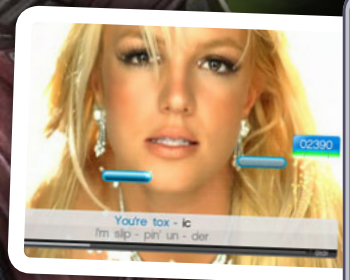
P3Zine

Issue 7 | October 2007

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

EXCLUSIVE PREVIEW & INTERVIEW

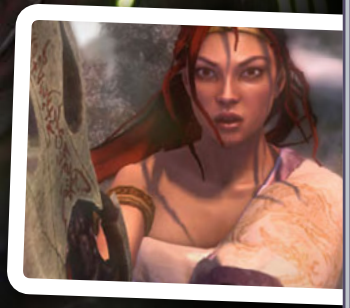
UNREAL TOURNAMENT 3



PLUS!

Singstar

Next-gen karaoke



Heavenly Sword

Simply stunning

MASSIVE REVIEW

Stranglehold

Don't miss the game of the month...



Stuntman: Ignition

Take to the streets of your favourite movie set

LATEST NEWS



COLIN MCRAE: DIRT

Back on track...



WARHAWK

Awesome online battles!



LAIR

Hip or hype?

PLUS! MORE INSIDE...

Welcome to P3Zine



If you've ever seen or played Unreal you'll know that we're in for a major treat when the third instalment of the franchise, Unreal Tournament 3, wends its way exclusively to PlayStation 3. To help whet your appetite we've nailed a big preview of the game along with an exclusive interview with Epic's Jeff Day.

It's also a great issue for reviews. Stranglehold is a delicious fusion of film and third-person shooter, while Warhawk is simply spectacular in its scale of online battle. Bringing up the rear is Colin McRae: DiRT, the infuriatingly addictive Stuntman: Ignition, the sumptuous Heavenly Sword, and the return of the usually downright embarrassing SingStar. Speaking of embarrassing we also have the review of Sony's much anticipated Lair.

Keep your emails coming, and enjoy the issue!

Dan Hutchinson, Editor

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

MEET THE TEAM

Take it from us – what they don't know about PlayStation 3 really isn't worth knowing



Chris Schilling
Chris was really looking forward to reviewing Lair



Richard Melville
Stranglehold kept Rich out of trouble this month

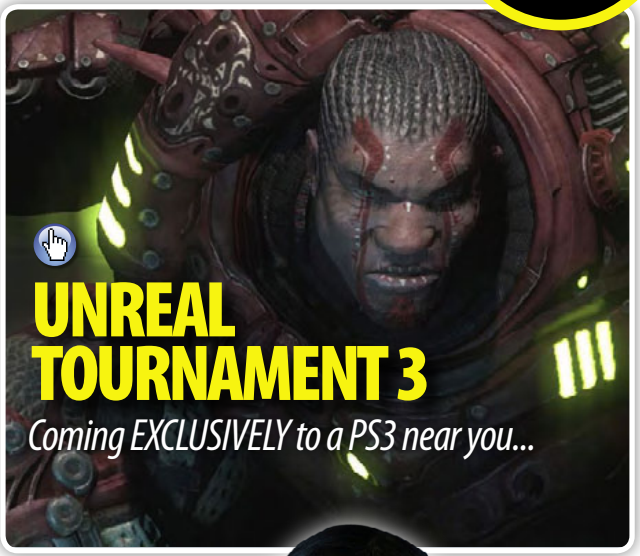


Ian Morris
Looking forward to UT3 and chewing the fat with Jeff Day

DON'T MISS!

This month's highlights...

The Best New Games Reviewed



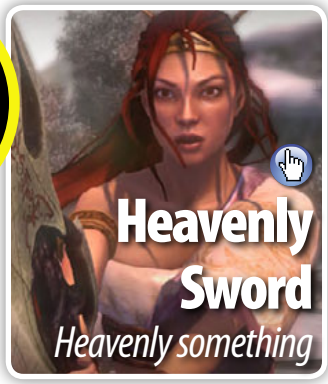
UNREAL TOURNAMENT 3
Coming EXCLUSIVELY to a PS3 near you...



Stranglehold
Get ready for Tequila-time!



Stuntman: Ignition
Do you have what it takes?



Heavenly Sword
Heavenly something

SingStar
Oops, they've done it again



QUICK FINDER

Every game's just a click away

- Fallout 3
- Fracture
- SBK-08
- Bladestorm
- Timesplitters 4
- Rage
- Dynasty Warriors: Gundam
- Ferrari Challenge
- Midnight Club: Los Angeles
- Unreal Tournament 3
- Juiced 2
- Stranglehold
- Warhawk
- Colin McRae: DIRT
- Stuntman: Ignition
- Heavenly Sword
- Lair

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



Fallout 3

FIRST LOOK

The PC classic is coming to PS3

FALLOUT 3

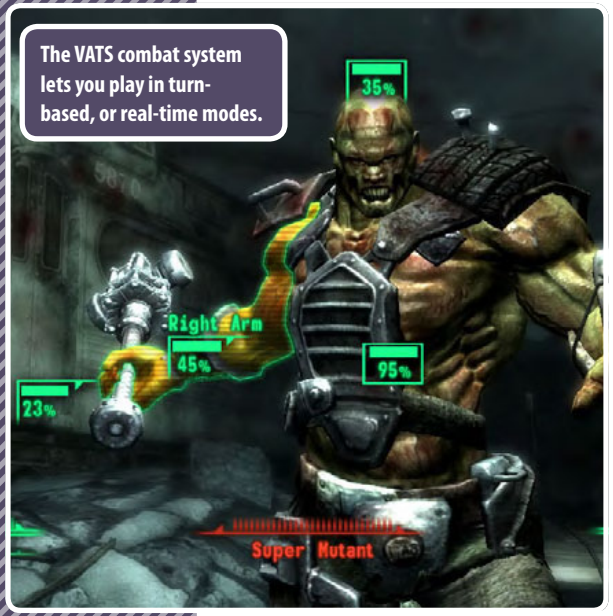
Publisher: Bethesda Softworks
Developer: Bethesda Game Studios
Heritage: Elder Scrolls IV: Oblivion
Link: http://fallout.bethsoft.com
ETA: Winter '08



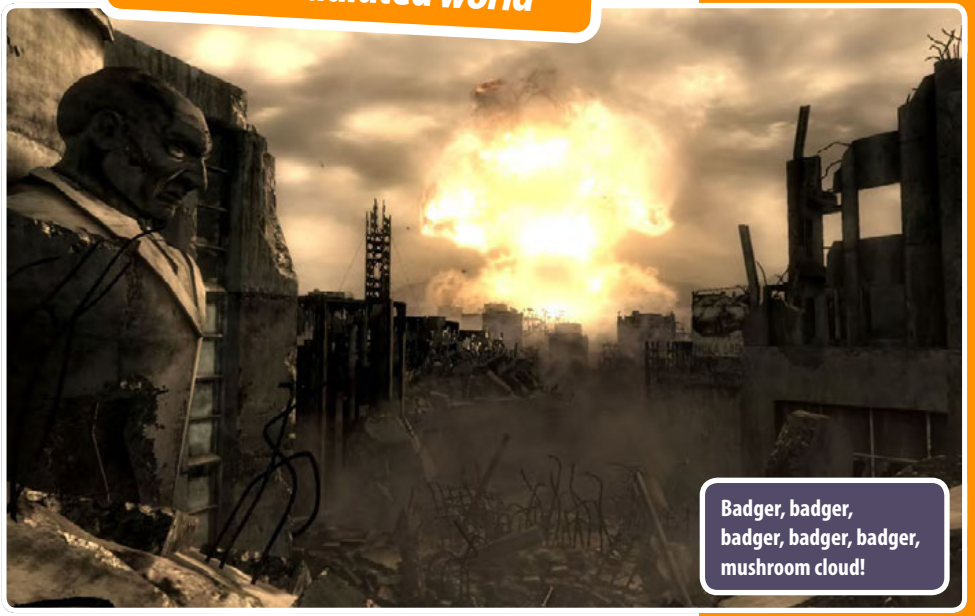
Fallout's original tongue-in-cheek humour is present and correct.

PREVIEW FEEDBACK! Click here to tell us what you think of Fallout 3

"You're thrust headlong into an irradiated world"



The VATS combat system lets you play in turn-based, or real-time modes.



Badger, badger, badger, badger, badger, mushroom cloud!

What is it?

If you so much as utter the word "Fallout" around a PC gamer, the chances are they'll go misty eyed as they reminisce about the "good old days", and one of the most original, daring, and well made RPGs ever created. To say it's held in high regard would be an understatement, so it's a good job that someone with the pedigree of Oblivion devs, Bethesda, are in charge of this sequel. There'll be hell to pay if they get it wrong...

So, what's the story?

Fallout is set in a post-apocalyptic world of the future, following a global nuclear war in 2077. As the surface, now known as the "wasteland" is spewing with deadly radiation, the majority of civilisation has taken to living in underground bunkers known as Vaults. When you awaken one morning to find your father (voiced by Liam Neeson), has fled the Vaults, choosing to take his chances in the devastation of the wasteland instead, it's up to you to pursue him, and find out the truth behind his mysterious actions...

How does it play?

The main concept of Fallout is one of survival – you're thrust headlong into an irradiated world, and, with little in the way of medical supplies, you'll need to keep your character refreshed with clean food and water if you want to stay alive. There's also an interesting new combat system in place, which lets you play battles in either real-time, or turn-based, ensuring that fans of the original, as well as the Oblivion crowd, will be well catered for here. If there were a lesser dev in charge, we'd actually be quite worried about this one, but with a company like Bethesda at the helm, this could turn out to be the jewel in the PS3's RPG crown.



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Fracture

FIRST LOOK

Destruction on new scale

Publisher: Lucasarts
Developer: Day 1 Studios
Heritage: MechAssault, Star Wars
Link: www.fracturegame.com
ETA: Summer '08



In Fracture, the ground is as much a weapon as your guns in defeating your enemy.

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

"There are hundreds of different ways to cause complete and utter devastation"



Make huge pillars shoot out of the ground, and tip over enemy vehicles.



The special effects are truly... special.

What is it?

From the makers of MechAssault, Fracture is a brand new FPS with one key concept – Terrain Deformation. Put simply, this means that everything, from the walls and floors of a single room, to cliffs and mountains in an enormous valley, can be destroyed and manipulated as you blast your way through the game. While Red Faction made a brave attempt at this on the PS2, Fracture looks to re-write the FPS rulebook, creating a fully deformable, and destructible playing area.

So, how do I go about blowing stuff up?

Set in the year 2161, Fracture places you into the shoes of Mason Briggs, a soldier in the Atlantic Alliance, with a rather interesting array of weapons at your disposal. From the Tectonic Grenades, which cause a spike of rock to shoot up from the ground, letting you climb to new places, to Vortex Grenades, which create a giant whirlwind that slowly digs into the ground as it gains momentum, drawing other objects into it, there are hundreds of different ways to cause complete and utter devastation. And we love it.

Anything else to declare?

As we're sure you can imagine, Fracture is sounding like it's going to be an awful lot of fun to play, but we're a tad concerned as to how the level design is going to work hand-in-hand with the deformable terrain. Whether this means there'll be certain elements of a level that are indestructible (we certainly hope not), or very clever level design remains to be seen, but with the game not set to be released until Summer 2008, Day 1 have plenty of time to get things right.

Publisher: Blackbean Games
Developer: Milestone
Heritage: Screamer, MotoGP, SCAR
Link: www.blackbeangames.com
ETA: First half of 2008

PREVIEW FEEDBACK! Click here to tell us what you think of SBK-08



The perennial dramatic but useless camera view.



Troy Bayliss, chasing a pack of three Troy Baylisses.



Troy Bayliss, in the only livery to be approved so far.

"SBK-08 will replicate the sport right down to the rubber on your tyres"



Several different types of weather will be featured. Looks a bit cloudy.

SBK-08 Superbike World Championship

FIRST LOOK

The Superbike series makes the step up to PS3

Two wheels better than four?

Milan-based veterans Milestone certainly know the difference between cars and bikes, and can justifiably claim to be genre-specialists in both disciplines. Italy's largest developer, over the last decade they have drifted between two wheels and four, including a brace of Superbike games for EA Sports, as well as the MotoGP series.

Following the success of SBK-07, the imaginatively named SBK-08 will see the series make its 'next-gen' debut, with all the graphical flourishes you'd expect. The official game of the Superbike World Championship, the obligatory unprecedented access has been granted to the development team, enabling them to replicate the sport right down to the rubber on your tyres.

Will it be too hard?

Motorbike games are always too hard, but Milestone assured us they have tamed down the simulation side, with enough riding aids to enable even the most cack-handed buffoon to complete a couple of laps without scuffing their helmet. Serial tweakers are also catered for, with a slew of tuning options available.

Live the dream

As well as faithfully reproducing the intricacies of the sport, Milestone are also hoping to offer a glimpse of the lifestyle of the riders, including hanging round the paddock with scantily-clad promotional models…

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INCOMING

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



Bladestorm

Publisher: KOEI | **ETA:** September

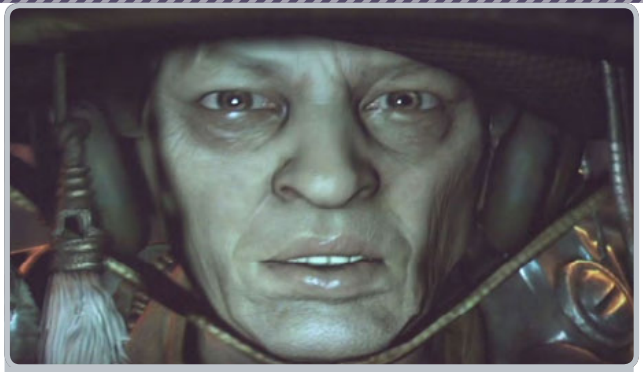
Brought to you by the team behind Dynasty Warriors, Bladestorm is the team's first step onto PS3, bringing with it a brand new setting – the hundred year war between England and France. With a more strategic feel to the gameplay, and a jaw dropping amount of troops on screen, this is one to watch.

Timesplitters 4

Publisher: TBA | **ETA:** Summer '08

There haven't been very many details released about this one yet, bar the one piece of art we have for you here of a Gears of War monkey, but that on its own is enough to get us excited. According to scriptwriter, Rob Yescombe, the new game will be "satirical at the expense of video games", and if that doesn't whet your anticipation, nothing will.





Rage

Publisher: iD | **ETA:** Winter '08

The latest project by iD Software, the team behind Doom and Quake, Rage is a first person shooter set 75 years after a comet has hit the earth. Mixing driving and shooting elements freely, the gameplay in Rage should make it stand out from the competition, if the gorgeous graphics engine powering it – iD Tech 5 – doesn't do that already.

