid, giving the impression that everyone's wearing a kind of bizarre mask, the visuals are otherwise impressive, as are the production values generally. Gameplay-wise we're in all-too-familiar territory, but the seamlessness of the universe is a huge plus.



"Every major actor from the film had their face scanned and mapped onto their character model"

MAGIC MOMENTS

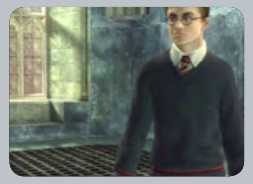
Harry Potter's Greatest Hits



30 MINS – Learning spells to help Ron pack his case; more fun than you'd think.



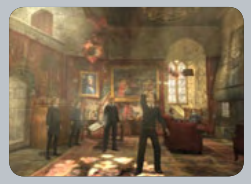
2 HOURS – Using Reparo to fix items and earning content for the Room of Rewards.



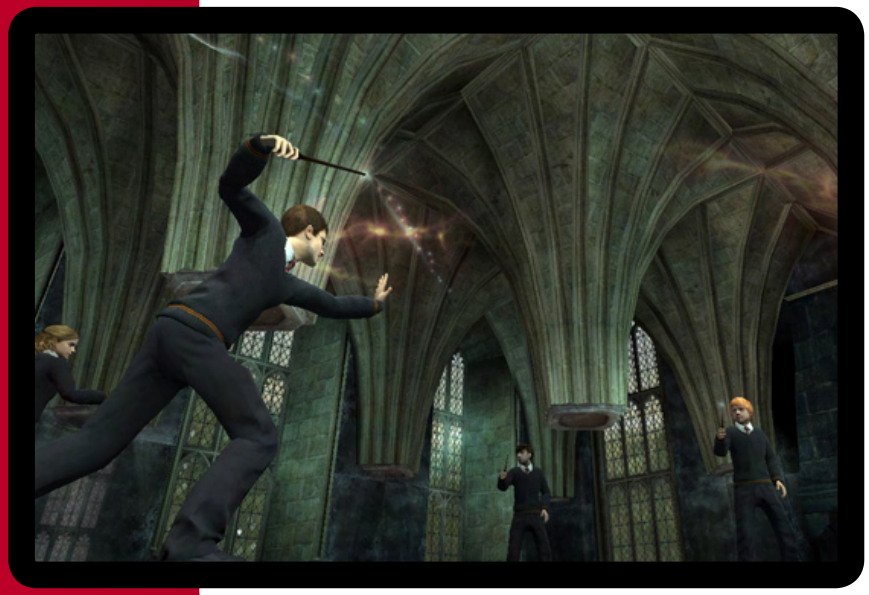
7 HOURS – The Room of Requirement is finally open for business!

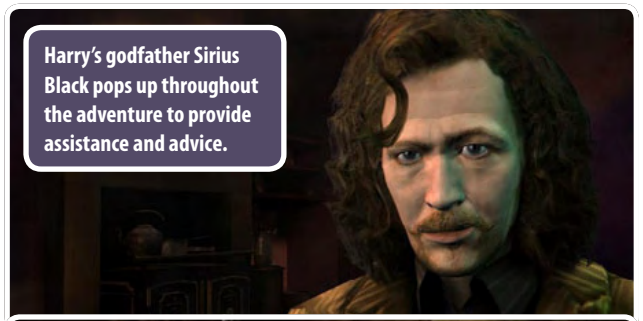


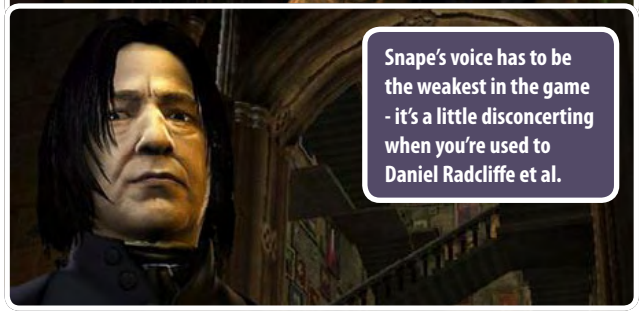
9 HOURS – Yes, you get to play as Dumbledore - for about five minutes.



14 HOURS – Returning in Endless Day mode to get everything you missed first time round.







PULSOMETER *Signs of life*



>Harry Potter continued

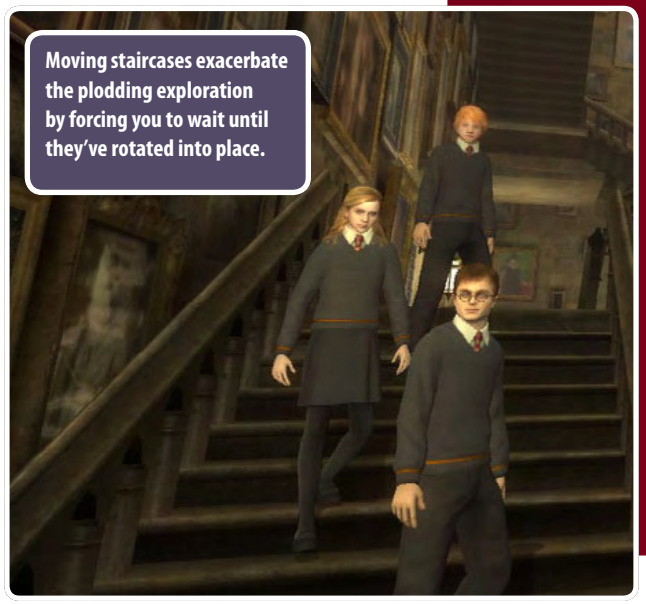
Reparo to fix broken objects and Incendio to light torches or burn roots - all of which are performed with simple rotating or up-and-down movements on the stick. While some moves are similar, there are a few occasions when you'll be caught trying the wrong spell, though the combat spells used for duelling are less effective. Here you'll be casting the likes of Stupefy to stun your rival or Expelliarmus to disarm them, though the flashes and crackling bolts emanating from both wands make it tough to see who's hitting who, until your opponent eventually falls to the ground.

