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# P3Zine

Issue 8 | November 2007

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

## PES VS FIFA

*Next - gen footie is here. But there can only be one winner!***The Eye of Judgement**

Play cards on TV

**Skate**  
*Scooting good fun***SUPER STYLEE  
Sega Rally**  
*It's gorgeous...***PREVIEWS****METAL GEAR SOLID 4***Snake sneaks onto next-gen***CONDENMED***Are you hard enough?***WHITE KNIGHT***First look at the epic new RPG***WIN! 10 COPIES OF  
PES 2008** 

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# Welcome to P3Zine



The football behemoths that are Pro Evolution Soccer and Fifa return once again to go toe-to-toe in the run up to Christmas. Both titles have raised their game once again, and both titles have made good use of the all-new power of PlayStation 3. Next-gen football has finally arrived so don't miss our extended review kicking off on page 21.

Also from Konami comes the massively anticipated Metal Gear Solid 4: Guns of the Patriots. Not long to wait now, so don't miss our preview on page 9 - Snake's looking seriously good and suitably next-gen.

Elsewhere we have reviews of Skate, Sega Rally and The Eye of Judgement, a first look at the truly awesome looking White Knight, a glimpse at Devil May Cry 4 and an in-depth looksie and chat about what could be the FPS of the year - Haze.

Enjoy the issue...

Dan Hutchinson, Editor  
p3zine@gamerzines.com

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

## MEET THE TEAM

There's nowt they don't know about PlayStation



**Richard Melville**  
Mr Melville has taken the latest and greatest footie titles to task



**Ian Morris**  
Ian is looking forward to MGS 4 and Haze



**Chris Schilling**  
Chris has mostly been playing Sega Rally



**Steve Hill**  
Steve flew off to Seville to interview Seabass

## DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3



### PES 2008 VS FIFA 08

*It's a soccer showdown...*



### Skate

*Crunch review*



### Win!

We have 10 copies of PES 2008 to give away...



### Sega Rally

*Eye-candy cars*

## QUICK FINDER

Every game's just a click away

White Knight  
Devil May Cry 4  
Motorstorm 2  
Saints Row 2  
Dress  
Mercenaries 2  
Yakuza 3  
GT 5 Prologue  
MGS 4  
Condemned  
Haze  
PES 2008  
Fifa 08

The Eye of Judgement  
Sega Rally  
Skate  
Loco Roco Cocorecchio  
Syphon Filter  
MediEvil



## PLUS!

The latest blu-ray flicks reviewed...

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Publisher: SCEA  
 Developer: Level 5  
 Heritage: Dark Cloud, Rogue Galaxy  
 Link: [www.level5.co.jp/products/shirokishi/index.html](http://www.level5.co.jp/products/shirokishi/index.html)  
 ETA: 2009

**PREVIEW FEEDBACK!**  
 Click here to tell us what you think of White Knight Story!



The power of the PS3 should help realise some incredibly life-like characters.



There are no random battles - instead, you simply enter combat with enemies on the field.



**"Think huge turtles with entire cities on their backs"**

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# White Knight Story

**FIRST LOOK**

*Epic in every sense. Including the wait...*

## What is it?

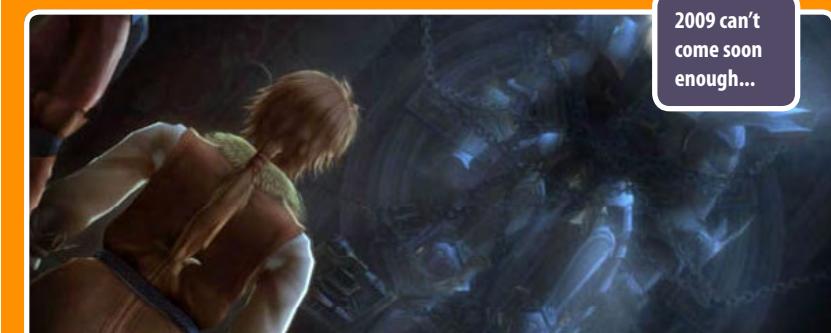
If there was one genre that ruled the PS2, it was the RPG, and if there were one developer that ruled that genre, it was Level 5. The new game from the creators of PS2 mega-hits like Dragon Quest IX, Dark Cloud, and Rogue Galaxy, White Knight Story is looking to be an RPG of epic proportions.

## How "epic" is epic?

Try boss fights against 2,000 foot tall enemies, an intricate character creation system which allows for incredibly lifelike avatars, and a storyline that's set to have you hooked for 70 hours of JRPG goodness. That the artwork for the game has been compared to Shadow of the Colossus should give you some idea of the sheer scale of things you'll be coming across in the game - think huge turtles with entire cities on their backs, giant airships being towed through the air by huge birds, and, of course, the White Knight of the title, a 1,000 foot giant himself, which the lead character transforms into. Epic doesn't begin to describe it.

## When do we get to see more?

Now this is the problem. As this is a text heavy JRPG, chances are we won't see any of this for some time. If the localising goes well, we may just about see this released before the end of 2009. No matter how long we have to wait, this is set to be something special. Keep a close eye on it.



2009 can't come soon enough...



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“ASTONISHINGLY BRUTAL”

- OFFICIAL PLAYSTATION MAGAZINE

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PREVIEW  
FEEDBACK!  
Click here to  
tell us what  
you think of  
DMC 4

Publisher: Capcom  
Developer: Capcom  
Heritage: Resident Evil, Devil May Cry  
Link: [www.devilmaycry.com](http://www.devilmaycry.com)  
ETA: January '08

DMC4 is set to have a much stronger storyline than previous games, and by the look of the trailer, there's something of a romantic interest going on here.



**"Ride your enemy's corpse as a surfboard"**



The environments, bosses and moves you can pull off are all as eccentric as normal.