Dynasty Warriors: Gundam

Publisher: KOEI | **ETA:** November

Taking the giant robots of the Gundam series, and crowbarring them into a Dynasty Warriors game, this has been a huge hit in Japan. While it may seem like nothing more than a generic hack-and-slasher, we'll be keeping our minds open until this launches in November.



Ferrari Challenge

Publisher: TBA | **ETA:** 23rd November

It's the 60th anniversary of Ferrari this year, and what better way to cash in on it, than with the release of a licensed Ferrari game. But, as a PS3 exclusive, with a 16-player online mode, this seems to be a bit more than your generic cash cow.



Midnight Club: Los Angeles

Publisher: Take 2 | **ETA:** Spring '08

Set in the Hollywood hills of Los Angeles and with a gorgeous new graphical engine powering what's promised to be a "revolutionary" new online and offline mode, Midnight Club is looking to lead the pack of street racing games next year on PS3.



IN THE PIPELINE

AUTUMN	WINTER	SPRING	SUMMER
FIFA 08 September	**WWE SMACKDOWN VS RAW 2008** November	**BATTLEFIELD : BAD COMPANY** February	**FRACTURE** July
SEGA RALLY September	**ASSASSIN'S CREED** November	**CONDEMNED 2** March	**FALLOUT 3** September

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Publisher: Midway
Developer: Epic Games
Heritage: Unreal
Link: www.unrealtournament3.com
ETA: November '07

HANDS ON

Unreal Tournament 3

The PC's premiere multiplayer shooter as a PS3 exclusive? Doesn't seem so Unreal any more.

The winter of '99 was forgettable for most, but when we look back, our memories are a bit more blurry than we'd care to remember. And it wasn't because the weather was awful. It wasn't because there was nothing on TV. It wasn't even because everyone's least favourite evangelist Sir Cliff was storming the charts. No, it was because we were too busy to really pay attention.

You see, in November of 1999, a little known PC game called Unreal Tournament was released, and with it came a whole new generation of gamers locked in their bedrooms, safe from the harsh winter temperatures, fragging until the early hours. With an insane pace of gameplay, some immensely satisfying weapons, and the most rock solid net code this side of Quake 3, a multiplayer behemoth was born.

And now it's starting to look as though history may repeat itself again. For the first time since the original UT was ported to the Dreamcast, the Unreal Tournament series will be debuting on a console, >



Weapon effects are as over the top as always. Nice particles.

"The PS3 version of Unreal Tournament will be identical to the PC's"



As the maps are so much larger than before, each will be crammed to the brim with vehicles.



For the first time in an Unreal Tournament game, there's going to be a full single player story here.



>UT3 continued

and it's coming out this Christmas. Of course, the console we're talking about is the PS3, and as we're sure you've been quick to point out to all your 360 owning friends, it's going to be a timed PS3 exclusive.

Thanks to the PS3's comparatively open-architecture, the PS3 version of Unreal Tournament will be identical to the PC's. That means all the online modes, all the maps, all the weapons, and most importantly, all the mods, will be available to gamers on both platforms. For those of you who don't know what a mod is, essentially, it's a user-created modification of sorts for a game. Whether it be a new weapon, a new level, a new character, or a total conversion (which changes the entire Unreal Tournament world for something completely different), this is something that's never been attempted on a console before, and something we're understandably excited about.

There's also been a lot of speculation buzzing around the internet regarding the inclusion of cross-platform multiplay; something which has been brought to the limelight again by Epic, announcing that both PC and PS3 versions of the game will be using Gamespy for online matchmaking. This potentially opens the doors for cross-platform multiplay, between PC and PS3 (it definitely won't involve 360, as Microsoft's Live system is far too restricted), but Epic have been reluctant to commit to anything. The inclusion of support for mouse and keyboard on PS3, however, just seems to further the speculation...

At the Leipzig Games Convention, Epic lifted the covers on a few new levels for Unreal Tournament 3, as well as the entirely new mode >

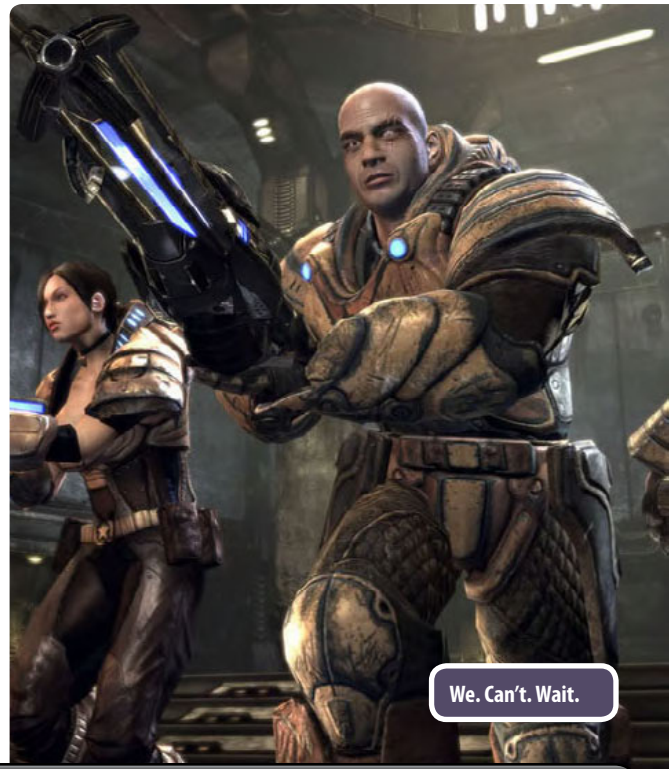


The environments are all so much more detailed than in previous UT games.

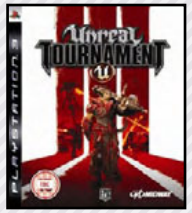
"This is something that's never been attempted on a console before"



We can only imagine the scrabble there's going to be to try and pilot one of these.



We. Can't. Wait.



>UT3 continued

- Warfare. Described as a cross between Onslaught and Assault, Warfare takes place across a huge team-based map. Each team has their own main base, where they have a power core, which is protected by a shield. Scattered across the map are various smaller nodes, which are all connected in a certain way, forming a makeshift path. By capturing nodes across the map, it's your team's job to form a solid chain to the enemy's base, which will lower the shield around their power node, allowing you to destroy it. Having a solid link from your base to theirs is essential - if at any time this chain is broken, the shield around their node pops back up, and it's up to you to re-build your chain...

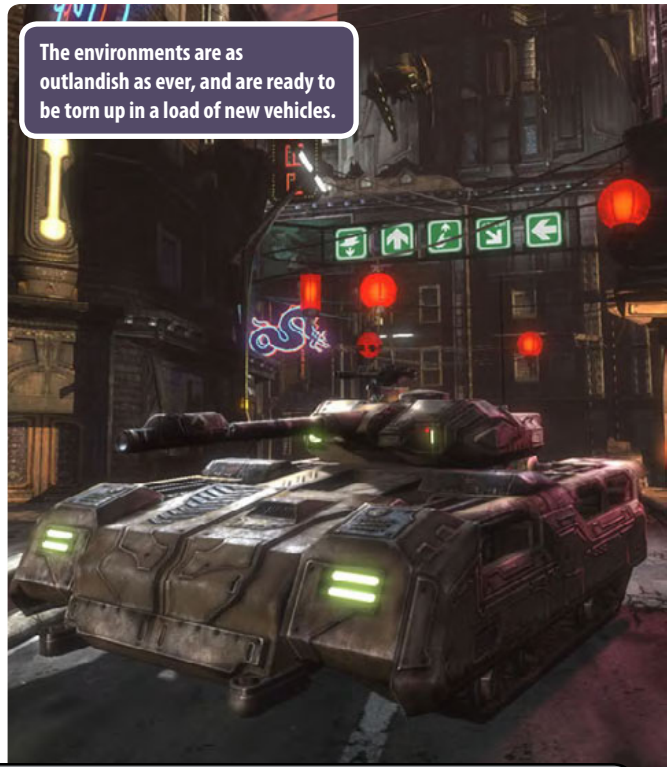
"The maps in UT3 are absolutely huge"

The maps in UT3 are absolutely huge, and thanks to their incredible size, there's a much higher emphasis on vehicles and vehicular combat than last time round. From hover boards (which can be controlled by tilting the Sixaxis) to huge "Stealth/support" vehicles such as the Nightshade, which has a cloaking shield to hide it from your enemies, and can drop different objects, such as mines, or a Stasis field - a really cool green blob that slows down anything and >


Expect some interesting player models.


We're presuming these are the game's bad guys - nothing much is known about them yet, bar they have some bad dental hygiene.


Everyone's favourite weapons, including the rocket launcher, are set to be included.


The environments are as outlandish as ever, and are ready to be torn up in a load of new vehicles.



>UT3 continued

everything that enters it, making your enemies prime targets for snipers - there are loads of different ways to get around the map, and this makes the already frantic Unreal game even faster.

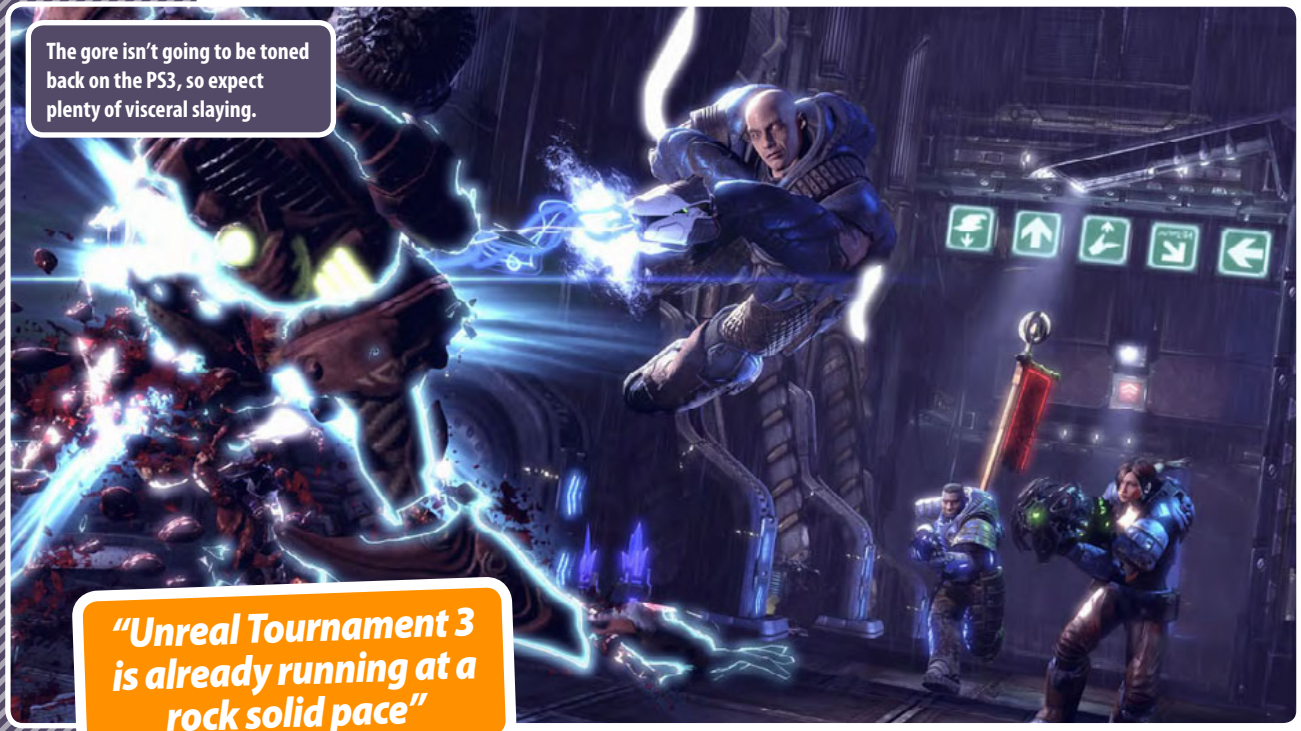
Speaking of the sniper rifle, fans of the first Unreal Tournament will note that the Sniper Rifle is seeing its triumphant return to the series in this game, after being replaced with the lightening gun for 2003. Also on show is a brand new Redeemer - a portable nuclear device that rarely appears on the map, but can fire a nuclear warhead, causing utter devastation wherever it lands.

While it might still be a couple of months off, Unreal Tournament 3 is already running at a rock solid pace, and is looking incredibly polished. With the time they've got left, we can only hope that Epic manage to ensure the multiplayer is completely lag-free, and maximise the potential of their coup de grâce, the mod support - something that we'll be going over with a fine comb when we review it in November.

PREVIEW FEEDBACK! Click here to tell us what you think of UT3



Team based gameplay will be a big focus this time round, according to the boys at Epic



The gore isn't going to be toned back on the PS3, so expect plenty of visceral slaying.

"Unreal Tournament 3 is already running at a rock solid pace"



Of course, vehicles aren't all tied to the ground, and there are plenty of hovering, or flying devices you can pilot.

P3Zine Unreal Tournament

PERCENTAGE COMPLETE 80%

FIRST IMPRESSIONS 90%

UT3 will redefine online PS3 shooters


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UNREAL TOURNAMENT 3

"A SUPERIOR PLAYER WILL ALWAYS TRIUMPH"



Jeff Day with every reason to be happy...

Arguably the biggest shooter in this year's line-up, Unreal Tournament 3 is going to be flak cannoning its way onto your PS3 this Christmas. We sat down with Jeff Day to ask him a few questions about the killer franchise.

One of the most interesting announcements to come out of E3 was the fact that UT3 on PS3 will support user-created mods. We're presuming the models/maps will have to be made on PC, but could you give us a bit of insight into just how fully featured the mod support will be? Will you allow for Total Conversions, and even new weapons, or "just" custom levels/maps?

Everything that you can fit into a map can be used on the PS3, but that's actually misleadingly restrictive. In order to get excellent load times we "cook" all the games data so that it is read sequentially off the disc. Because of that, we include vehicles, weapons and other content IN the map themselves. So in other words, if the mod can be completely contained in the map, it can be used on the PS3.

How easy will it be for PS3 owners to find, download, and install the user-created mods?

We're still investigating all the possible ways to exchange mods, so more details to come.

The support for mods on PS3 also raises questions about how they're going to be patrolled - if you'll be able to download the maps from an in-game browser, and users are free to upload or download whatever they like, there's every chance you'll be seeing some inappropriate content at some stage. What steps are you planning to take to ensure that anything inappropriate gets dealt with quickly?