In truth, the offensive magic plays only a very small part in the game - at least until later stages - with much of your time taken up with finding all the members of Dumbledore's Army to open the Room of Requirement (you'll understand if you've read the book). What this unfortunately means is a series of fetch quests which have you traipsing all over Hogwarts and performing some fairly basic tasks to recruit the appropriate people. And when you realise that most are asking you to find something on the other side of the school, even with the Marauder's Map showing you where to go, your patience will be sorely tested. The massive environment suddenly becomes a chore to traverse, despite the occasional shortcut to cut down the wandering. It doesn't help that the activities involved are depressingly uninspired, displaying a surprising lack of imagination given the potential for wand-waving mischief and mayhem. Pity.

It's a shame that the mundane missions shatter the illusion, but the myriad unlockables alone still make Order of the Phoenix a worthwhile purchase for fans. Non-believers, however, may just find it's lacking that extra bit of magic that turns a good game into a great one.

Chris Schilling

"You'll be casting the likes of Stupefy to stun your rival"



P3Zine Verdict

Pure magic mixed with Muggle mundanity

\+ Immersive game world

\+ Wizard games are great fun

\- Dull and samey quests throughout

79%



Publisher: Activision
Developer: Traveller's Tales
Heritage: The LEGO Star Wars series, Super Monkey Ball Adventure
Link: www.transformersgame.com
ETA: 20 July

Transformers: The Game

Hardcore robot action is the right of all sentient beings

Whether you're decrepit enough to remember the original Transformers craze or are happily experiencing your first wave of "robots in disguise" hype, there's no denying the appeal of massive mechs knocking the rivets out of each other while puny humanoids try to avoid getting caught in the crossfire. The movie is one of the most entertaining action-fests of recent years and this game version does a reasonable job of capturing all that kickass blockbuster action fun.

In a crowd-pleasing twist you get to play as a range of different Trannies from both sides of the Autobot/Decepticon divide, taking in everything from flying missions with the evil Starscream to burning-around-city objectives in the guise >



There's a real thrill when you take control of the main man, Mr Optimus Prime.

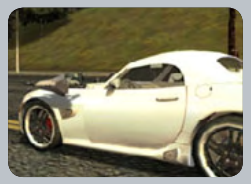
"Massive mechs knocking the rivets out of each other"

THE HEAVY MOB

There are nine playable robots to get to grips with, these are our five favourites.


OPTIMUS PRIME (AUTOBOT)
The Autobot's heroic leader. Transforms into a truck and is the biggest and most powerful of the good guys.


BUMBLEBEE (AUTOBOT)
The main man in both the game and movie, Bumblebee has a nippy Chevy Camero disguise and comes equipped with missile launchers.


JAZZ (AUTOBOT)
As his name suggests Jazz is the coolest of the Autobots and in his Pontiac Solstice form he's also by far the fastest.


STARSCREAM (DECEPTICON)
Megatron's evil, ruthless lieutenant. Transforms into an F-22 Raptor stealth fighter and unleashes mega carnage.


BARRICADE (DECEPTICON)
Switches into a Ford Mustang police car (his motto: "To punish and enslave") and is highly adept at smacking enemies off the road.


One of the best missions pits Bumblebee against Barricade in a city-spanning encounter.

>Transformers continued

of Pontiac Solstice dude Jazz. The good guy missions tend to be of the protect earthlings and fellow Autobots variety, while those naughty Decepticons get to blow stuff up, but whoever you're playing as events follow a fairly standard pattern: race to your destination in the allotted time while battling robot drones along the way; fight one of the main characters; travel to another location; complete objective; and then it's on to the next, suspiciously similar, task. It's like a simplified, robotic take on GTA's mission-based structure and although there's the considerable appeal of *being* a Transformer, the chronic lack of gameplay variety eventually becomes wearing.

You start the game as Bumblebee, the movie's most prominent robot hero who makes first contact with humans when he's bought from a used car lot by Sam Witwicky (Shia LaBeouf). These early missions are some of the best in the game as you battle to keep your human buddy in one piece and out of the clutches of the Decepticons. Burning through the suburbs desperately trying to find Sam before the enemy can get to him, ramming robots off the road or quickly transforming to engage in a spot of heavy metal fisticuffs with them, there's a real intensity to the action – especially since it's all carried out against the clock. The Decepticon missions lack that hectic feel, tending to focus more on destruction than racing, but they do have their own particular charms – one standout being the Blackout mission where the gunship completely obliterates a military base in a hail of artillery.

It's no coincidence that the missions that stick in the mind are the early ones. As you progress you come to realise that no matter which robot you're controlling, and irrespective of whether you're following the film's plot as the Autobots or choosing the evil path of the Decepticons, you're basically doing the same things over and over again. And what was entertaining for the first few occasions becomes a tad irritating on the tenth time of asking. The repetitive action isn't >

ROBOT WARS

There's more than one way to turn an enemy into scrap metal…



Missile Attack | Motor Insurance | Going Postal

Missile Attack

All the robots come with some form of missile/laser/machine gun attack, the trouble is they only really have an effect on the drone enemies. Fire on an Autobot or Decepticon and they'll almost inevitably deflect it with their shield, forcing you to resort back to the old brawling tactics.





Occasionally you need to clamber up buildings to retrieve or smash stuff like some tinpot Spider-Man.



The new version of Decepticon chief Megatron is a snazzy looking alien craft/stealth fighter hybrid.