# Devil May Cry 4

**FIRST  
LOOK**

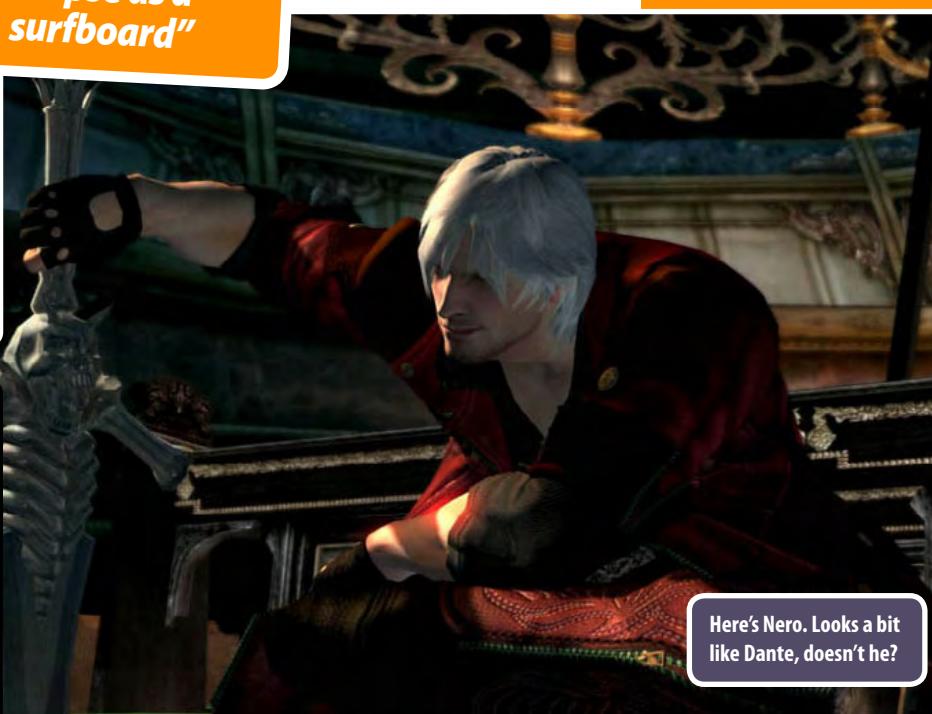
Dante's back for more...

## What is it?

The latest instalment in the Devil May Cry series may be a PS3 exclusive no more, but that's no reason to not be just as excited about this as ever. Recently demoed at the Tokyo Game Show, DMC4 is looking stunning, and the action is just as furious as before.

## What's the story?

There's a new leading man in town for DMC4, called Nero, and he's a member of an organisation known as the "Order of Maken", an ancient sect which has been set up to protect the world from demons and all things evil. When Dante crashes a Maken ceremony, and kills a number of Maken followers, he manages to rub Nero severely up the wrong way. Why has the famous demon hunter turned evil? As you may imagine, it sounds like things aren't exactly as they seem, and the game promises to have the most twisting storyline of any Devil May Cry yet.



Here's Nero. Looks a bit like Dante, doesn't he?

## But what about the combat?

As you may have noticed from the screenshots, Nero has a special arm, called the "Devil Arm", and this is intrinsic to Devil May Cry's combat. By simply holding the circle button, Nero's arm will transform into some sort of ghost arm, grab at an enemy, and smack them into anything that's nearby. The rest of the combat is said to be markedly different to previous DMC games due to the change of character, but we're assured that the game will deliver the same, fast paced, over the top combat we've come to love. The ability to ride your enemy's corpse as a surfboard looks particularly gratifying in HD. We can't wait to go hands-on with this one.

FIGHTING STYLE

"I AM AN UNSTOPPABLE FORCE."



SMACKDOWN vs. RAW 2008

SMACKDOWN vs. RAW  
2008



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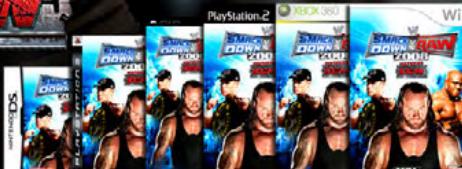
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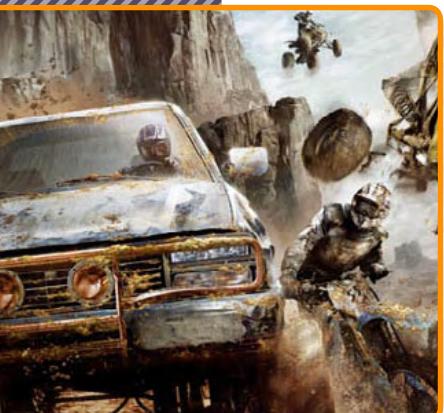
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# INCOMING

Keep a PlayStation eye on these fellas...



## Motorstorm 2

Publisher: Sony | ETA: Winter '08

At TGS, Sony announced the purchase of Motorstorm developers, Evolution Studios, and with it the announcement of Motorstorm 2 – the sequel to the best-selling PS3 title. While we'd be happy with more of the same, just on a bigger scale, we do have one little request – split-screen.



## Saints Row 2

Publisher: THQ | ETA: '08

It's time to return to 'da hood' – otherwise known as Stillwater – in early '08, as Saints Row 2 makes its way to PS3. The sequel to the free-roaming gangster'em up that was canned mid-development, Saints Row 2 is promising to be "darker, and more sinister" than the original game, with all new sandbox elements.



## Dress

Publisher: Sony | ETA: Spring '08

This one's a little bit weird. Announced at TGS to run alongside Home, Dress is what Sony describe as a "premium avatar service", which will let you dress your Home avatar in real designer labels, all of which have been accurately modelled to look exactly like the real thing. The "premium" thing suggests to us that these clothes won't come cheap, so to be honest – how many people are Sony expecting to use this thing?



## Dualshock 3

Publisher: Sony | ETA: Spring '08

It's been Sony's worst kept secret for a while, but now that they've cleared up the nasty patent lawsuit with Rumble tech company, Immersion, Sony have announced plans for a Dualshock 3, prototypes of which were in use at TGS. Compatible with over 70 titles, including Resistance and Motorstorm, rumble is coming back, and in a big way – looks like it's not so last-gen after all.

## IN THE PIPELINE

### AUTUMN

ASSASSIN'S CREED  
WWE SMACKDOWN VS RAW

### WINTER

TONY HAWK'S PROVING GROUND  
BEOWULF

### SPRING

UNREAL TOURNAMENT 3  
GTA 4

### SUMMER

FRACTURE  
KILLZONE 2



## Mercenaries 2

Publisher: EA | ETA: Spring '08

It's been rumoured for many weeks, but now the delay's official – Mercenaries 2 has been pushed back to 2008. While we can't say we aren't disappointed with the news, we can only hope that the sequel to our favourite sandbox blow-the-crap-out-of-everything game will be released in a more polished, and altogether better state when it launches.



## Yakuza 3

Publisher: SEGA | ETA: Summer '08

While the Yakuza titles haven't made all that much of a splash over here, in Japan, the series is becoming a major franchise, with over a million titles sold to date. Taking the action back to 1605, Yakuza 3 is headed in a markedly different direction to the rest of the series – hopefully this one will reach these shores soon...



## GT 5 Prologue

Publisher: Sony | ETA: December

On track for a December release in Japan, costing 4,980 Yen (~£21) for the blu-ray release, or 4,500 for the downloadable, GT5 Prologue is less of a demo, and more of a fully fledged Gran Turismo experience.

A hero never dies



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# MGS4: Guns of the Patriots

*The mind is mightier than the sword, as we go eyes-on with Kojima's latest masterpiece*

**2** 0 Years. No, that's not the cumulative length of cutscenes in Metal Gear Solid 1- 4 (although we're sure it's not all that far off), but rather, the number of years the Metal Gear series has been around for.

To celebrate this momentous occasion, Metal Gear head honcho, Hideo Kojima has arranged a number of events to kick start the old hype machine, revealing all-new gameplay aspects of his latest creation...