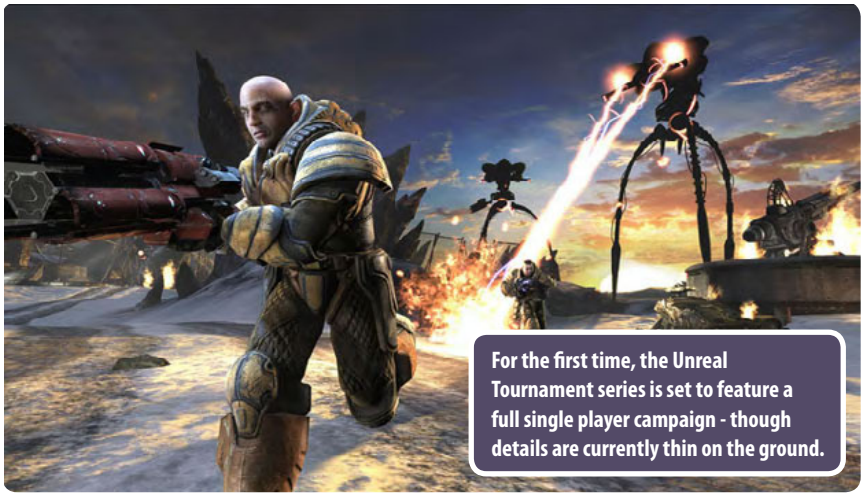


We would say how gorgeous the game looks, but we're not sure that's quite the right word to describe this chap.

"If a mod can be contained in the map it can be used on PS3"



We can't imagine what it's going to be like fighting a colossal machine like this - much less what it'll be like driving it.



For the first time, the Unreal Tournament series is set to feature a full single player campaign - though details are currently thin on the ground.



Whether you'll be able to fly - John Woo style - around the environments is yet to be seen.

> Interview continued

The details are still being ironed out.

Will you need to buy the PC version of Unreal Tournament 3 to access the editing tools?
Yes, all mod development needs to be done on the PC.

If I had a copy of Unreal Tournament 3 in front of me right now, how would I go about making my own map, complete with custom-created models, and importing it onto PS3?
You'd launch the Unreal Engine 3 Toolkit and create the content. You'd then cook it and get it to the PS3 (such as on a memory stick). From there you copy to the game's directory and you launch it through the UI in UT3.

For the first time in the series, Unreal Tournament 3 features a robust single-player mode - could you tell us a little bit about what we can expect from the single player game?
The single player game follows the adventures of your team of mercenaries as they cut a bloody path through the universe seeking revenge. We've got strong characters, with grudges, opinions and distinct personalities, all of which we convey through cinematics and in-game.

With the news that Unreal Tournament 3's single-player campaign will be playable in co-op, is there any chance of us seeing a split-screen mode in the game?
Definitely. We support 2 player split screen.

As the PS3 version of UT3 also supports mouse and keyboard, how much of a challenge is it to ensure there's a balance between gamers playing with a gamepad, and those playing with a mouse and keyboard?
There are enough controller friendly features enabled when using that input device that we find the two match up pretty well. We've done mixed input playtests without one camp dominating the other. A superior player will always triumph.

Let's switch gears for a second and talk about the multiplayer side of things. What are the most important new features of UT 3 online?
Co-Op is a huge new feature in UT3 and one we think delivers the kind of experience players are craving. Making that feature easy to use and fun involves no small amount of work and we think we've come up with something special.

How many maps will the final game ship with?
Loads! One of the franchise expectations for Unreal Tournament is lots of maps and content and UT3 delivers.

How many players will the game support?
We're still tinkering with performance, so as many as we can!

Look out for the full review of Unreal Tournament 3 coming soon.



"Co-Op is a huge new feature in UT3 that delivers the kind of experience players are craving"

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THQ www.thq-games.com



Publisher: THQ
Developer: Juice Games
Heritage: Juiced, Juiced: Eliminator
Link: www.juiced2hin.com/
ETA: 28th September

HANDS ON

Juiced 2: Hot Import Nights

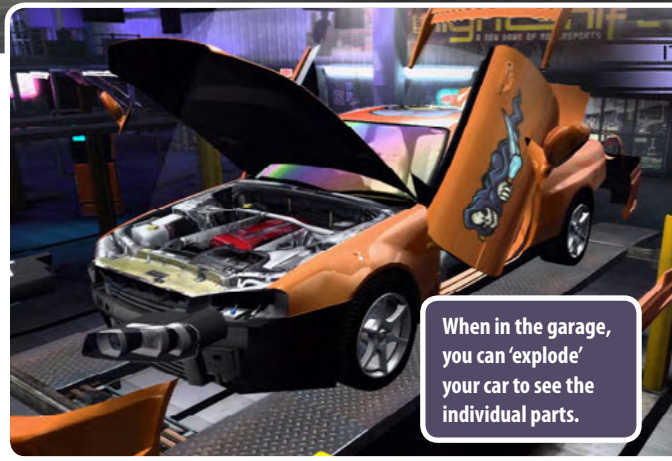
We give the finished version of THQ's racer a test run...

Drifting a pimped-up Toyota around a winding circuit isn't as easy as it looks. After numerous attempts, with our back end constantly hitting the walls, we lose our car's rear bumper. Then, suddenly, it clicks and we slingshot around one bend, gradually feathering the accelerator as we exit, and twist the other way to take on the upcoming left hand turn. As we pull out of that, our drift combo ends at 20,000, and we've passed the first challenge. It feels good. Then the controller is passed to lead designer Steve Hunt, who promptly drifts round the entire track in one go, passing a million points. Welcome to Juiced: Hot Import Nights. The game has a tidy, if fairly unremarkable, front end, whereupon you can create a male or female character as your avatar. There's an extremely flexible face editing feature to mess with, and then it's a case of selecting your motor and jumping into your first race. There's a league system whereby you can move up to the next tier by completing a certain number of goals - thankfully you don't have to complete every single race or drift challenge (the two main event types) to qualify, and if you have a preference for one of the two, you can earn the vast majority of goals simply by competing in those events.

And the goals aren't simply 'win this race' - you can bet with rivals before a race, and beating them not only wins the bet but sometimes gets you one of the goals. Racing closely behind an opponent can spook them, which is often another goal (later levels will require you to spook several adversaries within a single race), while some tasks require you to finish within a certain time, or to get a specific amount of drift during a race. One interesting feature is the 'driver DNA' - you're literally shown a strand of DNA which >



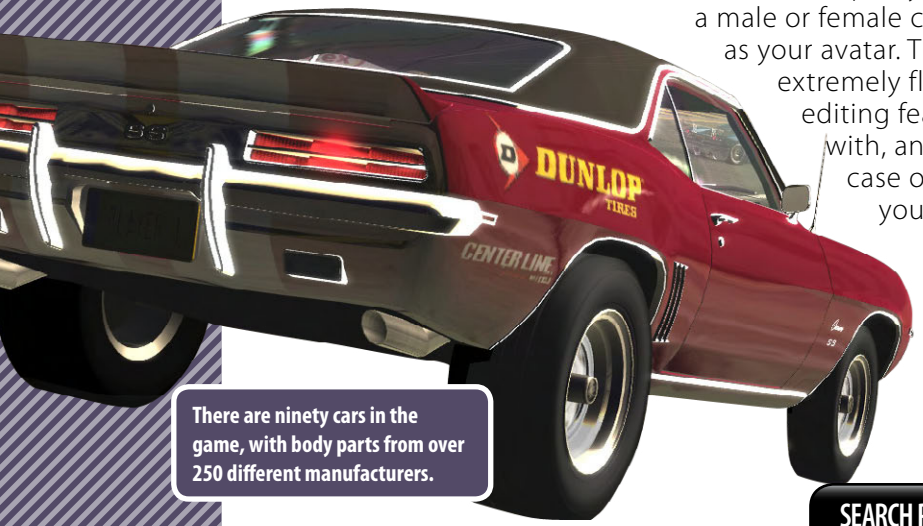
The graphics aren't astounding, but they move incredibly smoothly, and the overall presentation is impressively glitzy.



When in the garage, you can 'explode' your car to see the individual parts.



Modding and tuning your car couldn't be simpler.



There are ninety cars in the game, with body parts from over 250 different manufacturers.

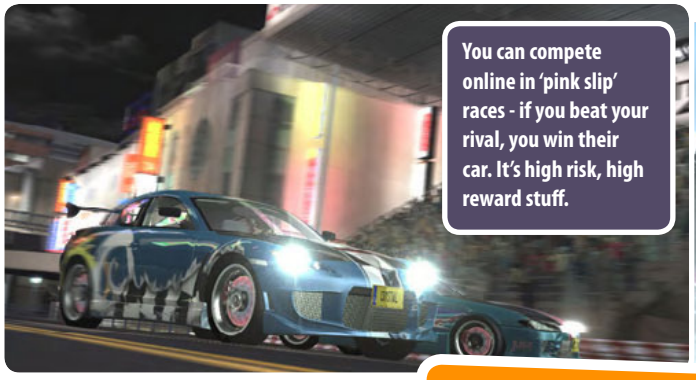


>Juiced 2 continued

alters depending on how you drive (and you're often informed of changes mid-race). If you're a crazy driver, constantly drifting around corners, smashing into other drivers and generally racing at high speeds, then your DNA will be 'wild'. At the opposite end of the scale is 'ice cold', for the clinical, more calculating racers. It's possible to have a healthy mix of the two if you're a mad drifter, but more cautious when overtaking, and there are a number of celebrities in the game with their own DNA, who you can challenge to try and win their own custom vehicles.

There's an unbelievable array of options when it comes to customising your car, and that applies to the game itself. With the career mode being so loosely structured, no two players' progress through the game will be the same, and indeed the top league has around eighty events to compete in, many of which don't even have to be attempted to 'complete' the game. So more casual players can get through the career mode in twenty hours, but it will take completists many times longer than that to 100% the game.

Then there's the small - or rather, large - matter of the online mode. Juice Games are hoping that PSN will have its own Juiced 2 community, and from what we've seen that's very much likely to be the case. It's not simply a tacked-on extra, the online mode has its own career mode, except you're racing against other racers rather than AI opponents. If you're struggling to beat a race in Career mode you can ask one of your friends to help out, while spectating is no longer a passive event - you can boo or cheer certain racers three times during a race (which affects their nitrous boost meter) or take part in real-time betting - with odds changing throughout the race. In theory, you could create a hustle, by getting a skilled mate to hang back during a race to push the odds out, whereupon you could place a bet and cash in when he zooms past the pack and takes first place. We've simply not enough space to mention all of Juiced 2's features, but we're amazed by how impressive the whole package is looking. We should have a review next month, but we're recommending you get your pre-orders in now. If you're a racing fan, you're not going to want to miss this! ●



You can compete online in 'pink slip' races - if you beat your rival, you win their car. It's high risk, high reward stuff.



There's one challenge in the game where you have to beat your rival by less than one second. It's a great idea, and really exciting to watch two racers battling it out.

"There's an unbelievable array of options when it comes to customising your car"



You can add sponsors' logos to your vehicle and get a discount on their products - there's a limit on how much you can change the official logos, though.



P3Zine Juiced 2

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Stranglehold

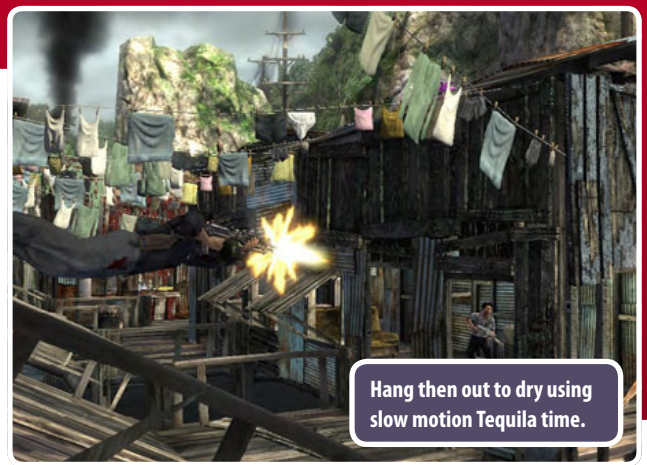
P3Zine GOLD

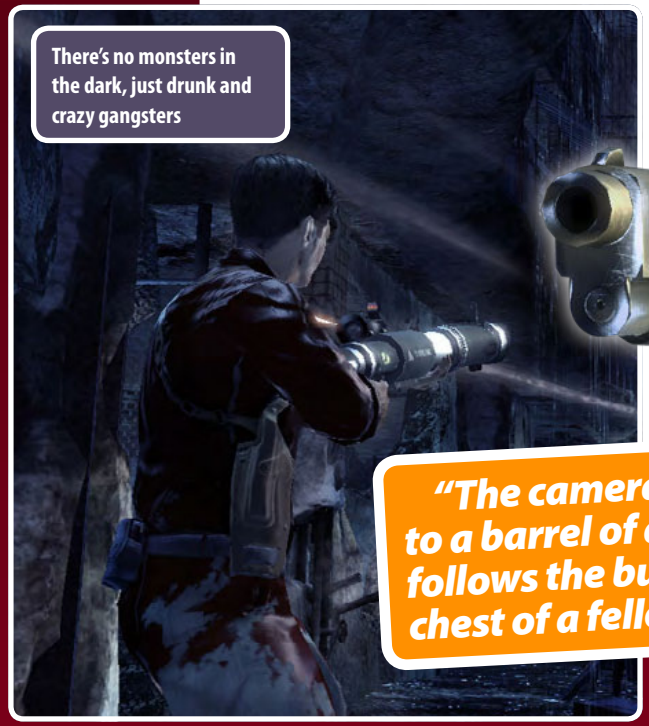
The bullet ballet hits PS3 straight between the eyes...