>Transformers continued

helped by some basic flaws, such as the loose, floaty feel of the cars and the fact that combat is merely a case of hammering the same button and performing the same three-hit combo every time. You can chuck cars and also use parts of the environment as weapons, which sounds good but usually translates to tearing up a lamp-post and smacking an enemy on the head with it in an unintentionally comic fashion. Most annoying is the lack of checkpoints, meaning that death or running out of time throws you right back to the start of the chapter – a transparent way to extend the life of what is actually a very short gaming experience.



The dominance of enemy shields means you rarely get to unleash Prime's superior firepower.

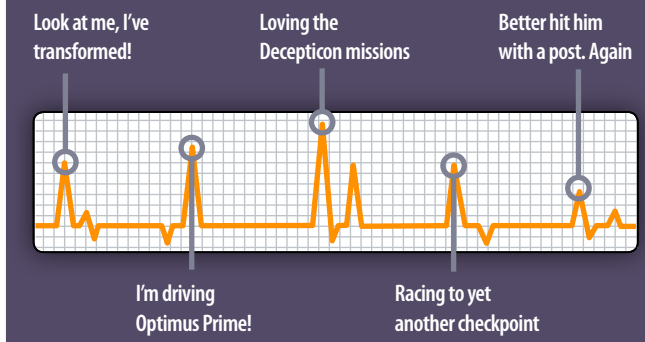
These issues certainly spoil things but there's still enough good stuff here to outweigh the bad. All the Transformers look the business and when they're in their robot form they move and fight with a satisfying, clunking weight. Transformation is achieved via a single button press and is accompanied by an iconic click-whirr-donk sound effect that will have you grinning every time. And when you get past all the tedious objectives and actually face off against one of the big boys – Ironhide vs Blackout, say, with the Decepticon using his helicopter blades as a huge, swooshing sword – the ensuing twisted metal mayhem is a thrilling spectacle (a fact that makes us think the game would've been better as a straightforward beat-'em-up). In other words, it's pretty much your usual style over content movie license – but when it's a movie license that enables you to wield the massive fists of the legendary Optimus Prime, you don't have to look too hard for its Unique Selling Point.

Lee Hart



"Transformation is accompanied by an iconic click-whirr-donk sound"

PULSOMETER *Signs of life*





You'll spend most of the Autobot missions bombing along the open roads knocking vehicles flying.

Next Gen?

On the whole the graphics aren't particularly impressive. Environments are bland, dark and prone to crumbling while the vehicles are lacking in detail. The big exceptions – and clearly the area where the graphic artists have devoted *all* of their time – are the robots. They're intricate, realistic and incredibly close to the movie machines – and that's saying something when you're talking about the finest examples of CG effects yet seen (FACT!).



P3Zine Verdict

A decent if rather samey action romp

+ You get to be Optimus Prime
+ Top Autobot vs Decepticon battles
- Repetitive gameplay

68%

PCGZine

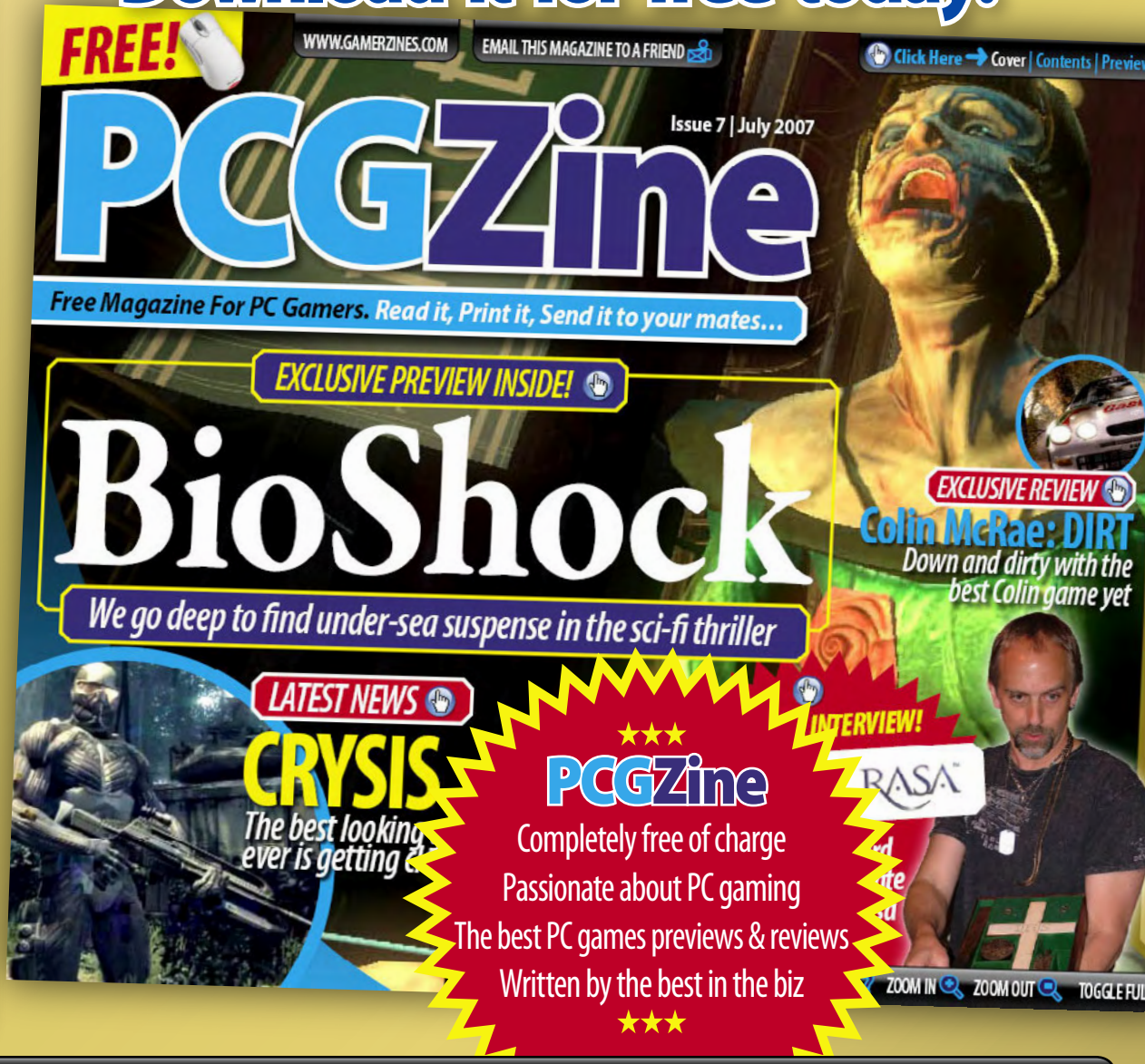
CRYSIS
The first DirectX 10 game –
see what all the fuss is about inside!