As the lights dimmed, the screen lit up with a scene of total devastation, with Snake perched on a ledge in what we're told is a war torn Middle Eastern town. Helicopters flew overhead, and there were crumbling buildings everywhere you looked – full of perfect hiding places for a Metal Gear game. As we're busy admiring the scenery, Snake pulls



Each of the bad guys is meant to look like an animal - this one's an octopus

**"It's full of perfect hiding places for a Metal Gear game"**



up the Snake Eye to survey his surroundings, and spies a troop of soldiers heading towards our hero. Of course, Snake has to hide to avoid a conflict, but rather than running away, Snake drops down from the ledge he's on, and onto the same level as the troops. Spotting a statue right in front of him, Kojima flicked

up a menu, and selected his "Statue" camouflage, then jumped onto an empty part of the statue, and posed next to the model, grabbing at the statue's crotch. "There, now Snake's not the only important thing being hidden" Kojima quipped. As the troops approached, Snake remained perfectly still, until, after a while, the

enemies dispersed without event, no doubt wondering what kind of person would make a statue with a man holding on to another man's privates...

An impressive demonstration of MGS4's revised active-camouflage technique it may have been, but that wasn't the only important gameplay

>  
You can play through the entire game in this first person view, offering you greater accuracy, and a more familiar viewpoint.



### >MGS4 continued

feature we discovered during the presentation.

Switching into a first-person view, Kojima reconfirmed the ability to play through the entire game in a first-person perspective – if you so choose. However, Kojima was also quick to stress that this is still very much a stealth game – you can't expect to simply blast your way through each level without having to stop and hide.

To further emphasise the stealth aspect of the game, Kojima demoed Snake's new "OctoCamo" suit, which will adapt itself to the colour and texture of whatever surface you're pressed against. Using this effectively will be key to your progression in the game – it's possible to trick enemies into walking right past you by simply

This boss has the power to control people like puppets - a lot like everyone's favourite Psycho Mantis.



pressing against the floor, out of their direct line of sight, and mimicking the ground's texture.

Another major part of the demonstration was Snake's Close Quarters Combat, or CQC for short. Sneaking up behind a soldier, Snake used a new move, which forced the soldier to drop his weapon, before pulling his arm behind him in a submission move. Snake then dragged the poor guy to the floor, and moved into an almost STF, choking the guy out, before getting up, collecting the guy's weapon,



The trailer that premiered at the GDC showed us the first look at the game's main bad guyettes.

and walking off, leaving his foe unconscious, but unharmed.

However, the gameplay this time round is set to be a much deeper experience than before, as Snake is now much older, and therefore more fragile. You'll have to choose when and where you use certain moves sparingly, as simply running around the battlefield crouching will kill Snake's back. Quite how severely this will affect Snake's movement remains to be seen, but it goes without saying that you won't be sprinting through the levels like before.

You'll notice we've gone through this entire preview without mentioning the graphics, and that's



not because they aren't spectacular – it's because the gameplay we saw was head and shoulders above all else. While other games may be quick to flaunt their visuals, this demonstration was solely focused on the gameplay, and if there's one thing we learnt coming out of it - Metal Gear Solid 4 is so much more than just a pretty face.



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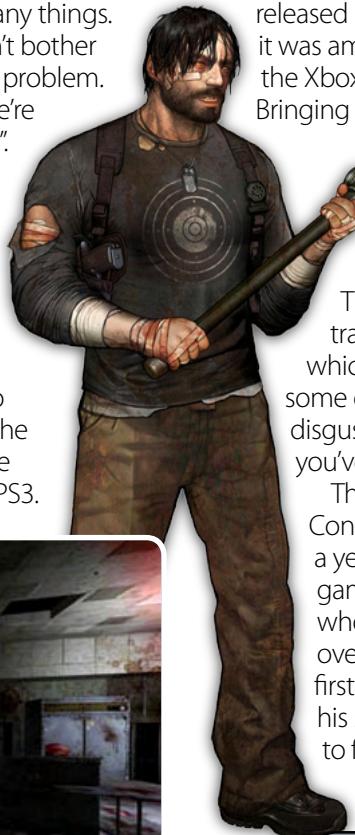


Publisher: SEGA  
Developer: Monolith  
Heritage: Condemned, FEAR, No One Lives Forever  
Link: [www.condemnedgame.com](http://www.condemnedgame.com)  
ETA: January '08

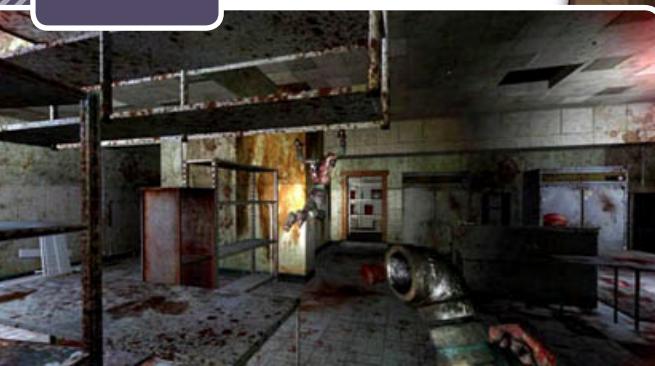
# Condemned 2: Bloodshot

*What's that? Behind me. In those shadows? ARGH!*

In public, we like to make out we aren't scared of many things. Heights? They don't bother us. Deep water? Not a problem. "Besides," as we say, "we're men. We don't do fear". Until, of course, we played Condemned: Criminal Origins. Here was a game that messed with your mind, a game that made you feel so afraid, you were too petrified to play with the lights off. And now, the sequel's on its way to PS3.



Zombie monkeys have not been confirmed



When Condemned was released in December '05, it was among the best of the Xbox 360's launch titles. Bringing with it an immensely gratifying, but also terrifying first-person adventure, you got to play as Ethan Thomas, a cop on the trail of a serial killer, which led you through some of the most gritty and disgusting environments you've seen in a game.

The story for Condemned 2 picks up a year after the original game, and Ethan Thomas, who was forced to kill over 200 people in the first game in a fight for his survival, is beginning to feel the cost of his actions. Driven

This is just a taste of the kind of demented creatures you'll come across in Condemned 2



"Monolith are onto a winning formula"



The sequel looks set to retain the original's gritty, in-your-face attitude



With all this blood on show, Condemned is clearly staring down the barrel of an 18 rating

to the brink of insanity by guilt, Ethan is called back into action for Condemned 2, to hunt for his missing partner, in what promises to be another terrifying ride.

## The clues

One of the most innovative features of Condemned was the forensics system, and we're pleased to say this will be making its triumphant return for Condemned 2. As you progress through the game, you'll come across various crime scenes,

many of which are more than they may seem. By scanning with your forensic tools, you can reveal all sorts of hidden information, such as how a person was killed (scanning a corpse will sometimes reveal pressure marks around its neck), or even find footprints leading to where the killer is hiding. Although performing forensic tests is not integral to the storyline this time round, you'll be rewarded for searching crime scenes thoroughly – after all, you are a cop.