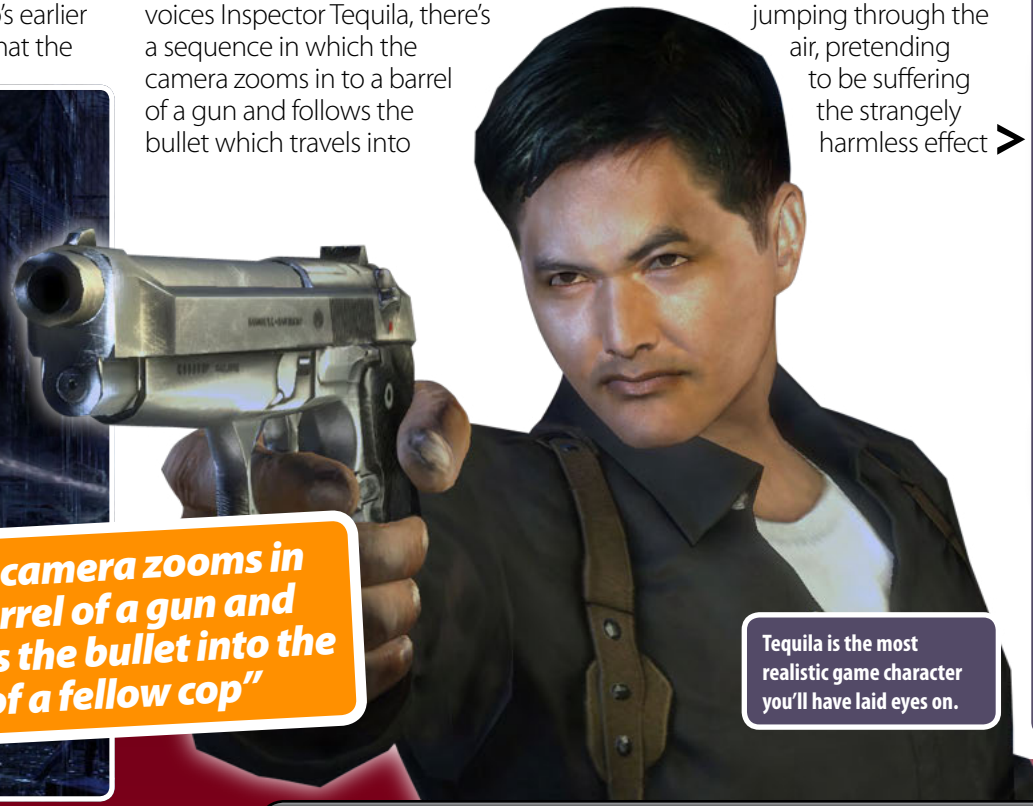
Publisher: Midway
Developer: Midway
Heritage: Mortal Kombat
Link: www.midway.com
ETA: September 28th

It was always going to happen. Sooner or later, John Woo was going to wake up to the fact that every man and his dog had taken his classic mix of slow motion violence and wedged it into a video game. Max Payne is the closest reference point, with dual pistol air battles reminding everyone of films like Face Off and Woo's earlier hit Hard Boiled, which is what the Stranglehold universe is part of.

The man on a mission is Inspector Tequila who is essentially, to Woo's action movies, what Riggs is to Lethal Weapon. But there's no wisecracking comedy in Stranglehold. Straight from the amazing intro sequence in which Woo stape Chow Yun-Fat voices Inspector Tequila, there's a sequence in which the camera zooms in to a barrel of a gun and follows the bullet which travels into the chest of a fellow cop. It's brutal stuff, accompanied by Woo's visual trademarks such as flying doves, dramatic pistol standoffs and explosions which send bodies flying like projectiles escaping from a nail bomb. It's like the A-Team but with the kills seen in glorious close up, not hidden behind men jumping through the air, pretending to be suffering the strangely harmless effect >


Hang then out to dry using slow motion Tequila time.


There's no monsters in the dark, just drunk and crazy gangsters


Tequila is the most realistic game character you'll have laid eyes on.

"The camera zooms in to a barrel of a gun and follows the bullet into the chest of a fellow cop"

SKELETON SHOOT-OUT!

Mahem in the museum



Tickets | Exhibits | Snippets

Tickets

Christ, it's a natural history museum! Hasn't anyone thought of the needless destruction which has an effect on the very culture and fabric of civilised society. Perhaps once these goons have been destroyed, Tequila can break out the super-glue...


Firing weapons in small spaces works for Tequila but not in real life, people

>Stranglehold continued

of a hand grenade.

After the brilliant intro sequence, the visuals seamlessly link into the game. You're in charge of Tequila and sent, undercover, into the gangland which saw your fellow cop murdered. The first twenty minutes will be spent panning the camera, observing the rain soaked neon streets of Hong Kong. For fans of Woo and Hard Boiled, it's a dream come true - a living, breathing film set which you've seen countless times before. This time around, you're in it and it feels great to be the star. Take charge of Tequila and you can leap through the air in slow motion and take time peppering enemy knee caps with your bullets. Jumping over boxes, sliding over tables or rolling around the floor is effortless and always looks stylish. Even a bad player can create a ten second scene worthy of a blockbuster film - the animations just flow into each other. When things get hectic, you can feel slightly detached from the action because you're staring at the enemy reactions or your handy footwork instead of levelling your weapon at the enemy.

"For fans of Woo and Hard Boiled, it's a dream come true"

Off the streets, in crowded restaurants and bars, the action focuses on closer combat and turns >

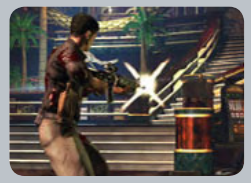


Chow Yun Fat hasn't aged a day.



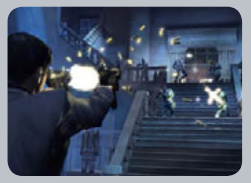
5 STEPS TO STRANGLEHOLD

It's all in a day's work for Tequila


JACKPOT! Hit the illegal casino and you'll find the heart of the mob.


HASTA LA VISTA! Go to the harbour and take aim at the explosive barrels.


THE PROFESSIONAL. In the museum, the gangsters wear armour and are military trained.


BULLET IN THE HEAD. You'll never have seen this many bullets on screen before...


BLOODY AND BROKEN. Near death, at night, Tequila still keeps the shades on.



>Stranglehold continued

into a senseless shoot out with auto-aiming dictating which enemies you kill, but there's a twist. Cut scenes like a seven enemy stand off ask you to kill everyone in a few seconds, with the aid of slow motion 'Tequila Time'. Move the cursor over the enemies as quickly as possible and you'll succeed. Fail and you'll need to seek cover and take them out one by one. Adding to the gun play is the option to follow a bullet as it leaves your gun and enters an enemy. Seeing a bullet fly and hit the forehead of a gangster as his face fills your screen is gruesome but not half as bad as witnessing a miss which shows his neck, leg or scrotum in close up as bullet metal meets skin.

The levels are punctuated by a genuinely interesting plot which has clearly been directed and influenced at every stage by John Woo. At a time when the likes of Spider-Man 3 and Transformers have disappointed when compared to the lofty expectations of film fans wanting something as good as the films they love, Stranglehold shows how a film to game conversion should be done.

The only minor downside to the glitz and fast paced action of Stranglehold is that it's over in a flash but there's incentives to play again on harder difficulty levels. Online play isn't really needed and hence doesn't really work in a game intended to be played by a single player in just two or three sittings. Also, US players have access to a special edition which includes a HD edition of Hard Boiled on the same Blu Ray disc as the game. These are minor criticisms of a game so shockingly good, it should be up there with MotorStorm on your must-have list.

Richard Melville

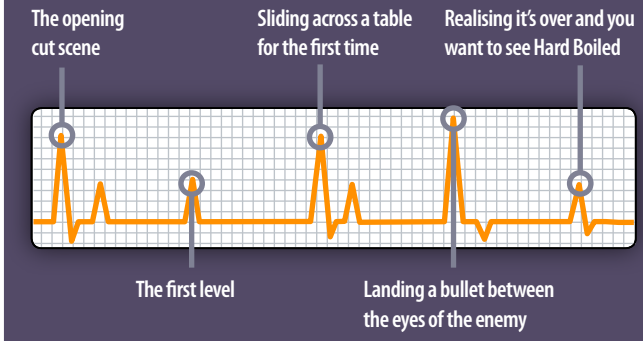
> ***"How a film to game conversion should be done"***

Next Gen?

There's shocking violence which is clearly next gen. See the bloody spatter spray like water, stain clothing and choke enemies so realistic, you'll wince as they fall to their knees, clutching a punctured jugular. The eyeballs will look at the wound and then slowly close as they collapse - you'll never have seen death in this detail before.



PULSOMETER *Signs of life*





Even a machine gun can't stop you diving and shooting him in the nads

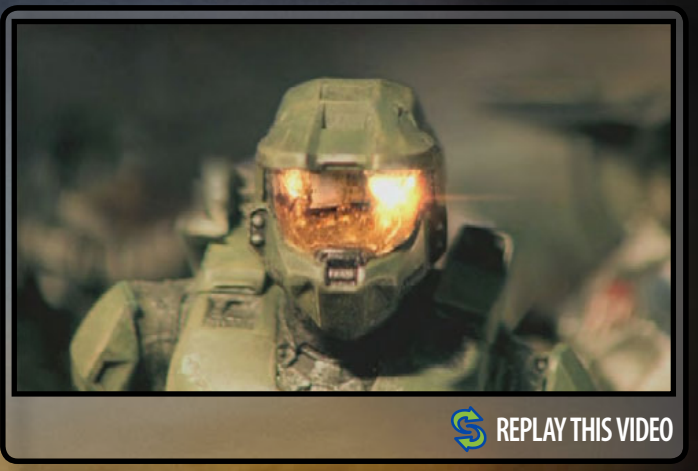
P3Zine Verdict

Better than your favourite Woo film

+ Atmospheric visuals
+ Exciting gameplay
- A bit short

92%

A hero never dies



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15

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26th September 2007

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Warhawk

P3Zine GOLD

Ultimate online warfare from the creators of 'God of War'.

Publisher: Incognito Inc
Developer: Sony
Heritage: Battlefield, Warhawk (PSone)
Link: www.us.playstation.com/Warhawk/
OUT NOW

For a game with such a troubled genesis, it's utterly astonishing just how good Warhawk is. After tales emerged from developer Incognito Inc detailing internal bust-ups, and the complete inability to create a decent single-player mode, faith in this supposedly flagship Sony title was at rock-bottom. But we needn't have worried - the producers simply jettisoned the solo-player mode completely, concentrating their efforts on the ultimate multiplayer-only experience and the gamble has paid off massively. Put simply, if you have a broadband connection and a PS3, you'd need to be stark raving mad not to buy this game.

The key to its brilliance involves two distinct factors. First of all there's the way the developers have cherry-picked the best elements from EA's Battlefield franchise - the open world, the support for masses of players, the weapons, the vehicles - then there's the console >



The first time a new weapon is collected, basic instructions on its use are displayed on-screen.



Better tool up if you're thinking of blasting that enemy Warhawk out of the skies. Look for a rocket launcher.

"If you have broadband and a PS3 you must buy this game"



The heavy machine gun mounted on the jeep is capable of ripping an enemy soldier to shreds in seconds.

WARHAWK HIGHLIGHTS *The best bits of your first game*



YOUR MAIDEN FLIGHT
Getting to grips with the Warhawk takes time. Average life expectancy for a first-timer? 20 seconds.



CAPTURING THE FLAG
Fighting your way into an enemy base and swiping their standard isn't easy with 16 enemies gunning for you.



MANNING THE DEFENCES
Your base's anti-aircraft turrets can easily make short work of any enemy Warhawks, but you're a sitting target.



MULTIPLE LOCK-ONS
Fire up to five guided missiles from your Warhawk towards one target by holding down L2. Then sit back and chuckle.



URBAN WARFARE
Stay on foot and fight your opponents man-to-man. Warhawk's arcade-style combat never disappoints.

>Warhawk continued



A hover mode strafing run through the narrow garden of the Devastated City.

background of Incognito itself. This is the company behind Twisted Metal and God of War. They know what makes good gameplay. They know what PlayStation gamers want, and how to deliver. The result is an online arcade game second to none, a complete virtual battlezone being played out via PS3, a title offering epic multiplayer action that effortlessly outquaffs anything else seen on console.

Joining the fray is easy enough - just refresh the server list, see what games are available and join the one you fancy. You can sort the list by every imaginable variable: number of players, server speed relative to your internet connection, level, and game type being just four of them. The only way this could have been improved is with better player management - often you'll be too late to join a game. By the time you've found a suitable server, all the slots are full, leaving you out in the cold. Also, better options for setting up a private server for clan gameplay are sorely missing. We can see both of these being patched in a future update.

In terms of game variations on offer, there's the typical Deathmatch and Team Deathmatch options, the inevitable Capture the Flag and also a new option: Zones. This mode sees you occupying key territories across the map, building up your score until a set target is reached. Incognito has also included a Dogfight option too. This eschews ground-based battling in favour of a completely aerial conflict, where the eponymous Warhawks fight it out.

Once you're into the game proper, you realise just how important Warhawk is. Graphically, it's excellent - the open world is solid and fully realised, stretching out as far as the eye can see without any pop-up or glitching graphics. Rock solid 30fps update too. Audio is brilliant as well, in particular the sound effects, with everything presented in completely uncompressed 7.1 surround sound, certified by THX no less.

But where the game truly scores is in its gameplay. What makes Warhawk so cool is the fact that the gameplay is truly balanced. >

The PS3 gets a workout with Warhawk.



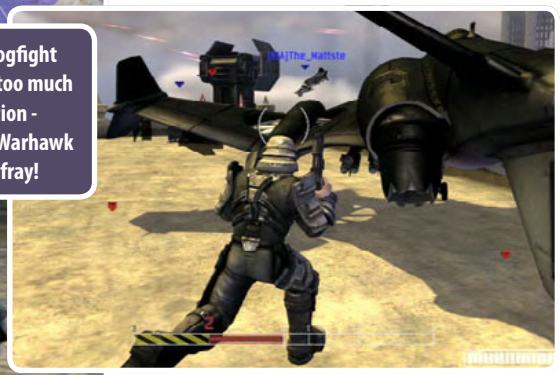
Next Gen?

Warhawk is undoubtedly a great example of the power of PlayStation 3. The fact that it easily copes with 32 players simultaneously is impressive enough, but check out the power of the engine that runs this game's open world. There's no artificial limit on how far you can see, and no matter how much action kicks in, Warhawk's graphics are always as smooth as silk. It's a brilliant technical showcase.

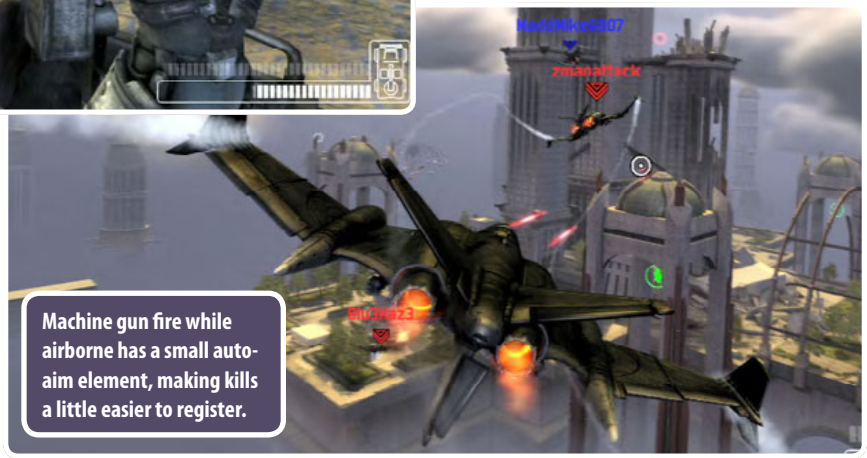




A pilot on the blue team bails from his Warhawk before your gun blasts his aircraft to smithereens.