TABULA RASA
THE EXCLUSIVE INTERVIEW
The man who invented MMOs is back

BIOSHOCK
The future of FPS games is here

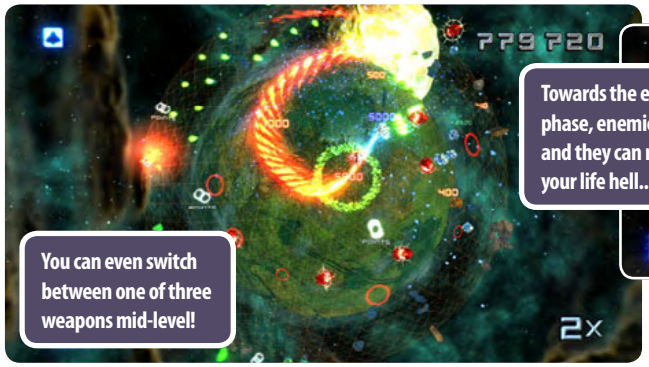


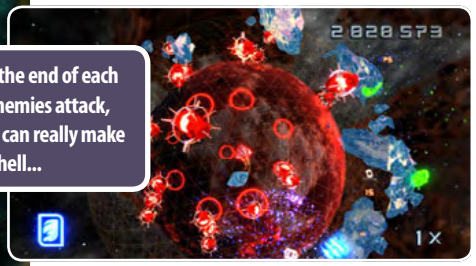
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Unmissable PC games magazine
Download it for free today!



PlayStation Network

PSN gets its first killer app, and PS1 games hit the store





Super Stardust HD

Should come with a health warning

Publisher: SCEE
Developer: Housemarque
Heritage: N/A
Price: £4.99

Super Stardust HD is a dual-analogue shooter, loosely based on the Amiga game, Stardust, that was released some fourteen years ago. Piloting your little spaceship above a planet that's under attack from giant meteors, it's your job to simply destroy everything in sight, whilst avoiding the giant pieces of rock yourself. Imagine Asteroids, in HD, with a pumping soundtrack, and you'll be halfway there. Graphically, the game is stunning, and chipping away at the enormous asteroids with your pitiful little lasers is a sight to behold, as the behemoth begins to crumple and your lasers penetrate its core. There are five planets to play through, each with five stages, the last of which is a boss fight, which gives the game some incredible replay value. However, by far the best thing about Super Stardust HD is just how addictive it is. We've been playing it almost non-stop, and it's taken us four days to tear ourselves away from it just to write this review. Beautiful, addictive, and with a soundtrack that will stick in your head for years. Buy it. Now.

P3Zine Verdict
Insanely challenging
+ 2-player co-op!
− It's Asteroids
87%

Calling All Cars

Crashing good fun

Publisher: SCEE
Developer: SCEE
Heritage: God Of War
Price: £4.99


Cel-shaded graphics and giant cartoon hammers make for a game we really like.

This one's been a long time coming. The latest project from God of War creator David Jaffe, Calling all Cars certainly has the pedigree in the right place. A crazy, mad-cap cartoon driving game, CaC sees you striving to capture a criminal, by running them over, and dropping them off at one of three points in a jail.

"Calling all Cars has been designed from the ground up for multiplayer"

As you may have guessed, it's not as easy as it sounds. Higher points are awarded for depositing your crook in a harder to reach place in the prison, which adds a hint of strategy to the gameplay. And while you're busy trying to put each criminal safely behind bars, you've got three other cars ramming you, shooting you with rockets and splatting you with giant oversized hammers, trying to take the prisoner off you.

With a style of gameplay that's similar to Jaffe's other game, Twisted Metal, Calling all Cars has been designed from the ground up to be enjoyed in multiplayer. Sporting both online and offline split-screen multiplayer modes, when there are four players tussling for a single thief, the game really comes into its own, and games can often degenerate into utter chaos. Unfortunately, however, there's very little single player mode to speak of, which left us feeling more than a little disappointed.

Crash into your opponent and steal the crook, then drop him off at the jail to get some points.



P3Zine Verdict
Crookedly good
+ Fantastic online
− Rubbish single player
84%

PS3/PS1

Wipeout

Developer: Psygnosis | **Publisher:** SCEE
Price: £3.49 | **Compatibility:** PS3/PS1



The game that defined the PlayStation Generation, Wipeout was renowned at the time for its fantastic visuals, incredibly steep learning curve, and the sheer sense of speed. Unfortunately, only one of those three has truly survived, but Wipeout can still be a lot of fun to play. There are six futuristic tracks, and a wide array of different anti-gravity craft to choose from – the only problem is, the difficulty may really be a turn-off for some. Bouncing off a wall, or opponent and coming to a complete stop wasn't much fun back then, and some 12 years later, it takes away some of the shine.