However, the forensics were



## >Condemned 2 continued

not what made Condemned a scary game – the true brutality came from the combat, and Condemned 2 will deliver violence by the bucketload. If you've played Condemned, you'll know that finding a loaded gun is about as rare as finding a fluffy pink rabbit, and it's the rarity of true weaponry that makes Condemned so gritty. Forcing you to rely on all sorts of melee weapons, from lead pipes to table legs, the game makes you get up close and personal with

psychos you'd really rather just observe from a distance, and, as most of them are clinically insane, you never really know what they're going to do.

The finishing system of Condemned is also making a return for the sequel, but this time, it's much more gruesome. By approaching a near defeated enemy, you take hold of them, and can then lead them around the environment, looking for fitting place to end their days. Stand next to a TV, and you can ram the guy's head through it. Position yourself next to a dumpster, and you can simply toss



**"It's gritty, it's violent, it's sadistic"**

the unconscious body into it. After seeing what the BBFC have done to Manhunt 2, Monolith must be quaking in their boots.

But this is just a small part of what makes Condemned 2 so great. It's gritty, it's violent, it's sadistic, and it doesn't want to play by the rules. By taking all the things that made the first game so good, and simply expanding on them, Monolith are onto a winning formula. And after hearing, and seeing what the developers have got planned for Condemned 2, we're ready to buy an entire pile of new underwear, because this is gonna be one hell of a scary ride. ●



Why does this chap  
remind us of Quake 4?

P3Zine

CONDAMNED 2:  
BLOODSHOT

PERCENTAGE COMPLETE



ANTICIPATION RATING



We're ready to start sleeping with the lights on again.



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HAZE

Publisher: Ubisoft  
Developer: Free Radical  
Heritage: Timesplitters,  
Second Sight  
Link: [www.hazegame.com](http://www.hazegame.com)  
November'07

# Haze

*Dose up on Nectar, and get ready to fight the good fight, soldier*

If you've ventured outside your homes in the past two months, you may have noticed that a little known game called Halo 3 has been released on Xbox 360. As both Halo and Haze are exclusive to their respective consoles, both begin with the letter "H", and both have four letters, the two games may initially seem very similar. In reality, that couldn't be further from the truth.

Haze is set in 2048, in a world where Private Military Contractors

Four player co-op vehicles are in, and we're pleased to say it handles just as well as it looks.



**"Haze is looking to be the most innovative FPS of the year"**

have all but replaced the world's armies. One of the world's largest PMCs is Mantel Global Industries – a corporation that relies on soldiers dosed up with a new super drug

called Nectar. Playing as Shane Carpenter, a soldier for Mantel, your story begins in South America, as a group of rebels known as the Promised Hand are trying to overthrow the Government, Mantel are sent in to resolve the situation. As scriptwriter, Rob Yocombe put it – "Thank fuck for Mantel".

The first level sees you touching down in the middle of a jungle, in search of a dropship that's crashed carrying a shipment of Nectar. If you haven't already guessed, Mantel's super-drug is intrinsic to the storyline, but what's most impressive is how it's been linked into the gameplay.

By holding the L2 button, you can administer yourself with a dose of the yellow stuff, and doing



More games need flamethrowers. We can't wait to play this in multiplayer



The resort may be a good place to top up your tan, but surely there are easier ways than this!

HAZE

We're not going to say this looks like a vehicle in Halo. No. But it wouldn't surprise us if it's called the Wild Boar or something.

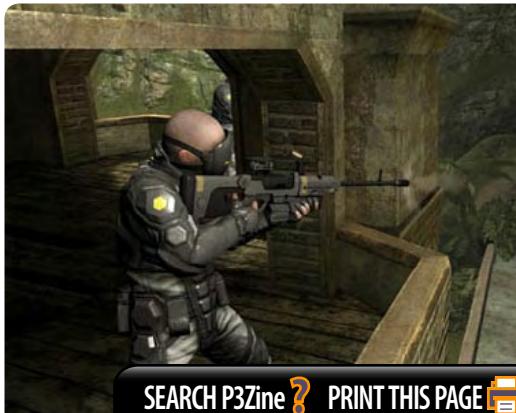


## >Haze continued

with the force of, as Rob puts it "Mike Tyson driving a motherfucking steam train".

However, the twist is, Nectar isn't quite the super-drug it's been made out to be. While the drug may grant you superhuman abilities, Nectar also clouds your perception of reality. Preventing you from seeing blood, or even dead bodies, Nectar has been designed to keep you free of the stress of anything that may prevent you from "fighting the good fight". As you play through the game, you'll slowly realise that Mantel has been using this power over you to hide atrocities, and this is part of what influences your decision to change sides half-way through, and join the Promised Hand.

When the change takes place, you really begin to notice how much effort Free Radical has put into making the two sides asymmetrical. Where Mantel had fancy HUDs and, of course, the appeal of Nectar, the Promised Hand has nothing, and this forces you to take a more covert approach. There are, however, a few tricks the rebels use against Mantel, involving their lifeblood, Nectar.



Graphically, Haze probably won't win any awards, but it more than makes up for this in the gameplay stakes.



**"Haze is set to have the most impressive suite of multiplayer features we've seen in any PS3 game"**

One of the most effective ways of doing this is getting the soldiers to overdose on Nectar. By either throwing a Nectar grenade, or shooting the Nectar pack on an enemy's back, you can force the trooper to overdose, which throws them into a rage, and makes them shoot at anyone who comes near, friend or foe. One of the coolest things, however, is the ability to play



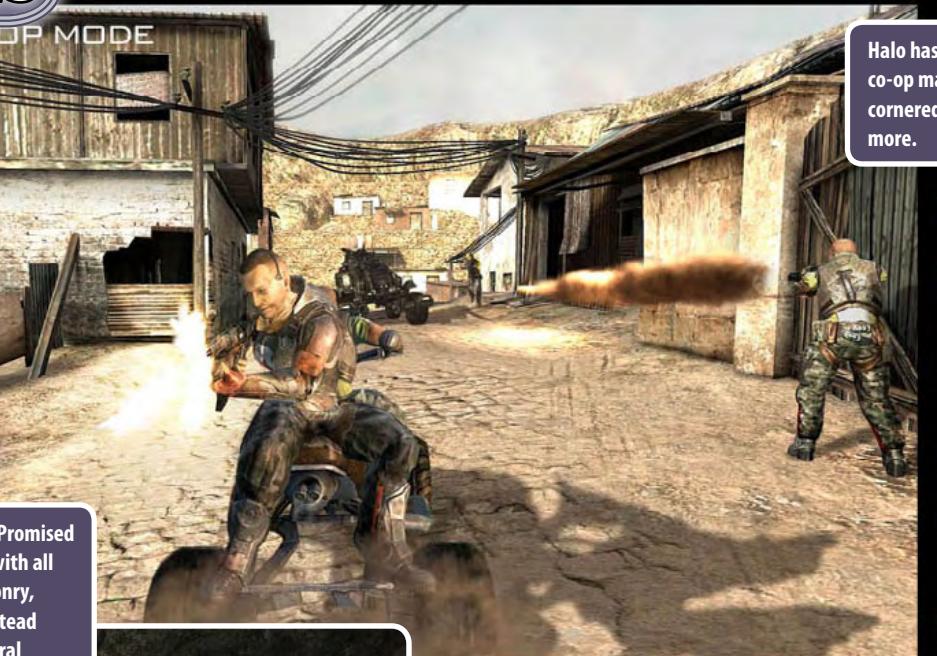
dead – as Nectar hides dead bodies from Mantel troopers, when you're pretending to be dead, they can't see you, letting you lure them in before you stab them in the back.