A frenzied dogfight overhead is too much of a temptation - jump into a Warhawk and join the fray!



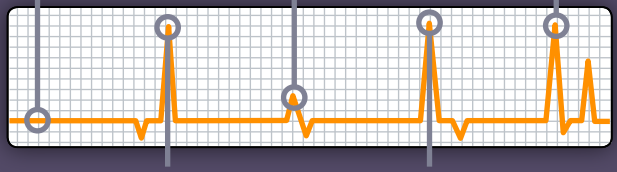
Machine gun fire while airborne has a small auto-aim element, making kills a little easier to register.

PULSOMETER *Signs of life*

Actually getting into a game can be challenging at times

... Except getting blown out of the sky all the time isn't fun

And the fine game balance will keep you busy for months



Once into the action, Warhawk grabs you by the balls. It's awesome...

Warhawk is packed with sensational next gen graphical moments

ENTER THE BATTLEZONE

Three ways to do battle in Warhawk



On Foot | **Behind the Wheel** | **Take to the Skies**

On Foot

You spawn into the world on foot - collect new weapons including sniper rifles, rocket launchers or flamethrowers. Then jump into a vehicle and zoom off into combat, or else engage in street fights, or man the base defences.

>Warhawk continued

Every vehicle, every weapon - they all have their strengths and weaknesses. The airborne Warhawks are fast, manoeuvrable and powerful - but even a foot soldier can take one down if he chances across a powerful rocket launcher. Jeeps can cross terrain very quickly and are a formidable force with a gunner onboard, but just one clean shot from a tank is enough to take them down. Even the weaker weapons have their uses - the basic knife, standard equipment for all foot soldiers, can kill in one strike, plus equipping it puts you into stealth mode, taking you off the radar scope.

Warhawk is a game tailored to getting the best from online multiplayer. The facility to make the maps smaller and more intimate for a lower number of players is just one example of how Incognito has put gameplay first. The only criticisms we have of the game involve limitations on the download version - only one account and one PS3 can play the game (so no sharing your download, not even with other members of the household). The Blu-ray disc version available from the shops has no such problems, and even includes the option to install multiple copies of the game on different PS3s for LAN tournaments. It might cost £20 more, but its lack of troublesome DRM limitations combined with the decent Jabra Bluetooth headset make it the one to buy.

And buy it you should. Warhawk is a gamer's game, a showcase of the state-of-the-art in online shooters, and it's totally exclusive to PlayStation 3. ●

Richard Leadbetter

P3Zine Verdict

Utterly brilliant. Warhawk is exceptional.

+ Up to 32 players online
+ Brilliant lag management
- No single-player support whatsoever

90%

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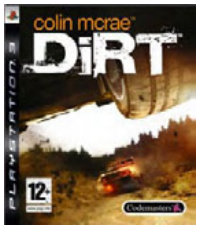
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READY FOR BATTLE NOVEMBER 2

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Colin McRae: DIRT

It might have been out on the 360 for a while, but now it comes to PS3

Publisher: Codemasters
Developer: Codemasters
Heritage: Colin McRae series, Worms
Link: www.codemasters.co.uk/dirt
ETA: September 28th

The Colin games we know and love have been successful but largely identical for the last decade. Creators Codemasters realise this and have sensed it's time for change and as changes go, Colin McRae DIRT is monumental. Originally featuring just a select group of rally cars on PlayStation 2 with typically gritty and overcast tracks, Colin McRae: DIRT has seen the competition and seriously upped it's game.

The first change you'll see is that in terms of a rally game, the rule book has been thrown out of the window and the term 'rally' has been embraced in all its forms. So instead of merely the trusty Subaru Impreza and a selection of European 4WD vehicles, there's trucks, beach buggies and sportier models to try out. In real terms, the game has become American and embraced the 'extreme' side of the rallying profession with a little help from US racing figures and licensed events such as the C.O.R.R - Championship Off-Road Racing - championship. It's not selling out, more realising that the likes of Burnout Revenge offer the kind of fast paced fun and destruction that you get while watching rally events on the telly. In terms of speed and fender bending chaos, rallying offers it all and now so does Colin McRae: DIRT.

The first overhaul is the handling which now feels free, and powerslides, tumbles or spectacular crashes happen at every corner. It's an effort to stay on the road

Next Gen?

The power of PS3 allows for the designers to really go to town on not just the car models, but the nuts and bolts you'll see littering the track. Ever seen a wing mirror bend, snap and hit your windscreen in a game before? Thought not. The track debris and exploding cars add a real sense of realism to the racing. You'll be checking rivals to see what bits they're missing...



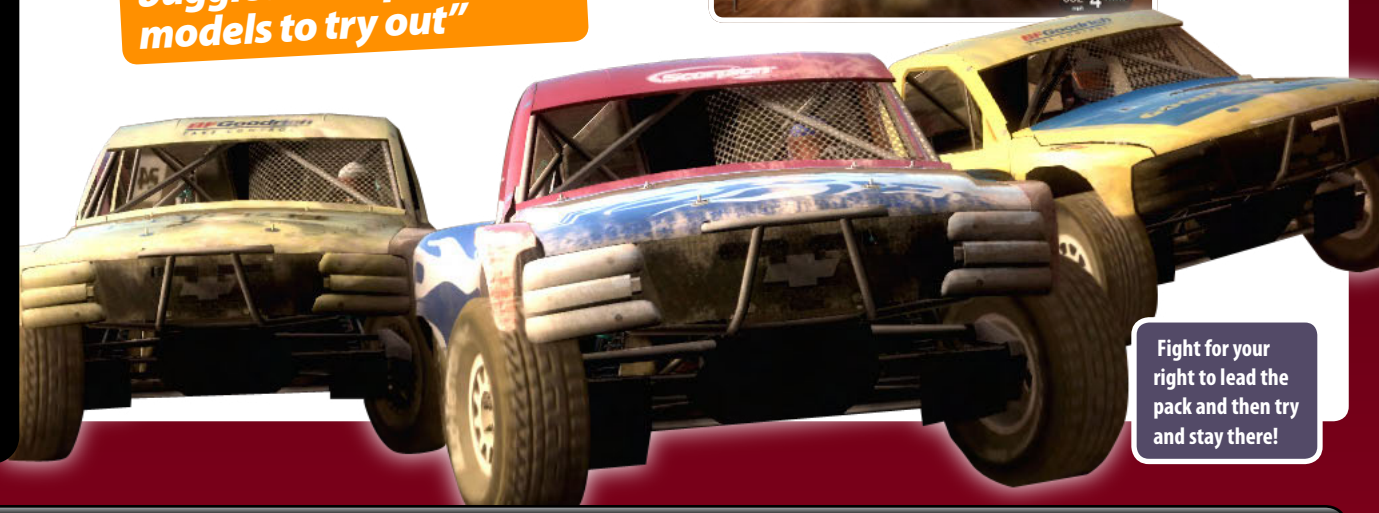


Time trials and test drives give you a chance to practise (and ogle the scenery).

Rallying gets extreme and is the better for it.



"There's trucks, beach buggies and sportier models to try out"



Fight for your right to lead the pack and then try and stay there!



LIFE ON THE RALLY TRACK

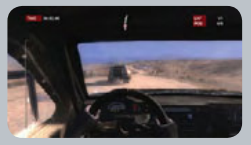
Get ready for powersliding through the desert



The replays give you chance to gawp at the scenery like this Grand Canyon inspired track.



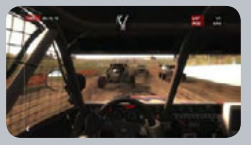
Powersliding results in a flurry of dust, sand and chunky dirt clouding your rivals' vision.



The in car view allows you to see stuff hit your windscreen but is as impractical as ever...



The sand looks so real, you'll stare and drive straight into the ass of someone else.



Suddenly, you realise the risks involved with the sport!

NEW RACES, NEW FACES

It's still McRae, but not as you know it



Trucks | **Buggies** | **Roll Cages**

Trucks

Forget dinky Fiat Unos, you'll be wanting one of these monsters! The trucks championship is a clash of the metal titans and requires effort and patience to succeed. You'll need to keep your speed up and never stop - acceleration isn't their strong point.

>Colin McRae continued

"Practically every element of your car can be tweaked"

and it's instantly apparent that Colin McRae: DIRT feels more like PGR or OutRun 2006 when it comes to handling. Practically every element of your car can be tweaked, however, so in terms of handling, you can tinker until you get bored or find a balance you're happy with. But tinkering and tweaking is not what the game is about this time around...

Much more fun than the stat screens are the stiff challenges like the hill climb which takes you through the Canadian rocky mountains to a beautiful peak. It's a stunning battle to get to the top and even harder to get into first place. The tight turns are made easier by on-screen arrows, a moving map and a scale which shows the distance to the finish line. The backdrops and impressive damage model look as good as Gran Turismo HD and there's a pace to the game which just hasn't been felt in the series before. Wheels, spoilers and glass fly overhead as you bundle through packs of rivals like a rugby captain after a few too many red bulls.

The buggies offer the biggest challenge due to their light bodies and high speed. The challenge is to keep the skeletal speedsters under control - one bad crash can kill your vehicle. The trucks meanwhile, are monsters on the road and steering these giants is a difficult and perilous task - like trying to move a freezer on a rocket powered skateboard.

Colin McRae: DIRT is a decent attempt to revive a series and inject the fun and spectacle of rivals. It might not be up there with MotorStorm but you won't find a better looking racer on PS3.

Richard Melville



Depending on your skill, car health and terrain, you'll think twice before jumping...

P3Zine Verdict

A fast and loose racer. Perfect for rally starved PS3

+ Amazing visuals
+ Varied tracks
- Slippy handling

85%

360Zine

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Stuntman: Ignition

Will you make the cut?

Publisher: THQ
Developer: Paradigm Entertainment
Heritage: Pilotwings 64, SpyHunter
Link: www.stuntmanignition.com
ETA: September 28th

Stuntman: Ignition is a throwback to a time when men were men and games were so hard that they weren't ever meant to be completed. Sure, it has concessions to the modern era (a five-strikes-and-you're-out system replacing the original's punishing approach of failing you for a single error), but this is still old-school tough stuff.

Starting out as a rookie stuntman, you're soon called up by a British director to do some daredevil driving for a Dante's Peak-esque disaster pic. Rather than easing you into proceedings, this opener is as tricky an introduction to a game as we can remember. After the shout of 'action', you need to speed through the movie set, performing stunts according to the helmer's bellowed directions. So you might be called to scrape the door of an oncoming car, before drifting round a sharp bend, leaping over some liquid hot magma, and squeezing under a falling tree as you land. This might not seem too hard, but often the directions come in so late that you need to have ninja-like reactions to hit the stunt markers. Before you know it, you've driven into the lava or off the set, which is instant-failure time. And so you restart, and get a little further, then restart again, and get close to the end before messing up. Finally, you reach the end of the run, only to be chastised by the director for such a mundane routine, with a pathetic two-star rating for

"You need ninja-like reactions to hit the stunt markers"

I think the car may have been tinkered with.



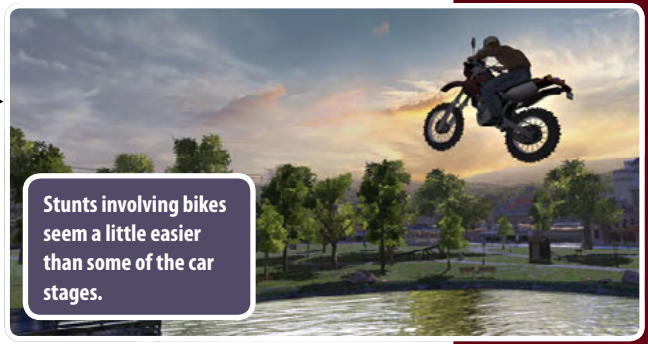


Explosions? Check. Flying car? Check. Trashed vehicles in your wake? Check. This one's looking like a good run.

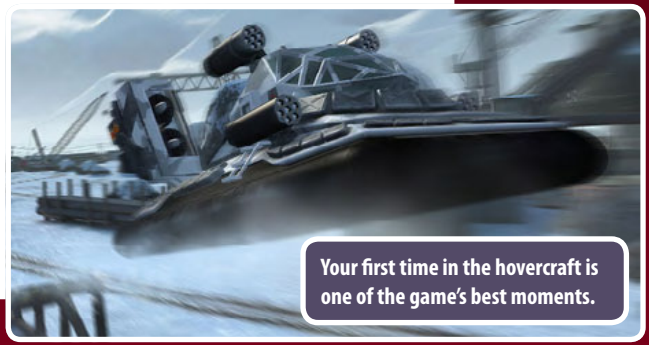
Next Gen?

In truth, Stuntman: Ignition doesn't do anything radically new to make it a next-gen title, it's just got a level of polish and a level of additional content that defines this generation of consoles. The extra processing power simply allows the stunts to look much more exciting, with particle effects, explosions and the Havok physics engine making for a real spectacle.





Stunts involving bikes seem a little easier than some of the car stages.



Your first time in the hovercraft is one of the game's best moments.

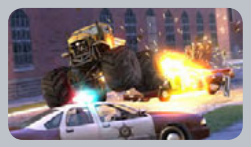


HOLLYWOOD, OR CUSSED?

These flicks will have you cheering when you pass...and swearing when you fail.



DANTE'S GEEK
Disaster film Aftershock is helmed by a Brit director who's convinced he's got a magma-sterpiece on his hands.



HAZZARD BOUNTY
A hick-snorting car-chase extravaganza with some hillbillies putting their Dukes up against the cops.



OMEGA POWER
Strike Force Omega has huge leaps, massive explosions and a star with an ego even bigger than his biceps.



CRIME PAYS
Overdrive is a Seventies thriller with driving to match The French Connection and Bullitt.



SPY STUNTER
The Bond film of the piece, Never Kill Me Again sees you getting into some hover bovver.

PRACTICE MAKES PERFECT

Gain your chain in minutes a day...



Dry run | **Movie magic** | **Odd jobs**

Dry run

In career mode, you can practice any stunts you're having problems with in a backlot area away from the hollering of the demanding directors. It's particularly worthwhile for the signature stunts that define each scene - good performances here can get you a nomination for the World Stunt Awards.

>Stuntman continued

your so-called success.

You see, the key to getting those five gold stars for a truly stunt-tacular performance is to string moves together in a chain that lasts the duration of the entire level. Which means you need to dodge, weave and skid between each director-requested manoeuvre to add to your score multiplier. It takes some real skill to achieve the highest rating, particularly as you've only got two seconds between each move to keep the combo going. And it's not as if you've only got one type of vehicle to master - motorbikes, hovercrafts, and nuke-carrying trucks all handle very differently.