"The game that defined the PlayStation generation"

P3Zine Verdict
Same as it ever was
+ Attractive price
− Incredibly hard
75%

PS3/PS1

Jumping Flash

Developer: Exact | **Publisher:** SCEE
Price: £3.49 | **Compatibility:** PS3/PS1



We'd hazard a guess that not many of you can recall Jumping Flash, but in its day, this was one of the most original games on the PS1. A first-person platformer that puts you in control of a laser-firing rabbit who's searching for an evil property developer that wants to steal a planet. You have to hop your way through 18 levels, faced with enemies that range from giant dragons, to frogs with top hats. Loads of fun...

P3Zine Verdict
Hop to it
+ Unique perspective
− Can be frustrating
80%

RETRO

Rampage: World Tour

Developer: Midway | **Publisher:** SCEE | **Price:** £1.99



At a time where games are looking to present themselves as a more intellectual pastime (Brain Training, anyone?), Rampage harks back to a world when games were all about fun. Letting you take your monster crew around the globe, your goal here is simply to cause as much mayhem and destruction as possible, by punching, kicking, and eating anything that moves. Sadly, some 10 years after its original release, the single-player gameplay now seems a bit dated, but with two friends tagging along, Rampage can be a blast.

P3Zine Verdict
Smashing all over the world
+ Three player fun
− Boring single-player
61%

Gauntlet 2

RETRO

Developer: Atari | **Publisher:** SCEE | **Price:** £1.99

As a faithful arcade port of a game that's over 20 years old, you can imagine that Gauntlet 2 doesn't look all that great. Still, the 720p overhaul has slightly smoothed the ropey visuals out, and as we always say - it's not the graphics that count, it's the gameplay. Supporting four-player co-op both online and off, Gauntlet 2's unique brand of character based hack-and-slashing still has the same charm and appeal it did so many years ago – the only problem is, the game still gets old a bit too soon for our liking.

P3Zine Verdict
Red Wizard needs food!
+ Online co-op
− Boring after a while
64%



RETRO

Rampart

Developer: Digital Eclipse | **Publisher:** Midway | **Price:** £1.99



Originally released in 1990, Rampart is an intriguing strategy game. The game takes place in three phases; position your guns inside your castle, shoot at the enemy ships with you cannons, and then repair the damage to your castle walls using a variety of Tetris like pieces. However, unfortunately, the game is practically ruined by some unresponsive controls, which make even the smallest of movements a challenge.

P3Zine Verdict
We came, we fort, we gave up
+ Surprisingly strategic
− Poor controls
51%

RETRO

Joust

Developer: Midway | **Publisher:** SCEE | **Price:** £1.99

What can we say about this one? If you've played Joust before, you'll know what to expect. Fly your giant Ostrich around the levels, jousting with each enemy you come across by simply being higher than them. The game supports two players online over the PSN, if you can find someone to play against, but that's as far as the updates go.



P3Zine Verdict
Waaaark?
+ Joust as we remember
− It's still just Joust
50%

Championship Sprint

RETRO

Developer: Atari | **Publisher:** SCEE | **Price:** £1.99

Originally released in 1987, Championship Sprint stood out from the crowd by featuring something other games didn't have – a steering wheel strapped to its arcade cabinet. On the PSN, some 20 years later, without its special control method, the game feels rather boring – the broken controls don't help much either.



P3Zine Verdict
Too old for its own good
+ Two player
− Bizarre controls
34%

PS3/PS1

Crash Bandicoot

Developer: Naughty Dog | **Publisher:** SCEE | **Price:** £3.49 | **Compatibility:** PS3/PS1

The PlayStation's platformer of choice, Crash Bandicoot was originally released in 1996, and almost instantly became a smash hit. An interesting amalgam of 2D and 3D platforming, the game is about as old-school as platformers come. Playing from behind the bandicoot, you run forward through the levels, with a minimal amount of freedom, simply jumping onto platforms as you come to them, and dodging enemies as they appear. An over reliance on pixel perfect jumping serves to dampen the experience somewhat, but never really manages to stop Crash from being a lot of fun, and a very good buy, especially for just £3.50.



"The PlayStation's platformer of choice"

P3Zine Verdict
Crash bash
+ Plenty to play through
− Too linear
81%

Welcome



We've had some great feedback to the community pages of P3Zine. It's great to hear about new sites and clans, so don't be shy... if you want us to take a look at a site, just click on the panel below. This month we're featuring Red'n'Barky/TheMuTineers for the Clan of the month, while Ps3center.net takes the billing for site of the month. We've also introduced a new "what's hot and what's not" column for PSN and set up a competition with Sega for you to bag a copy of Virtua Tennis 3.

Ian Morris

Click here to tell us about your clan!

PSN Clan of the month

Red 'n' Barky/ The MuTineers

Their bark's worse than their bite

Red'n'Barky/TheMuTineers are a clan that will be familiar to anyone who's a regular on the PSN. With a somewhat sparkling reputation throughout the community, the clan can often be found helping newer teams get off the ground, and onto ladders, while also competing against all comers. With a Win/Loss ratio that shows that they're in it for the fun more than the winning ([MuT] PLD 354 - W 133 - L 221. [RnB] PLD 425 - W 84 - L 341), the group are one of the more popular clans around. We caught up with Co-Leader, Barky, to learn a little bit more about the clan.

What makes your clan stand out?

We've been around a long time for a European clan, with a member base that's very mature (average age of 30), and we're very well known and respected for being among the fairest of clans in Europe, willing to accept any challenge and always available for games (our record for clan wars in a month was 53).