And yet we've said all this without mentioning the best part. Developed by the people who made Timesplitters, Haze is set to have the most impressive suite of multiplayer features we've seen in any PS3 game. For starters, the entire campaign is playable by four-players in co-op, and you can have any mix of LAN, Online and split-screen people playing >

PLAYER COOP MODE

HAZE

When you switch to Promised Hand, you do away with all sorts of fancy weaponry, HUD, and Nectar, instead relying on your natural instinct.



### >Haze continued

in the same game. Better still, your friends can drop-in and drop-out, at any time. Haze also supports a full, online multiplayer mode for up to 24 players, and again, you can take a split-screen buddy online. There'll be the usual array of Deathmatch and Team Deathmatch, however, the mode Free Radical have been

quickest to push is their new narrative-based assault maps, which see the two sides facing off in an encounter akin to "playing deleted scenes on a DVD".

According to Free Radical, their biggest problem with Haze has been getting over to people just how many cool things you can do in the game. And it's not until we've come to write it down that we've realised - they're right. There's so much stuff we simply haven't had room to tell you, and each feature is as cool as the last. With Unreal Tournament 3 now delayed until 2008, Haze is looking to be the most innovative FPS of the year - a game that should be at the very top of your Christmas list. ●



PERCENTAGE COMPLETE



ANTICIPATION RATING



*The co-op alone is reason enough to get excited*

# HAZE

*As the biggest PS3 FPS of the year, Haze has a lot riding on it. After chatting with Derek Littlewood, the Haze is beginning to clear...*



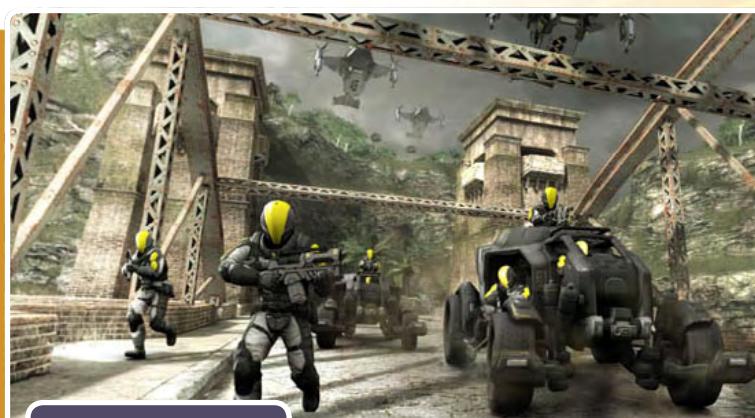
Free Radical's  
Derek Littlewood  
talks Haze.

**A**fter getting some substantial hands-on experience with Haze, we got to grill Project Lead, Derek Littlewood about just how the co-op modes work, Haze's PS3 exclusivity, and the possibility of monkeys online...

#### Where did the idea for Haze come from?

Back in 2004, we were just finishing up Second Sight, and [Dr.] Dave wanted to do a game that was set in a war, but not actually about the war, so the story has the war as a

backdrop to it. This was something traditionally that games don't do – they're always about the one guy who saves the world. So then we started thinking about what would be interesting. One of the things we were always very conscious about in Timesplitters was we had a very diverse range of characters, but they basically did the same things. One of the things we were interested in was making a game where, particularly for the multiplayer, we had two different sides that would appeal to two very different types of FPS players. From there we developed the idea of the asymmetric conflict, where the Promised Hand rebels are very strategic, and all about smart play, but then you've got the Mantel troopers, who have more of a brute force approach. From there, we started working that into an interesting narrative.



With online multiplayer supporting 32 players, Haze is going to be insane.



Slash a Mantel soldier's Nectar pack, and they'll overdose, and go insane. The bright red mask just makes it scarier.



> **Interview** continued

**The entire campaign is playable in both single player, as well as split-screen drop-in drop-out co-op, over a LAN or online, and this is something a lot of games have missed out – a case in point is Motorstorm, one of the biggest games on PS3 that was just crying out for a split-screen mode, and it's not there!**

Split-screen is hard – your engine has to be able to work in certain ways to be able to do it. It's like online – retrofitting is very hard, but if you've got it there from the start, you can maintain it. From Day 1, the game has been able to play through

lot of work's been spent getting the environments to look just right.



the campaign in co-op. Actually, at one point, we didn't even have a limit on the co-op players, so you could play with loads of players on the campaign maps, but it got a bit stupid...

It is a thing I think a lot of games miss out, and it's a shame, because that feeling of just sitting down on a sofa with your mate... there's something about it – even playing online with a headset, it's just not quite the same.

That's because you can't punch them when they beat you.

Laughs.

**Haze obviously has a really in-depth narrative, but how long do you expect the story will take you to play through?**

It depends on the difficulty, but we're looking at 12-15 hours.

**Haze began life in development for PS3, 360 and PC, and then became a PS3 exclusive – is this going to be a permanent thing, or time based?**

I can't talk to you about that.

**As you guys also developed Timesplitters, a lot of people are getting excited about the multiplayer prospects – could you tell us a bit about what you have in store?**

We haven't revealed everything yet, but we've got 24 players online, team assault mode, and there'll be things like deathmatch, team



**When your Nectar wears off, you get a very different view of the world. Kind of like a more morbid, sober Father Jack.**

deathmatch, and vehicle maps as well. The most interesting thing about it is the interface between the two sides – for example, the Promised Hand rebels can bury mines in the ground, but if Mantel troops dose up on Nectar, they get a warning with foresight. All of the different abilities have this trade-off between the two sides, and when you start playing the multiplayer in detail, there's a lot of interesting things to discover. We'll also be providing downloadable content for the game post-launch.

**Will it be possible to play in multiplayer online, with a friend joining you in split-screen?**

Yes.

**How much character customisation will there be for online – will you be able to put emblems and stuff on your online character?**

You can pick a player icon, but there isn't a lot of customisation.

**But no monkeys?**

No monkeys! Laughs.

**Is there any chance we're going to get a demo, pre-launch?**

Yeah, we're still looking to do a pre-launch demo. We're still discussing exactly what content it will have, but we're discussing the possibility of a four-player co-op demo.