Yet all this is part and parcel of what makes Ignition so great. Sure, it's not easy - but nail a run and you'll be jumping higher than the monster truck you just launched over that trailer. Even better, getting a perfect five-star performance feels utterly triumphant - the subsequent replay makes all the toil worthwhile. And even in the early stages when you're scraping through with one or two-star results, the movie trailers that play after completing a film are a suitable reward, pastiching their chosen genres beautifully, and occasionally hilariously.

The fact that you can instantly - and we mean instantly - restart a failed run, and the game's charming presentation and cracking sense of humour, mean that Stuntman: Ignition generates a sense of goodwill, even as it's committing the gaming equivalent of repeatedly kicking you in the balls. No mean feat, that. And, with a decent multiplayer mode, a flexible stunt construction kit, and the replay value in truly mastering each run, it delivers plenty of bang for your buck. Explosive stuff.

Chris Schilling



The director of Whoopin' and a Hollerin' II offers you his sister's number in return for a good performance. Nice.

"Getting a five-star performance feels utterly triumphant"

P3Zine Verdict

Visceral, vehicular violence - but not for the frustrated.

+ Clever movie pastiches
+ Decent presentation, some stunts look amazing
- Very unforgiving

81%

PCGZine

MEDAL OF HONOR: AIRBORNE
Drop in for our review of EA's latest

BIOSHOCK REVIEW
As good on the PC as on the Xbox 360?

FALLOUT 3
The Oblivion developer returns

MMORPG SPECIAL
WoW: Lich King, Mythos & many more



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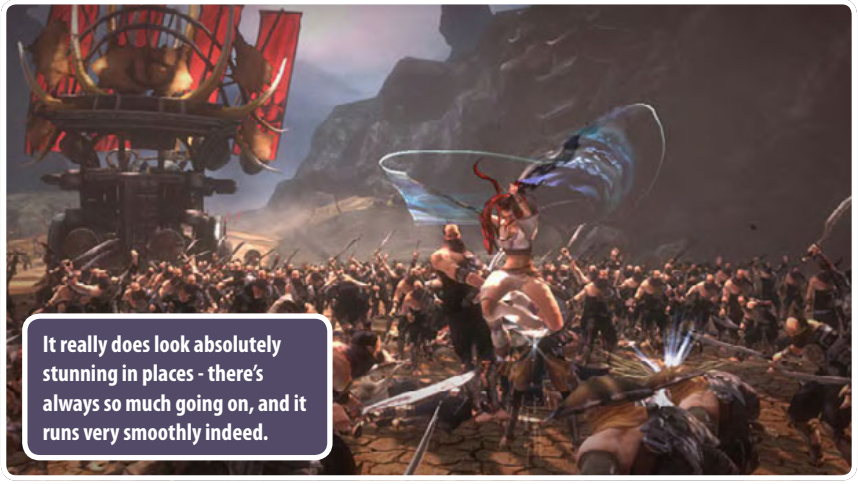


Publisher: Sony Computer Entertainment Europe
Developer: Ninja Theory
Heritage: Kung Fu Chaos
Link: http://www.heavenlysword.com/
OUT NOW

Heavenly Sword

Goddess of War

Forget Lair - this is the game to make the most of your uber-expensive HD setup. Heavenly Sword cost a packet to make, and looks like it was worth every penny - with fully motion-captured story sequences showing astonishing detail, and the in-game brawling shunting round hundreds of enemies at once. Central to all this is heroine Nariko - a beautiful protagonist who becomes a whirling dervish in battle, casually tossing aside opponents in a maelstrom of kicks, flips and jumps. The fighting may appear show-offish, but it's relatively simple to learn, and more intuitive than many of its genre forebears. Blocking is often simply a matter of adopting the correct combat stance, whereupon Nariko will automatically parry any incoming attacks.


It really does look absolutely stunning in places - there's always so much going on, and it runs very smoothly indeed.

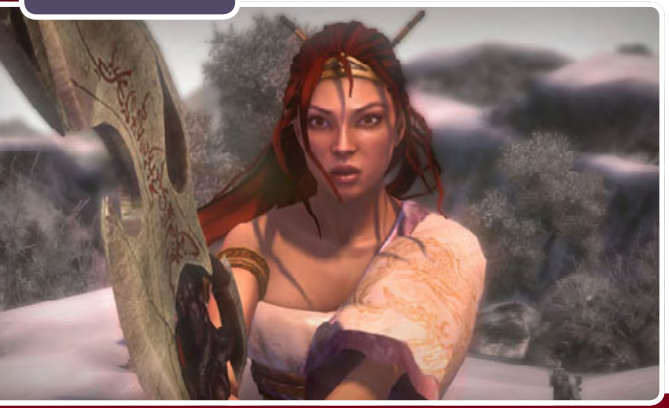
It has a decent tale to tell, too - and it's conveyed beautifully in the plot-furthering cutscenes, with the lip-synching in particular being... well, better than Britney again. It all screams 'EPIC' at you in giant, capital letters. All apart from the game's length, that is. Clocking in at around eight hours (and you're lucky if you can drag it out that long), unfortunately Heavenly Sword is over all too soon.

Granted, at least it doesn't outstay its welcome, which may have been the case had it carried on much longer. While the combat is initially satisfying, it's more Dynasty Warriors than Devil May Cry - there's no real advantage in learning all the techniques when simple button-mashing will do for most enemies. And when the game tries to vary things, the results aren't always successful - the Sixaxis-guided projectile shooting is terrific fun at first, but used far too often.

Yet that story - and the luscious looks - just about carry you through to the finale, and there's a new difficulty level to try out once you're there. While it's hardly a standard-bearer for PlayStation 3, Heavenly Sword is certainly an experience you'll enjoy - just don't expect to be completely fulfilled when the credits have rolled.

Chris Schillir

There's been a lot of talk about Nariko's hair and its individual physics system, but we think it looks out of place on an otherwise realistic character.



SIMON SAYS...

Quick-Time Events are here to stay

While some recent games rely too much on the reaction-test sequences known as QTEs, Heavenly Sword incorporates them intelligently, using them relatively sparingly, and judging their difficulty perfectly. Clearly Ninja Theory see them as a supplement to the fighting rather than a replacement for it. Kudos.


The Power stance is probably the one you'll use most often - as its name suggests, Nariko's attacks do much more damage.

P3Zine Verdict

Breathtaking but brief

\+ Great story and blockbuster feel
\+ Jaw-dropping looks
\- Shallow and short

80%



Publisher: Sony Computer Entertainment Europe
Developer: Factor 5
Heritage: Turrican, Rogue Squadron II & III
Link: www.us.playstation.com/Lair/
ETA: 19th October

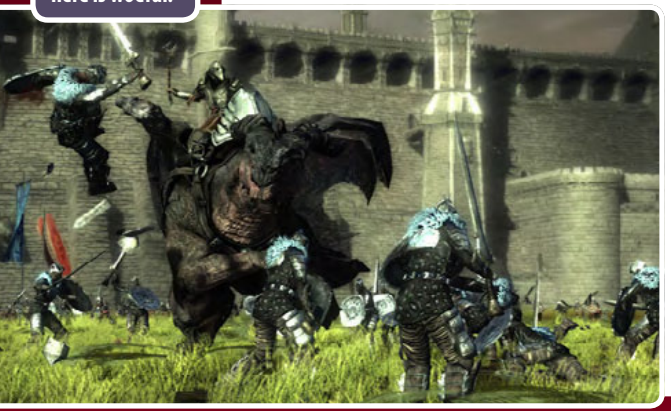
Lair

Doesn't half dragon...

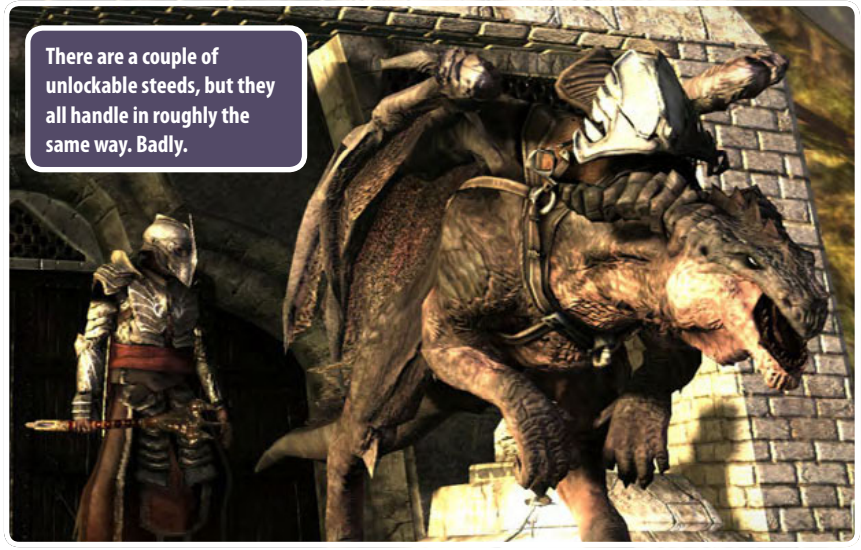
On paper, Lair is the sort of game of which dreams are made. From the makers of excellent GameCube game Star Wars: Rogue Squadron II, a game where you get to ride a dragon, toasting enemy soldiers and engaging in mid-air scraps with other fire-breathers, what could possibly go wrong? Everything, as it turns out - Lair is an unholy mess that's become such an embarrassment for Sony, that it has sent out a 21-page 'reviewer's guide' to presumably assist videogames journalists in figuring out exactly what the hell is going on.

The only reasonable place to start is with the controls. For some reason, Sony has decided that the game should use the Sixaxis' motion-sensing capabilities for movement, with no option to revert to traditional analogue control. It's being kind to say that this decision was misguided - the dragons handle like tanks, with some of the more elaborate moves failing to work half the time. Fancy doing a 180 degree turn? You'll be lucky not to boost forward into a rock face. Not only that, but the camera seems keen to point in the most unhelpful direction possible - lurching and wobbling all over the place like Britney at the VMAs. It's not as if the visuals can make up for the abysmal gameplay - the frame-rate is choppy at best, and you have to enable the monochromatic 'rage vision' to pick out your enemies from your allies. If it played itself, Lair would be a decent showcase for a high-end audiovisual setup, but in motion it looks incredibly shoddy. It's tempting to feel sorry for Lair, as the story shows some promise, but any sympathy is obliterated when it blatantly reuses elements of the Rogue Squadron games, and then seeks solace in the last bastion of the creatively bankrupt - the stealth level. Flaming terrible.

Chris Schilling



Don't get us started on the on-foot combat. You can munch enemies to gain energy, but the camera here is woeful.



There are a couple of unlockable steeds, but they all handle in roughly the same way. Badly.



The story about the fight between the Mokai and the Asylian is not too bad - apart from the fact that you have to play the game to see what happens next.

SOUND'S GREAT

Every cloud has a silver lining

While the rest of the game feels like it was cobbled together at the last minute, there's one department that can congratulate themselves on a job well done. While the onscreen action is laughable, the music team do their very best to create excitement with a genuinely epic soundtrack that deserves to score a much better game. There are rumours of an OST release soon, so you're best just picking that up instead.

P3Zine Verdict

Dead in the air

\+ Soundtrack is excellent
\- Camera is horrific
\- Controls are even worse

40%

HGZine PSP & DS games

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FIFA 08 vs PES 2008
THE FOOTBALL GAMES
FACE OFF ON PSP AND DS
DRAWN TO LIFE SEGA RALLY
CRAZY TAXI SPYRO
SONIC AvP MY SIMS





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



SingStar

The karaoke king swaggers and slurs it's way to PlayStation 3

Publisher: Sony
Developer: London Studios
Heritage: SingStar series
Link: www.playstation.com
ETA: November

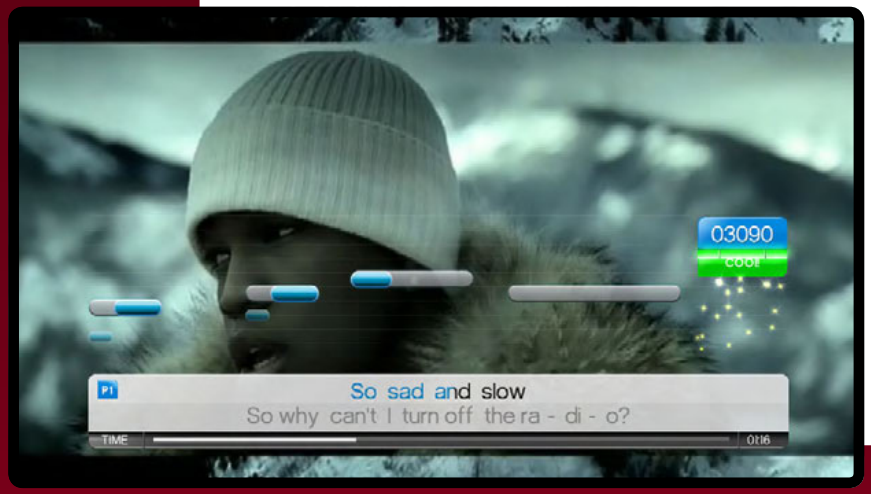
It's that time of year again. The days are darker, Christmas is looming and friends are set to visit your house with a bottle of vodka in return for doing karaoke on your PlayStation. The key difference this year is that the fun will take place on PlayStation 3, offering next-gen karaoke.

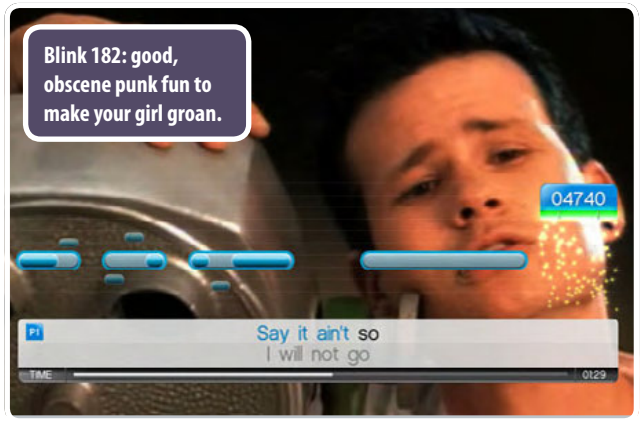
The key question is, do we need a next-gen version of what is, essentially, a console version of a pub sport? Well, SingStar on PS2 was miles better than getting one of those giant speaker-box-recorder thingies from Argos and, well, those singalong-to-the-hits DVDs from the nineties were terrible.

So what does the PS3 bring to the drunken gaggle of girls wanting to roadtest a few belters before doing their live set at Yates? The intro scene gives away little. A suspiciously Hollyoaks cast sing along to Wolfmother's Woman and there's a few camera fades which show the new range of every fashion from Top Shop. Enter the game and you'll see video previews instead of the album covers - there's 36 songs included but - impressively - you can download up to 3000 from the SingStore online catalogue.