From our results many other clans would have disbanded, but our members are very loyal, as the general attitude of the clan is to play a lot, enjoy and have a laugh. Of course, winning is good, but we don't do that all too often.

What games does your clan play and when?

We have two sets of Clans. [MuT] The MuTineers who play full size clan wars, and [RnB] RednBarky who play in squads, quads, triples and doubles. We currently play Resistance Full Clan [MuT] and Quads [RnB], MotorStorm Doubles [RnB], Socom 2 Full Clan [MuT], Socom CA Full Clan [MuT] Squads [RnB] and Doubles [RnB]. We have formed on the Console Gaming Ladders for Rainbow 6: Vegas and expect to be equally active on that ladder.

What do you think of the PSN so far?

It still needs a bit of work and I am also hoping that more is to come for global servers, as the de-regionalising of games is a bit pointless without it.

How many members do you have?

We have a core of about 30 members and a few that seem to come and go. Unfortunately last year we lost a very valued member of the team. RIP Gerard McKenna.

How to join?

We are actually currently recruiting for all [MuT] clans, especially on RFOM and R6:Vegas. The easiest way is to register on our forums and post (you will find a link from our sites www.rednbarky.com and www.the-mutineers.co.uk)

We only recruit into the [MuT] clans as [RnB] is by invitation and only open to [MuT] members.

Our members do meet from time to time and many of us were friends before the clan formed. As we are scattered over Europe (although most members are UK/Eire) it often involves planes, trains and automobiles to go for a MuT session, one of the biggest meets/sessions we had was for Stiffler and Libby's Wedding last year. >



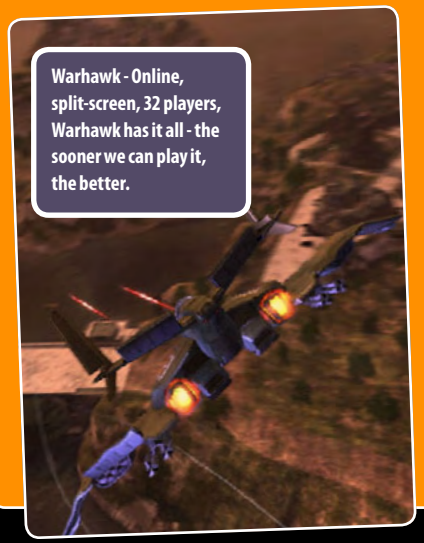
From left to right, Barky, Ultravo Lator, and Red Legend. Note the matching caps. Very stylish, boys.

PSN REPORT

Coming Soon

WARHAWK
It was a full game, then it lost its single-player mode and became a download, then it was disc based, and now it's back to downloadable, but all we really want to know is when it's coming out! With motion sensitive aircraft controls, and an online BF2-like battleground that supports up to 32 players, this could be a multiplayer sensation on PS3 - when it's eventually released!

FIRMWARE 2.0
Heavily rumoured to be announced at E3, firmware 2.0 is set to include something all PS3 owners have wanted to see - cross game invites. Allowing you to access the XMB while playing a game (something that should really have been possible in the first place), the update is also meant to include something else that we feel the PS3 has been sorely missing - a gamerscore.



Warhawk - Online, split-screen, 32 players, Warhawk has it all - the sooner we can play it, the better.

WHAT'S HOT



RESISTANCE MAP PACK 1 – Containing two maps for just £2.99, this download has reinvigorated what was already an active online community. Download it now if you haven't already.



MOTORSTORM TIME TRIAL – It's free, and it adds a whole new mode to Motorstorm. Suddenly, Motorstorm doesn't feel quite as lacking as it did when it was released, and with the promise of even more downloadable

WHAT'S NOT

"RETRO" GAMES – No updated graphics, ancient gameplay, and a lack of the 360's achievement points leaves us with no real incentive to play - £1.99 they may be, but seriously, what's the point?

THE US PLAYSTATION STORE – Regularly updated with things gamers actually want to download, and with a decent selection of trailers and exclusive demos to boot, the US PlayStation Store puts ours to shame.

Site of the Month – Ps3center.net

Originally set up in 2005, PS3Center.net, or PCN, has experienced some phenomenal growth. Beginning life as a forum, before turning into a fully blown PlayStation Center, the site now contains regularly updated news, reviews of all the latest games and accessories, as well as intriguing opinion pieces from people who matter. The site itself has a gorgeous design, and is incredibly easy to navigate, coming complete with a forum full of interesting people for you to chat to.

Outside of reporting news, PCN has also delved into the "other" side of the console world, and actually offers custom PS3s for sale, which have been featured on many gaming websites and television programs. So far, Michal Bireki, the Editor-In-Chief has sold customised PS3s in red, white and silver, with the eBay auction for the red model reaching a staggering $12,100.



A "customise your PS3" section is in the works, which will allow gamers to choose their own colour and HDD size for the console.

"We would like to thank P3Zine for choosing PCN as their website of the month! We have been working on PCN for a long time and it's finally starting to show!" said Michal Birecki, the Editor-In-Chief of PCN, "We are also in the process of redesigning the website, so be ready to see some huge changes in the month of July!"



Custom coloured PS3s make us drool.

The P3Zine Giveaway!