**Any word on a launch date?**

November. I don't think we've planned a specific day yet, we're just talking November at the moment. ●



**Publisher:** Ubisoft

**Developer:** Free Radical

**Heritage:** Timesplitters, Second Sight

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

**ETA:** Late November

**"At one point, we didn't even have a limit on the co-op players"**



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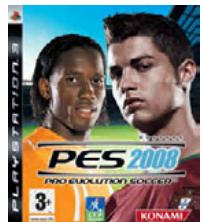
Publisher: EA  
Developer: EA Canada  
Heritage: FIFA series  
Link: [www.fifa08.ea.com/](http://www.fifa08.ea.com/)  
uk/  
OUT NOW

# FIFA 08 VS PES 2008



*The biggest names in the beautiful game fight for the cup.*

There's never been a bigger battle in video games since Sonic gave up fighting Mario and decided to join him. The 2007 instalments of football titans FIFA and PES go head to head on PlayStation 3 on 26<sup>th</sup> October as PES 2008 finally arrives in the UK. Over the following pages, we've pulled both games apart in a bid to find out the good, the bad and the ugly points in each game with expert commentary and analysis... let the battle begin.



Publisher: Konami  
Developer: Konami Tokyo  
Heritage: PES series  
Link: [www.konami.com](http://www.konami.com)  
ETA: October 26th



### > REVIEW: FIFA 08

'Another year, another FIFA' as the saying goes. EA rarely put out a new FIFA game without drastically changing either the game modes or the play system, fearing criticism that could arise from a lack of innovation. There's no shortage of new modes, gimmicks and promises that the ball physics have been calculated by a man with a brain twice the size of Stephen Hawkin's mega frontal lobe.

Playing through the practise mode, there's the chance to see how the new ball physics work and it's a bemusing concept... successful

***"Strikes are measured by how much pressure the player is under at the time"***

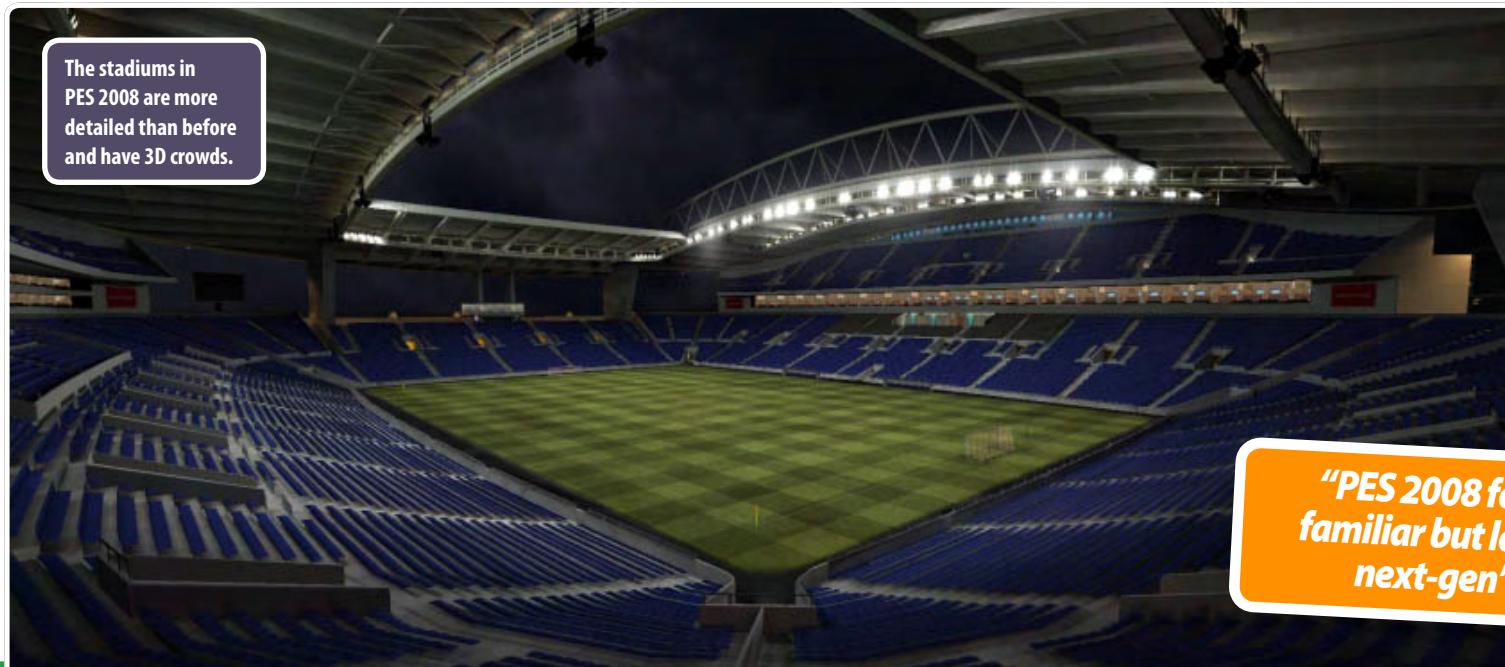
strikes are measured by how much pressure the player is under, the spin on the ball, his position on the pitch and a dozen other variables. It's football as science and it's instantly noticeable as stripping some of the fun from the game and is at odds with the playful and dynamic cameras and frankly awesome animations.

The Be a Pro mode adds longevity to the game and extensive online modes beat those on offer in PES

>



The stadiums in PES 2008 are more detailed than before and have 3D crowds.



### > REVIEW: PES 2008

Pro Evolution Soccer has always been the game of choice for those who seek a fast, in-depth and remarkably accurate version of football which can be played until the next instalment arrives and tweaks the formula, striving for perfection every year.

PES 2008 on PS3 feels familiar but looks next-gen – the perfect combination. It's the game that PS3 owners have been crying out for, starved of any decent sports games which aren't based around popular American sports. So

***"PES 2008 feels familiar but looks next-gen"***

## PROS AND CONS

*It's a game of two halves y'know. But there can only ever be one winner. Etc...*



Next Gen  
Visuals

Tricks and  
Tactics

Games  
Modes

Replays

Teams and  
Leagues

## Next Gen Visuals

Both FIFA and PES have worked wonders on PlayStation 3 this year but FIFA 08 has the edge. Player recreations are simply stunning and animation is top notch. PES 2008 looks sharp and the animation is better but when it comes to facial details and that pre-match team close-up, FIFA wins out. The same applies to the stadiums and the small touch like flapping shirts that show off the power of PlayStation 3. Both games offer the chance to stick your own face on a player with the PlayStation Eye too!

***"Menus and leagues are as comprehensive as ever"***

### > FIFA 08 continued

2008 hands down but it's the core football experience we're concerned with. The 620 licensed teams and thousands of official players, stadia and socks are included and it goes without saying, really, being FIFA. Whether or not this adds to your experience is up to you. Yes, there's more official stuff but it's not as big a selling point as creating a game engine that recreates the joy of footy in your living room and, sadly, FIFA 08 doesn't live up to the lofty expectations of PlayStation 3.