"You can download up to 3000 from SingStore online"

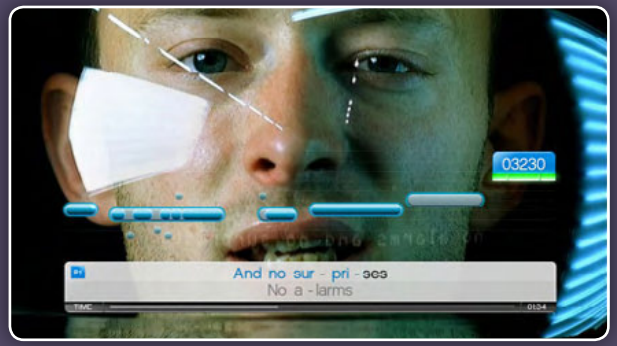
The other difference is the camera function - it's disturbingly decent, especially when viewing your efforts on a HD TV. Sony have enabled the clips of you singing and dancing like a monkey to be uploaded to anywhere be it the internet, a memory stick or your PSP so you can show your mates on the bus. Yes, SingStar on PS3 has fully embraced >





SINGSTAR SINGS THE BLUES

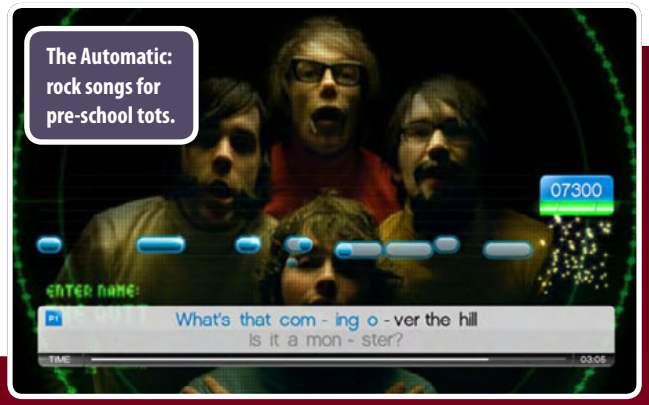
It had to happen eventually, after the party had started...





Thom

Look, it's Radiohead's Thom Yorke, drowning in a space helmet. At the end of this video, Thom had a bit of a panic as he nearly killed himself in the name of MTV. Sorry, we mean in the name of art.



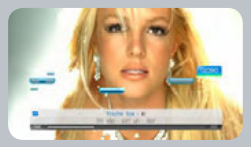


WHERE ARE THEY NOW?

A rundown of SingStar's biggest stars...



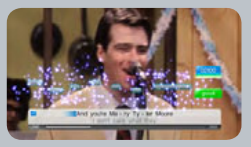
BLINK 182 - dissolved into two bands, +44 and Angels & Airwaves.



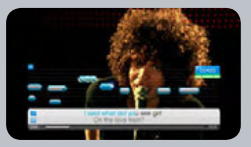
BRITNEY SPEARS - In LA, getting hair extensions and preparing her new album.



THE AUTOMATIC - playing universities and tea shops, trying to make money.



WEEZER - dissolved after band fights and hooker related disgrace.



WOLFMOTHER - supporting the Rolling Stones, winning awards and pretending to be Led Zeppelin.

>SingStar continued

every aspect of the online revolution but - BUT! - haven't we already seen people do this themselves via webcams, a ghetto blaster and YouTube? And that's before we mention GarageBand...

In terms of the song selection, there's a good base of indie, rock and pop. There's the expected (Coldplay, Britney, U2) and the surprising - Blur's low key Coffee & TV is here and er, Twisted Sister's We're Not Gonna Take It which is, under any circumstances, unbelievably shit. Genre classics such as Blink 182's All The Small Things and Weezer's Buddy Holly show off the brilliance of HD video but there's not much you won't have expected. Apart from Monster by The Automatic.

For fans, this is the best SingStar by a slim margin with a slightly more mature line up of artists, targeting accountants who listen to XFM and grew up on Blur, The Cardigans and Supergrass but have since moved on to Wolfmother and The Fratellis. There's no cheese here, it's not allowed on the hyper sophisticated PS3. Not until 2010 when a PS3 costs 49 pounds and your mum has one in the kitchen, that is.

"The best SingStar yet with a slightly more mature line up of artists"

So, this is a polished and online version of SingStar which is great for youth clubs, indie discos, house parties and that Christmas occasion where your friends come along with that bottle of cheap vodka. They'll confess that they've practised and after the party, you can blackmail all attendees with that disturbingly decent footage you've got of them, singing Lovefool with wild eyes and triple chins wobbling.

Richard Melville

Next Gen?

The HD videos are the only thing that makes SingStar truly next gen. You'll watch some of them all the way through just for old times' sake and maybe spot a surprise or two which you didn't catch on standard definition MTV the first time around...





Gulp, it's The Community. Like MySpace but even more competitive and a bit like the EuroVision song contest.

P3Zine Verdict

Big, loud and as embarrassing as ever - now in HD

+ HD Videos
+ Decent song selection
- Not enough songs

80%

Blu-ray reviews

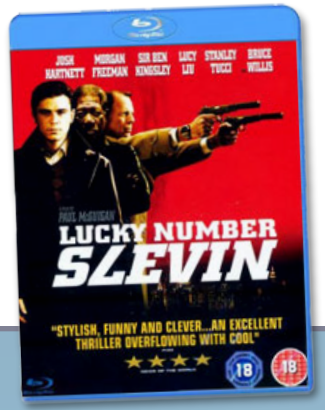
Jason D'Aprile rounds up the latest releases...



Lucky Number Slevin

Entertainment in Video
Making of video, deleted scenes and alternate ending, actor, writer, director commentary

An all-star cast and clever plot and direction help make Slevin a remarkably entertaining take on the crime genre. This story of a hapless everyman sucked into a hitman's plot to play two crime bosses against each other is fast and fun. It looks good, and has a fair number of extras as well, making it a primo choice to check out.



P3Zine Verdict
A fun and entertaining criminal endeavour
+ Excellent transfer
+ Solid extras
85%



Wild Hogs

Buena Vista Home Entertainment
Director and writer commentary, making of videos, alternate ending, deleted scenes, outtakes.

Possessing all the wit and intelligence of a bad American sit com, Wild Hogs starts with a great idea, but doesn't have a clue where to go with it. Given how popular motorcycles have become in the US (particularly among middle age men), the movie didn't have to reach so far into the depths of improbability and really bad slapstick, gay jokes, and cliché. On the flipside, the transfer is exceptional and a few of the jokes work, but that's hardly enough to save it.

P3Zine Verdict
Makes Torque and Biker Boyz look intelligent
+ Excellent transfer
− The movie
50%

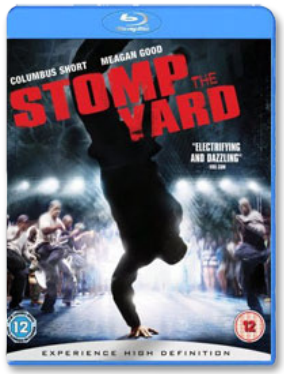


Reign of Fire

Buena Vista Home Entertainment
Director's commentary, making of videos, trailers

Very much an end of the world movie, Reign of Fire didn't turn out to be the all-out dragons vs. tanks movie the previews promised. Instead, the story focuses much more on the characters who try to survive in the scorched English countryside of 2020. Granted, Reign isn't a great movie, but there's enough great looking action and cool monster effects to make it a satisfyingly good time. The HD transfer is amazingly good, and the movie has never looked better.

P3Zine Verdict
Still an enjoyable flight of apocalyptic fancy
+ Great monsters
− Pacing is slow in spots
80%

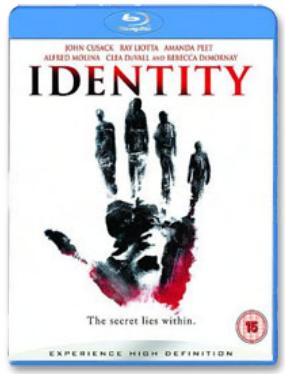


Stomp the Yard

Sony Pictures Home Ent.
Filmmaker commentary, gag reel, extended dance sequences, deleted scene, making of video

Unabashedly containing every cliché you can think of for a "troubled youth makes good" movie, Stomp the Yard gets by purely on the appeal of its dance sequences. The story almost threatens to overwhelm the real attraction here, but the performances are surprisingly good nonetheless. The dancing, however, is amazing and makes the movie worth checking even for those who otherwise wouldn't touch this sort of drama.

P3Zine Verdict
Dancing maniac makes good!
+ Dance numbers
− So... many... clichés
75%



Identity

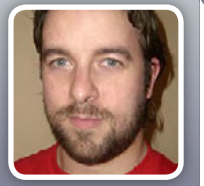
Sony Pictures Home Ent.
Director's commentary, deleted scenes with commentary, storyboard comparisons, making of video

Still one of the most clever and offbeat takes on the overdone serial killer motif, Identity is farfetched, but manages to continue to be engaging even after the big reveal two thirds of the way through. Great performances, a creepy atmosphere, and an original hook make Identity worth watching more than once. Sony's Blu-ray transfer is top notch as usual, and the predominantly dark, rainy scenes look great.

P3Zine Verdict
Creepy and original
+ Great cast
− Not a very realistic twist
77%

THE COMEBACK BEGINS

Sony starts to flex its multimedia muscles



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

It's not been the best year for Sony - I think even the company itself would admit that. While the PS3's European launch went very well, and despite an overall sense of satisfaction from those who've adopted the console within its first six months on the market, the PS3 is languishing behind the Xbox 360 and Nintendo's amazingly popular Wii worldwide. Sony claims that it has planned for this, and that the PS3 will start to come good soon enough, but it has almost certainly failed to live up to the lofty expectations of many within the industry. Adding to the malaise are problems with multiformat ports - delaying the PS3 release of many titles by as much as six months after their 360 bow. And then you've got high-profile disappointments like the visually-impressive but shallow Heavenly Sword, and the pretty woeful Lair. Still, the only way is up, and indeed the Games Convention at Leipzig saw Sony taking giant strides towards a valiant fight back, with several announcements which should ease the worries of PS3 owners.

Buzz: Quiz TV is due in March.

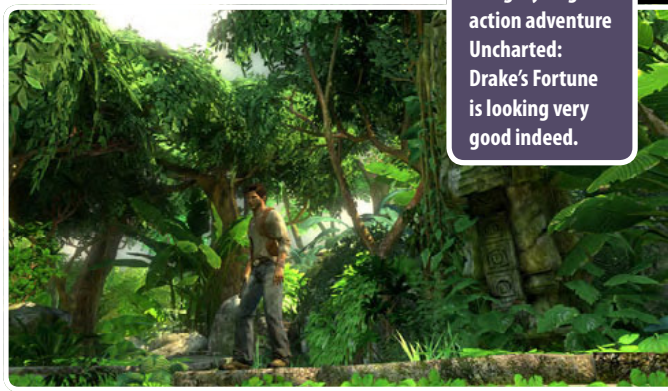


Fun and games

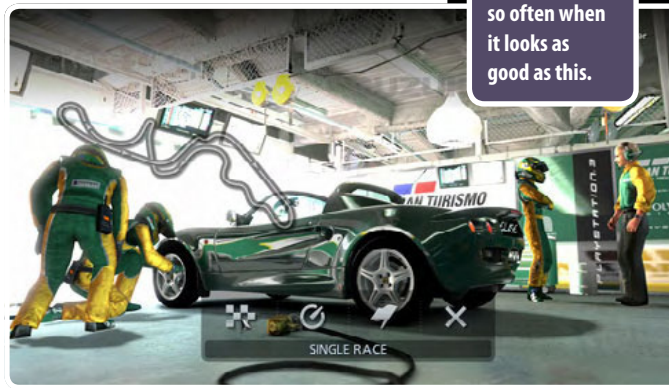
For starters, there was the revelation that early next year will see the arrival of a TV tuner with PVR software for the PlayStation 3, allowing you to record your favourite programmes to the HD to rewatch at your leisure. Suddenly, that 60GB of space doesn't seem like such a bad idea, does it? If you're a PSP owner too, it gets even better - brilliantly, you can remotely set your PS3 to record programmes with your handheld via Wi-Fi, or send pre-recorded shows to watch on the move by connecting your PSP up to your home console via a USB cable.

Perhaps the more important news was game-related though. Buzz: Quiz TV was the first big story - the PS3 version of the PS2 smash looks set to dwarf its predecessor in terms of content, with a series of different 'quiz channels' allowing players to tackle a number of different subjects. With downloadable question packs planned, the only thing holding the original back from greatness - the relatively short time before questions repeated themselves - has been eradicated. The second item on the good-news-agenda was the announcement that Gran Turismo 5 Prologue will hit the console before this year is out. Hopefully this should satisfy those disappointed at the delays to the release of the full game, though it would need to have more content than the overpriced prologue edition to GT4. And for those concerned about the seeming lack of software titles in recent months, a whopping sixty-two titles are planned for a pre-Christmas release. Granted, that will probably include a wealth of new PlayStation Network titles, but with the likes of Ratchet and Clank Future and Uncharted: Drake's Fortune imminent, there's no shortage of Christmas big hitters on PS3. And then there's Grand Theft Auto 4 and Metal Gear Solid 4 to look forward to next year, as well as the remarkable LittleBigPlanet. Looks like Sony isn't ready to throw in the towel just yet...

Naughty Dog's action adventure Uncharted: Drake's Fortune is looking very good indeed.



It's little wonder GT5 has been delayed so often when it looks as good as this.



Welcome



So, it was off to sunny Leipzig last month for Sony, as they attempted to win over the European Games Convention in the same way they ruled over E3. Did they manage it? Not quite. While there were some interesting announcements, such as the PSP sat-nav add on, and the confirmation of a pay-per-view downloadable TV service which could be coming to PS3, the announcements simply couldn't match the level of thrill the company generated at E3. Still, there were plenty of new PSN games announced, and in the end, that's all that really matters.

I'll see you online.

Ian Morris

Tell us about your clan!

PSN Clan of the month
Alpha Bravo Clan

aB CLAN Its Not Just A Number

Forming a top-ranked PS3 clan? It's as easy as A-B-C

After hearing the competitive tones of the BodyZnatchers last month, we thought it was time for a bit of a change of heart. Step in, the Alpha Bravo Clan, a group who take in players of all abilities, give all of their members a weird series of numbers and letters rather than a proper name, and apparently enjoy discussing the ins and outs of expensive walkie talkies. Clan Leader Alexander Bradley sat down with us to explain...

Give us a bit of background about the clan...