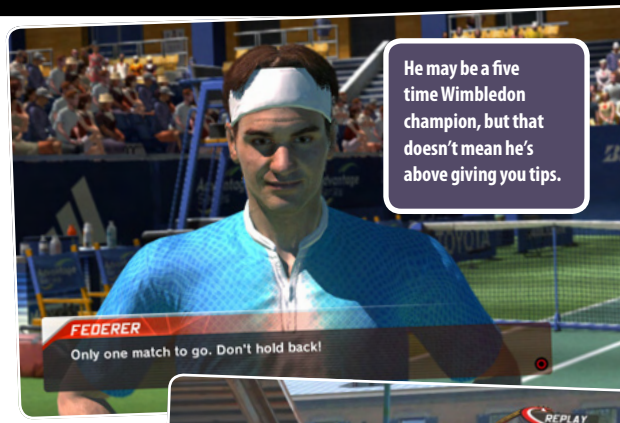
With Wimbledonbehind us it can be hard to wind down from all the tennis excitement, but what better way to do it than with some digital deuces.

Launching alongside the PS3 back in March, Virtua Tennis 3 is possibly the greatest tennis game since... Virtua Tennis 2! With a fantastic multiplayer mode for up to four people, a completely revamped World Tour season, and a wide variety of mini games with which to pass the time, we awarded the game a respectable 80% in our first ever issue, and it's been a permanent fixture in our PS3s ever since.

Thanks to our good friends at Sega, we have five copies of Virtua Tennis 3 on PS3 to give away to five lucky readers, who can answer the following question correctly.

Who won this year's women's singles trophy at Wimbledon?

The competition ends on August 16th, and winners will be notified by e-mail. Good luck!



He may be a five time Wimbledon champion, but that doesn't mean he's above giving you tips.



Click here for your chance to win!

Blu-ray reviews

Jason D'Aprile rounds up the latest new releases...



Weeds Season 1 and 2

Lionsgate / £24.99 / Cast and crew commentaries, various featurettes

TV seasons on Blu-ray are still scarce, so Lionsgate and Showtime's decision to release both season one and two of Weeds, their half-hour comedy/drama about a soccer mum marijuana dealer, is a welcome one. What longer, more dragged out shows like Desperate Housewives wish they could be, Weeds is hilarious, dramatic, and compelling. The characters are remarkably developed, and the show is filled with sex, vulgarity, and occasional violence without ever losing its comedy core.



P3Zine Verdict

Funny and sexy. What more do you need?

- Great adult humor
- Very varying picture quality

88%



Ghost Rider: Extended Cut

Sony Pictures Home Entertainment / £24.99 / Extra footage, three making of documentaries, director's commentary

On the good side, Sony Picture's Blu-ray release of Ghost Rider looks and sounds fantastic. The action sequences are great and almost make the movie, and Sam Elliot is a welcome addition to any movie. Unfortunately, Nicolas Cage plays Johnny Blaze as if he were brain-damaged, and the thread-bare plot only teases at the dark, meaty, adult stories that make the character Marvel's darkest and most under-rated icons.

P3Zine Verdict

At least it's not Catwoman…

- Looks great with fantastic action
- Cage gets it all wrong

67%



Bridge to Terabithia

Walt Disney Home Video/ £26.99 / Two making of videos, a music video, cast and crew commentary tracks

Horribly mis-marketed as a Harry Potter or Narnia clone, this coming of age tale of creative outcasts in a rural society is much more reminiscent of classic movies like Stand By Me or the Sandlot. Funny, clever, tragic, and hopeful, it's not typical Disney fare, nor particularly for children. It's also not a fantasy story at all. The beautiful transfer with a pristine picture and excellent sound compliments the quality of the tale.

P3Zine Verdict

A well-done coming of age tale

- Beautiful and well-told
- Nothing like the marketing

84%



The Messengers

Sony Pictures Home Entertainment / £24.99 / Seven behind the scenes featurettes, cast and crewmember commentary

Sam Raimi's Ghost House studio hasn't had much of a run, with drivel like Boogie Man and the American versions of the Grudge series. The Messengers is the latest from them, and thankfully, it's a suitably creepy and good-looking haunted house story. Although clichéd and the ending all but falls apart, it looks great and is worth a rental. The transfer is excellent—the visuals are sharp and detailed, and the sound goes a long way to increasing the scare factor.

P3Zine Verdict

Watchable haunted house flick

- Has a decent creep factor
- Falls apart at the end

76%



Premonition

Sony Pictures Home Entertainment / £24.99 / Alternate ending, gag reel, director's and star commentary, making of documentaries

If anyone knows where Sandra Bullock hid her acting career, please give it back. Premonition is just the sort of so-called supernatural thriller that gives the genre a bad name. Nearly unintelligible, the movie is great if you're into ironic cruelty, but overall this is a movie about waiting around for something bad to happen. It looks good and Bullock is strangely attractive as the harried housewife who keeps reliving the week her husband died.

P3Zine Verdict

We predict you'll forget this movie exists

- Blu-ray transfer is excellent
- Watching it

59%

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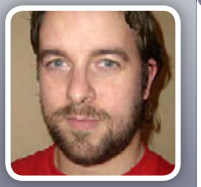
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E3ZINE

A look at the highlights of Sony's LA conference



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.

If there's such a thing as 'winning' E3 - and no doubt numerous gaming forums will have tried to convince you that that's the case - then Sony were the clear victors. With Microsoft's show featuring few surprises and Nintendo outraging the hardcore by focusing more on their new casual audience, it was left to Sony to take the prize with a pleasingly (Metal Gear) solid performance.

Yep, that's right - MGS4 was there, with a suitably daft/epic (delete as appropriate) trailer showcasing some impressive cutscenes all using the game engine. Hideo Kojima confidently claimed that the gameplay will have graphics of the same quality, but while the Raiden/Vamp scrap was undeniably exciting and genuinely cinematic, it would have been nice to see some footage of the stealth-based levels. Still, it went down well with the attendant press, and was certainly one of the highlights of the show.