There's too many gimmicks on show to distract the player from playing a normal game of football. >



***"There's too many gimmicks on show to distract players"***



The crowds are now  
3D and the ball  
strangely looks more  
or, 'real' than before.

### > PES 2008 continued

what's new? The visuals have been overhauled from the original 'next-gen' version which appeared on the Xbox 360 last year. Players look more realistic but it's the animation, movement and facial expressions that tell you creators Konami have looked at rival games and started to squeeze the PlayStation 3 like never before, delivering the kind of visuals Sony themselves promised us last year...

The menus and Master League are as comprehensive as ever and there's the same frantic choice of music in between games, though Konami have made an attempt to



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The TV style presentation of FIFA 08 creates great expectations...

## FIFA 08: NEW FEATURES

*The best bits from the new game*



### BRAND BECKHAM

He's in FIFA you know and EA want to make the most of him... and LA Galaxy!



### ARSENAL VS LIVERPOOL

Clash of the officially licensed titans – watch the sparks fly and recreate key matches.



### TRAINING GROUND

You can go one on one with the keeper to practise shots and select your music too.



### ROONEY, ROONEY

The superfast chubster looks as happy as ever... Both Rooney and Beckham have ace stats.

### > FIFA 08 continued

has paid off, we can't because these innovations have been made as unique selling points for the TV

advert, rather than as refinements for game itself. The basic game of football feels very different to what we expected and the arcade nature of running towards a goal

rather than strategically building up opportunities leaves us wanting a more in-depth game. In reality, there's simply not the space or room for experimentation of plays that >



### > PES 2008 continued

variations on everything from sliding tackles to jumping headers. Look at the enhanced replays and you'll see heads and eyeballs lock on to the ball – it's a stunning and spookily realistic sight to behold.

The crucial difference to the way the game is played is the enhanced AI system which, rather than just being useless tech-jargon with no visible effect, actually works and is the first real 'evolution' of the series' for years. Practising familiar tactics like running down the wing and crossing the ball at the point which always got you a goal in PES 6 might work the first time, but the

PlayStation 3 will spot your tactics and make sure that you don't try it again. Forcing your game to evolve your tactics is not only realistic but forces you to master the finer skill moves which require use of the shoulder buttons for something other than running. It's a revelation, really, and evens the playing field for new gamers to the series who go online and compete against PES veterans who have to polish their skills to remain at the top of their game.

**"Konami have successfully pulled PES into the next-gen"**

### The next generation

In essence, Konami have successfully >

### > FIFA 08 continued

defines PES 2008. Your preference for FIFA 08 over PES 2008 would be based around your love of an arcade game which is easy to learn and can be played instantly without training plus all of the official attributes that make FIFA 08 such a slick package. To the expert player who has dabbled on both sides of the PES and FIFA fence, FIFA 08 plays more like a game of Subbuteo while PES feels like a real Sunday game of five-a-side with all the fun, spectacle and pace that makes the real game so exciting. ●

Players now look determined when making a run or evading a tackle.



PES manages to include everything from the real game, even the bad things!

### > PES 2008 continued

pulled PES into the next-generation in terms of visuals and tweaked the gameplay without re-writing the play book in a bid to keep fans on side. But hardcore players will celebrate the improved AI more than anyone as it's been the only sticking point, aside from the repetitive commentary, that has plagued the single player game over the last few years. In many ways, Konami needed the PS3 to create the next movement in the series and hasn't hesitated to polish a game which no longer verges on perfection – PES 2008 is simply the best football game in the world. ●

## P3Zine Verdict

FIFA is for casual players, PES is for professionals

There's always two sides to the FIFA vs PES story but this year, the battle lines are very clear. Both games are great representations of football but one focuses on the skill of football, while the other focuses on how realistic the sweat globules on Rooney's forehead are. We exaggerate, but you get the point. FIFA is a highly polished arcade experience for gamers that don't have the time to master the finer points of PES and want to play a game which doesn't have missing teams or players with strange names, substituted to avoid licensing issues. But where FIFA has become an avant garde sports title which neatly adheres to the 'bigger, better, newer' mantra of all EA Sports titles with new gimmicks, PES 2008 has simply added two basic improvements without messing with the genius formula. AI and better visuals were demanded by fans and by the PlayStation 3 and Konami has delivered a game which is both next-gen and the best example of football you'll play on a console. ●

Richard Melville

PES 2008

94  
%

PES has finally perfected the formula, knocking FIFA to the ground.

FIFA 08

80  
%



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# The Eye Of Judgement

*Play cards, fight dragons and give opponents the finger online, through the PlayStation Eye*

**P**ublisher: Sony  
Developer: Sony Japan  
Heritage: IQ  
Link: [www.us.playstation.com/PS3/Games/THE\\_EYE\\_OF\\_JUDGMENT](http://www.us.playstation.com/PS3/Games/THE_EYE_OF_JUDGMENT)  
OUT NOW

If you're a fan of table top card playing games like Magic: The Gathering or any of the countless Dungeons & Dragons style spin-offs, you'll instantly be at home with the novel concept of The Eye of Judgement. It's basically a card game like the ones you've seen or played before but there's a twist...

Instead of flicking through decks and cards on screen, Eye of Judgement goes one step further and asks you to place real cards on

the floor in front of your PlayStation, at which point the PlayStation Eye will scan your card and create

**"A good showcase of what the PlayStation Eye can do"**

an event on screen. The PlayStation Eye is the surprisingly decent webcam successor to the EyeToy and is included in the 60 quid bundle along with a deck of cards, a rather nerdy material mat and some plastic poles so you can mount the PlayStation Eye above your mat of cards.

The game itself is based around monsters and dragons but it feels a bit clumsy and not as intuitive as you would have hoped. Assembling the camera, mat, arranging the cards and actually starting a game takes almost 40 minutes which is a lot of time to prepare for a game which (let's be honest) could be played by simply opening a pack of Magic: The

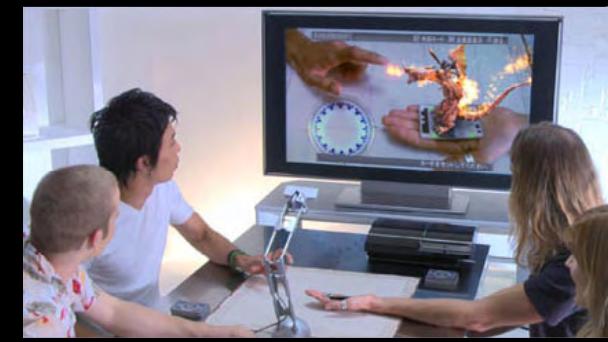
Gathering gaming cards. Still, the act of playing a game which tracks the movement of your hands, cards and allows you to play against like-minded gamers online is impressive. It's a good showcase of what the PlayStation Eye can do and feels spookily 3D, like the bit in Star Wars when princess Leia appears from the holographic hole within R2-D2.