It was 2003 and Sony had just launched the PlayStation Network. The clan founder, myself, aLp14 had spent some time playing around various clans, but at this early stage most clans I came into contact with were disorganised. I felt that I could create a clan that was both better organised, and would represent having fun rather than skill. So Alpha Bravo Clan was born.

Where Does The Clan Name Come From

The golden oldies out there who, like me, spent their childhood playing with the CB radio (Citizen Band Radio) will fully appreciate where I'm coming from here. I owned, briefly, a 900 channel Concorde II with a 20ft Silver Rod Antenna attached to a 6 foot pole and booster kit. I used it to BREAK internationally and for that you needed an International call sign. You had to use the phonetic alphabet. So as my name Is Alexander Bradley and I was 14 years of age at the time I chose Alpha Bravo ONE FOUR. When it came to choosing a clan name I called it Alpha Bravo Clan, and chose to give all my members a number instead of a name.

How many members do you have?

Good question!! It's been a roller coaster ride when it comes to membership numbers; currently we have just over 15 members, but we will be welcoming 3 new members this month. At our peak early last year we had 37. Since the demise of the PS2 network and the rather LONG wait for the PS3, coupled with its expensive price tag, it's been very hard to keep the motivation of the troops high.

I would like to add and say a MASSIVE thank you to all my members for their support and contributions over the years it is always appreciated. THANK YOU!!

What sorts of activities do the clan get up to?

Once a year Alpha Bravo Clan gets together for a weekend of outdoors activities. Since we formed we have met on a yearly basis and taken part in outdoor team building activities such as parachuting, Go Karting, Airsoft Combat, BBQs and Canal Boating. Our yearly meetings are a must and we always do our best to suit everyone's budgets. Last year we raised over £2,000 for WHIZ-KIDZ with our sponsored parachute jump.

Whilst we do simply want to have fun and enjoy ourselves, I personally am keen to establish an elite team of players who will compete at a professional level for the clan aB brand, gaining sponsorship and being able to pay the elite team a salary for their time and efforts.

What games does your clan play, when?

The favourites for PS3 are MotorStorm, Rainbow Six Vegas, and RFOM.

How to join?

To be a fully fledged member of our clan all we ask is absolute commitment to the clan. We don't care how good or bad a player you might be.

To join simply pop onto our website www.alphabravoclan.co.uk go to our forum then register. You can then choose your platform and post an intro message in the general section for that gaming platform. A member of admin will then contact you and guide you through your online profile changes.

(Minimum age is 13)

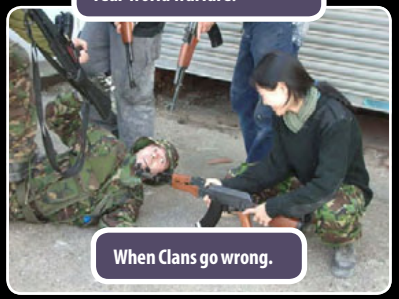
Look forward to hearing from you soon!



Just so no-one feels left out, here's mugshots of the entire clan.



The team assemble for some real-world warfare.



When Clans go wrong.



The team take part in a variety of charitable events.

PSN REPORT

Coming Soon

LOADS OF NEW PSN GAMES
With the exception of Warhawk, it's been eerily quiet on the PSN these past few weeks, but things are looking to hot up towards the end of the year with over 11 new games due before Christmas. With a line-up that includes the sumptuous GT5: Prologue, Snakeball, High Velocity Bowling, and a trio of games that revolve around the upcoming PS3 webcam, the PlayStation Eye, there's going to plenty of downloadable games to keep you busy this Christmas.

PLAY TV
Launching in January 2008, this cool little black box will turn your £400 games machine into a high-tech DVR (digital video recorder). Allowing your PS3 to receive both standard and hi-definition Freeview transmissions, the nifty gadget will also allow you to record programs to your PS3's hard drive, using a 7-day program guide. Better yet, you can even transfer the recorded programs to your PSP for watching while you're on the move...



Digital TV, PS3, and PSP. The trifecta of power is complete.

WHAT'S HOT

WARHAWK – Hooray! It's finally here, but we can't say we weren't getting a bit fed up waiting. Now, we can finally take to the skies with the Sixaxis, and take part in all the 32-player dogfights we want. Check out our review on page 25.



THE FUTURE – It seems that things can only get better in future, with David Jaffe's development house announcing they have three new PSN games in development, and Sony contacting indy developers every day. Just as well - the PSN is beginning to look a bit too sparse for our liking.

WHAT'S NOT

RELEASE SCHEDULES – While the Xbox Live Arcade is inundated with quality, low priced titles, and even the Japanese PSN gets a regular supply of classic PS1 games, us British gamers simply get a kick in the teeth. While the release of Warhawk might make things a bit more interesting, at £20, it's priced well out of contention with the XBLA, leaving Microsoft to own the downloadable market.

TIME LIMITED DEMOS – Limiting your play time on a demo is one thing, but only giving you a few days in which to download it is ridiculous.

Site of the Month – TheSixthAxis

TheSixthAxis.com is one of the newest PlayStation sites around. We sat down with Alex Carroll, the co-founder of the site, to find out what makes their site so special...

Give us a bit of background info about your site...
TheSixthAxis was set up by two lovely chaps who are massive PlayStation fans, but who have worked previously on sites like dsnews.co.uk, gamehub.co.uk and mariokartdoubledash.co.uk in the past. Michael does all the clever coding, and I answer the emails. It's all written in fancy .net, from scratch, and some of the images even have alt tags. Some.

What makes your site stand out from the competition?
Nothing, really. We just tell it like it is, and have a good laugh at the competition at the same time. Some people bitch about us on forums, and some people tell us they hate us straight to our faces. It's a win-win situation.

What made you decide to create a PS3 website?
Alcohol, probably, and the desire for something to do during the day, and something to argue about at night.

What do you think it is that's made your website so popular?
It's not, really, is it? We're just getting started; we've got tricks up our sleeves and some interesting announcements in the future, but we're not going to retire off this just yet.



All the latest PS3 news, and a good chunk of humour to boot.

The P3Zine Giveaway!

Watching England play footie is never a relaxing experience. You sit there, on the edge of your seat as they botch chance after chance after chance, and within half an hour, there's just one thought in your head. "I could do better myself"

So why not put your money where your mouth is with FIFA 08?

The latest instalment in EA's colossal footie franchise, FIFA 08 delivers new features by the bucket load, including support for up to 10-players in a virtual five-a-side match online, and the interesting new Be A Pro mode, which forces you to play as just one member of your team. When combined with the usual selection of licensed teams and tracks, this makes for the most feature packed FIFA ever.

Thanks to our friends at EA, we have five copies of the game on PS3 to give away. To be in with a chance of winning, just answer this simple question:

Which two players are featured on the cover of FIFA 08?

All the usual competition rules apply, and the competition will close on October 20th.


FIFA 08 - now with added scary eyes.



Click here for your chance to win!

>Inbox

Thanks for all your feedback - keep your emails coming... P3Zine@gamerzines.com

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

HEAVY METAL
I ABSOLUTELY LOVE MGS. I could sit down and play them all, one after the other, and I wouldn't get bored! The only reason I got a GameCube was for MGS: Twin Snakes, and although I was going to get a PS3 anyway MGS4 is just going to make me get one quicker. Can't wait for it!
> Scott Adams

> You're right there Scott - MGS4 is reason enough to buy a PS3, and we're sure there will be thousands of people around the world doing so when the game's released early next year.

PRICE CUT?
DO YOU KNOW WHAT PLANS Sony has for the PS3 in Europe? Can we expect a price cut or the 80Gb version? Thanks, keep up the good work!
> Jonny


Metal Gear Solid 4: Don't miss next month's preview.

> At the time of writing, there are no plans to bring the 80 GB PS3 to Europe, although that doesn't really bother us all that much, because you can swap the hard drive yourself anyway. What does bother us is that there's also no news of a price cut - now, costing the equivalent of £250 in the US, us Brits (and Europeans) are being ripped off more than ever, and simply bundling games does little to help. When Sony cut the price (hopefully before Christmas), things will start looking a lot more positive.

UNREAL
UNREAL TOURNAMENT 3 is the best futuristic FPS....
> KennyD974

> And we have the best preview and interview starting on page 10

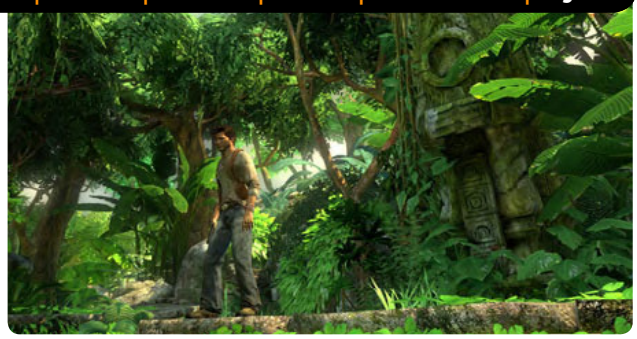
I THINK UNREAL TOURNAMENT is going to be a great game on the PS3. It will demonstrate just how powerful the PS3 is - I cannot wait to create my own mods. The use of mouse and keyboard is a great addition too.
> Stennex

> We agree with you on this one, Stennex, UT3 is going to be a fantastic game, and also one of the greatest showcases of the PS3's sheer power. The modding side of things is what's got us a little bit excited, but we're a bit disappointed that you'll have to buy the PC version as well if you want to create your own stuff. Boo!

BIG ISSUE
GREAT ISSUE, BUT IN ONE part about Little Big Planet you said that the tank started to drive once it was made. I have that video on my PS3, and wasn't it just because it was on a hill so it rolled down? Just like the skateboard in the first Little Big Planet Trailer.
> Josh Halmo

> Technicalities, technicalities. Rolling, driving - it's practically the same thing, and it looked cool, didn't it? Anyway, if you've seen the video yourself, you'll know that it's too brief to decide if the thing's driving or just rolling - though it certainly will be cool if you could make powered vehicles. Imagine that! :O

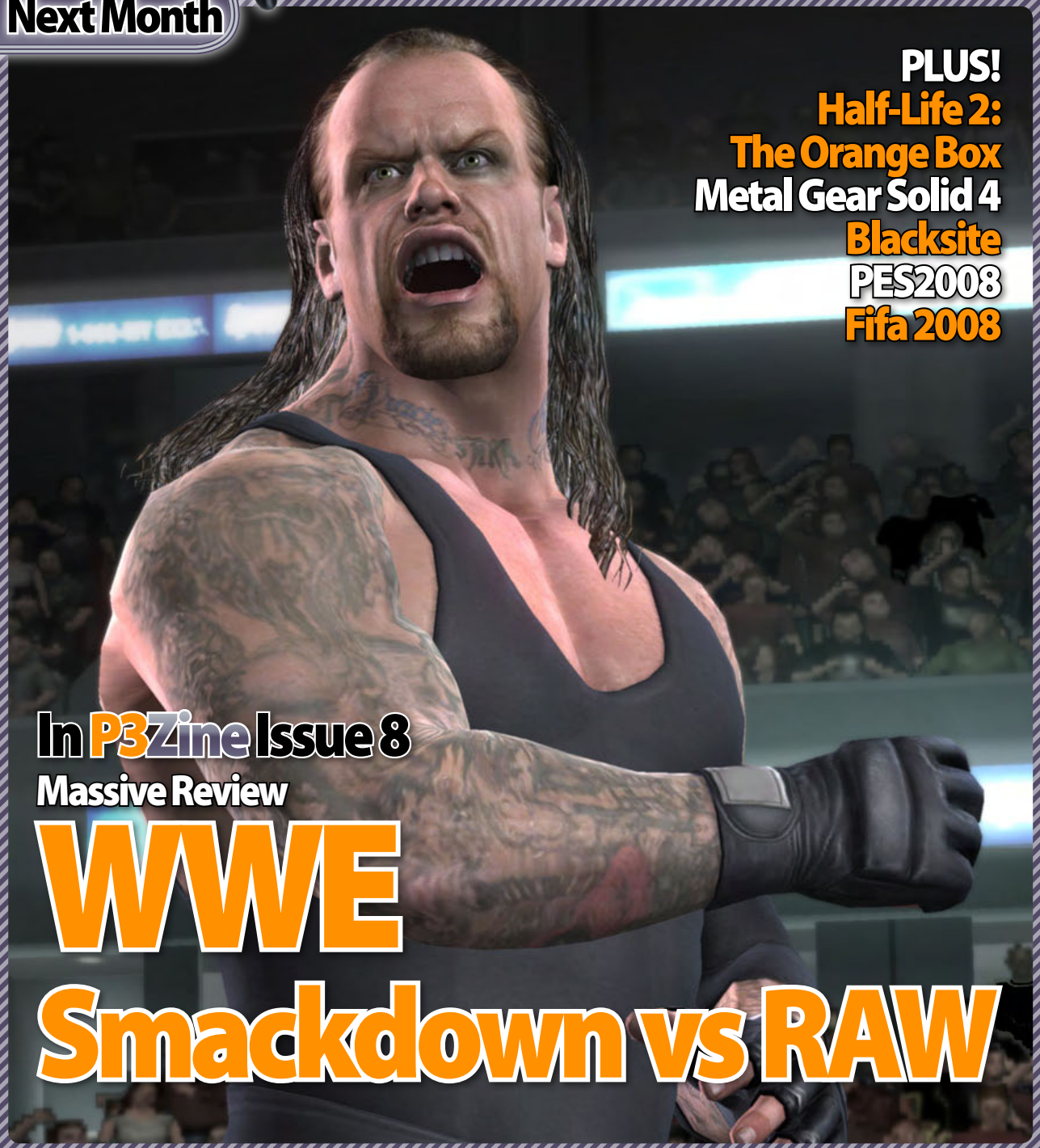
UNCHARTED
EARLY THIS YEAR, I didn't care about Uncharted, thinking it was a Tomb Raider/Indiana Jones wannabe with nothing special to offer. However, two months ago, I started to develop interest. Now, I'm SOLD on the franchise. The gameplay mechanics built into the game are the elements that won me over: improving the best bits of Tomb Raider/Indiana Jones; Jak & Daxter platforming action; hand-to-hand combat; and the gunplay using cover system. These gameplay implementations are a sweet recipe for a fun and great game. With that said, I take back my thoughts of Uncharted being a Tomb Raider/Indiana Jones wannabe. Uncharted is Uncharted...and it will be a true next-generation title. **> Ndositwe Chizimbi**


Get ready for Uncharted waters...

> It's shaping up to be so much more than just Tomb Raider with a bloke, and this is easily the original IP that we're most excited about. Games like Uncharted are exactly what Sony needs - original, interesting, big budget exclusives that will lure the gamers in, and hook them with next generation gameplay – PS3 style.


Unreal Tournament 3. Exclusive on PS3!

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Fifa 2008

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Massive Review
WWE Smackdown vs RAW

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