From a presentation standpoint, Sony got it spot-on, with Phil Harrison and Jack Tretton appearing as their avatars in Sony's online service Home. This showcased the service brilliantly without getting bogged down in long-winded demonstrations of its capabilities. While a small amount of time was spent showing it off, the audience were here to see games, and they got plenty of those. Many of the titles were admittedly present at Microsoft's conference, but this was more a case of showing that 360 was not the only place to play the likes of Resident Evil 5. Again, job done.



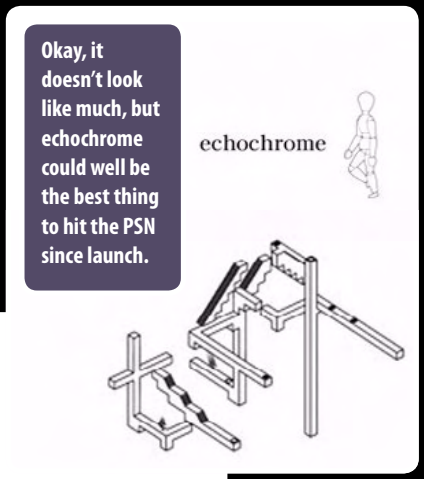
As gloriously OTT as ever, Metal Gear Solid 4 wowed the audience - and it's now a confirmed PS3 exclusive!

Games to kill for

The PS3 exclusives, including the still-amazing LittleBigPlanet, Naughty Dog's newie Uncharted, and Heavenly Sword, weren't quite given enough time to shine, but all helped to bolster a very tidy showing. One surprise was the Killzone 2 trailer to close the show, which looked terrific - "it's all in real-time" said Phil, wary of the reaction to the 'target footage' in 2005, and it showed a suitably dystopic universe with some frantic battle sequences amid violent electrical storms. Questions were raised about the AI - the Helghast seemed all too happy to stand in the open and let you blast them to smithereens - but that was probably just to demonstrate the bullet-spitting weaponry and the excellent animation. More than anything it seemed the most effective realisation of a future war ever seen, with screen-shuddering explosions, frequent shouts from comrades and enemies and the constant rat-a-tat of gunfire. Let's hope the Sixaxis gets its rumble by the time that one hits.



A confident Sony sensibly saved Killzone 2 for the climax of the show - it looked mighty impressive.



Okay, it doesn't look like much, but echochrome could well be the best thing to hit the PSN since launch.

If you'll permit me a small indulgence though, I'd like to end by talking about my own personal highlight of the conference - a Japanese-developed game called echochrome. Described as having both "the least graphics and most gameplay of any game on show", this PSN puzzler looked by far the most innovative game of the entire day. With levels looking like simplistic MC Escher drawings, it featured a stick man manipulating the gameworld by rotating sections to mask holes, and moving platforms to make landing points for his jumps. With a totally unique look, and gameplay that didn't look quite like anything that's gone before (with the possible exception of the PSP's Crush), Sony may have unearthed a true original here. Trust me, you'll want to keep an eye out for this one.

"Sony took the E3 prize with a pleasingly (Metal Gear) solid performance"

>Inbox

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

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PES VS FIFA
I'M GONNA BUY PES 2008. BECAUSE of Master League, all the new modes, game play, and of course editing mode which takes me more time than playing. I personally don't like FIFA because the graphics and the game play are not as good as PES. PES wins without any doubt. PES 2008 is all about realism. IF YOU LOVE FOOTBALL PES 2008 IS THE RIGHT GAME FOR YOU!!!
> Glen

SINCE I STARTED PLAYING PES, I'VE always thought it to be the better game. Every time Fifa is released they always say it is closing the gap on PES, yeah right!! However I'm intrigued with Fifa 08, mainly because it's the first to be on the next gen and I like the sound of 'Be A Pro'. Maybe it will start to close the gap on PES then, or realistically, probably not! Good luck EA!
> Ryan Sarsfield

I HAVE PLAYED FIFA FROM THE beginning, but now I play PES 6. I think Konami have done a better job than EA Sport.
> Valics Lehel

> Ah, the old Fifa Vs PES chestnut. There's no doubt that both games are hugely popular but where are all the Fifa fans? What say we run a survey to see who comes out on top in the terraces? Click on the panel above to join in...

MORE?
YOUR P3ZINE IS BEST BUT IF YOU show some more previews then it will become THE BEST!
> Jaffer



> Hope you enjoyed the bumper issue this month then Jaffer.

INDIAN SUMMER
ISSUE #4 WAS MY FIRST EXPERIENCE with your magazine, and it was incredible, even though it was a little shallow, it's understandable due to the current lack of games on the PS3. But the second half of 07, is truly Sony's, with a whole onslaught of killer-apps coming, PS3 will truly get to that next level as the leading gaming console of this generation. I do own both a 360 and PS3, and enjoy both, but PS3 has that potential to be what the PS2 was for the last generation, completely dominating the market.
> Jon

> After a long wet summer there's no doubt that autumn and winter are looking hot for PlayStation 3.

BANANAS FOR BURNOUT
BURNOUT IS A BRILLIANT GAME, AND was always one of the prettiest games on the PS2, hopefully they will keep the game modes me love (all of them) and add some more!
> Michael Gladman

GTA CALLING
I'VE BEEN A FAN OF GTA SINCE THE original and if the previous games are anything to go by then we're in for a real treat with this one. I would love to see an online component for the PS3 where you can jump online with friends and cause havoc together on the streets. I would also like to see episodic content and player customisation.
> Stuart Reid

THIS IS GONNA BE THE BEST GAME ON any format and we all know it!!!! My only concern as a PS3 owner is that cos it's coming on the Xbox3 Shitty as well that this may make Rockstar hold back on the content because of the storage and media limitations. Hope not though cos I am well psyched about this game!!!!
> SPANNA

> Well psyched indeed...



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Design: Tanya Oliver
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