There's no doubting the futuristic tech breakthrough of the way the game works, but it's just not that much fun to play. The accessibility of a traditional card battle extravaganza vanishes as you rearrange your living room to incorporate the mat in the space that your coffee table once lived. Once the camera >



In terms of visuals, this isn't a massive step forward from PS2

Your own hand on TV! Famous, at last.



## BORED, CONFUSED OR ANGRY?

*The things that will make you scratch your head...*



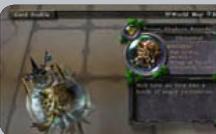
**THE DECK** – What means what and is that a dragon or a demon dinosaur?



**THE MONSTERS** – A haunted tree? How very original and not very scary...



**THE 'EVENTS'** - What's happening here and what's a 'discarded creature'?



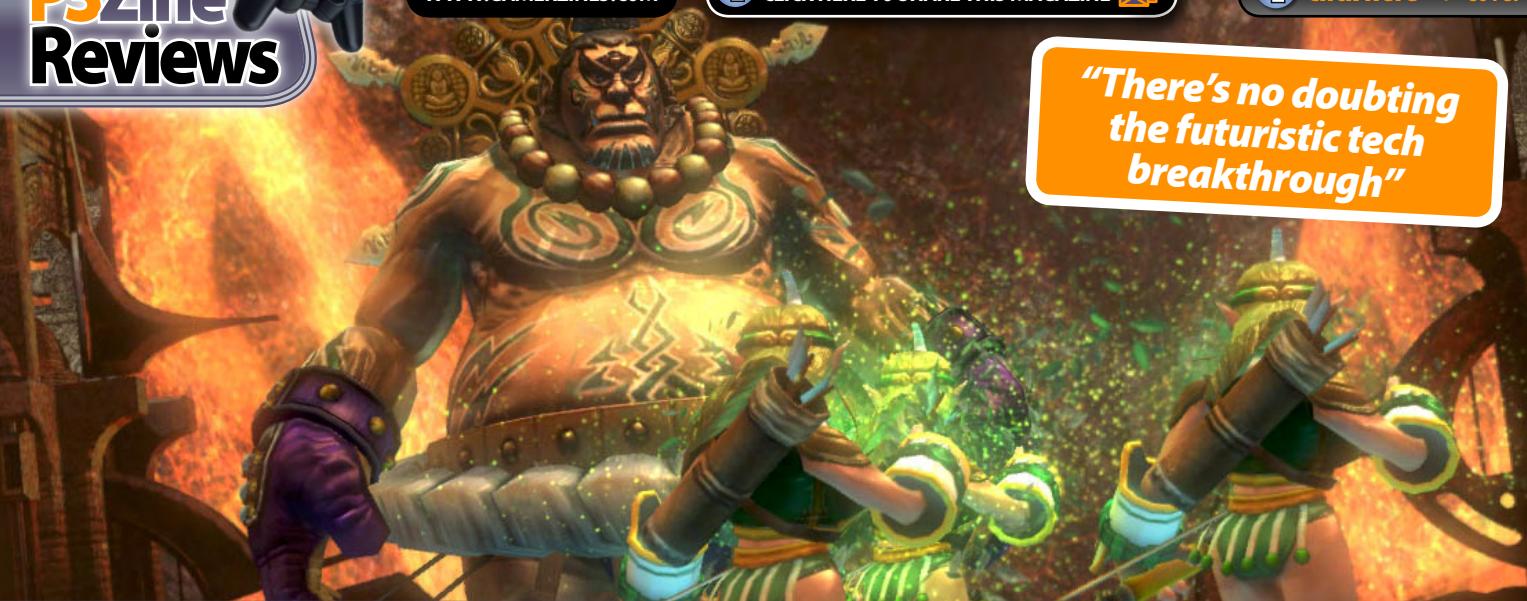
**THE 'TERMS'** – What the hell is a Pachyderm? Please someone, give us a clue...



**THE ONLINE MODE** - Stats, menus and confusion? Isn't this the reason we own a PS3 and not a PC?



The enemies are typically weird Japanese fish-boat hybrids...



**"There's no doubting  
the futuristic tech  
breakthrough"**

## HOW IT WORKS

A step by step guide to changing your living room...



**The  
Beginning**

**The Middle**

**The End**

## The Beginning

Find a lady, let them set up the nice material mat while you work on mounting the PlayStation Eye to the stand. Place the cards on the mat so the camera can see them. Arrange table, TV or couch accordingly in the hope that it will all be worthwhile...

### > Eye of Judgement cont

system is erected, you're left with an embarrassing scenario which looks part baby play-mat and part geeky Twister with added camera for perverts...

The in game menus are slow and the translation and general awkwardness of the set-up requires more patience than most gamers will be willing to give. If this was a card game based around Star Wars or – yes! – Dungeons and Dragons, you might consider going the extra mile and persevering with a game.

But the generic mash of monsters and dragons are characterless. The fact the game is developed in Japan, apparently with direction of US card-battle experts, says it all. Put Pokemon in place of the identikit enemies in The Eye of Judgement and you'd take notice but, as is stands, you're unlikely to feel any attachment to The Eye of Judgement once you've done the groundwork and arrived online, only to find a po-faced American teenager with chubby hands greeting you... ●

Naked elves and  
a fat dictator  
– this is just plain  
perverted!

## Next Gen?

This is the first time we've seen the PlayStation Eye in action and it works brilliantly. It's got a high res camera for video and a built in microphone for video chats. The possibilities for online games are endless, we just hope it's put to good use in something better than The Eye of Judgement...



The board comes  
alive like a game  
of demo chess



**P3Zine  
Verdict**

Technologically  
impressive but too  
bland for most.

- + Good use of the camera
- Takes an age to set up
- Makes a simple game very complex

**35%**

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# Sega Rally

*The arcade racer is reborn. Now with added mud, tracks and cars.*

Publisher: Sega

Developer: Sega Driving

Studio

Heritage: N/A

Link: [www.rally.sega-europe.com/en/](http://www.rally.sega-europe.com/en/)

OUT NOW



There's not many games which are as instantly recognisable as Sega Rally. Following Sega's reputation for creating stunning arcade racers in the eighties like OutRun and Super Hang-On, Sega hit gold in 1993 and released Daytona USA. Mixing the fun handling of previous Sega racers but tacking on a real-world race track, Sega had discovered something very important in the world of gaming. People wanted their racers to look real but when it came to sitting down at an amusement machine and grabbing the wheel, reality could happily take a back seat. The

culmination of years of research and Daytona USA feedback was channelled into one game in 1994 and, yes, that game was the brilliant Sega Rally.

While there's been various editions of the game on Sega's own Saturn and Dreamcast consoles, this is a new take on the game. The

principles (go fast, go sideways, go faster) have stayed the same, but the cars, tracks and visuals have had a major next-gen refit.

The original tracks have disappeared, along with the original development team behind the game. But don't worry – Sega have nicked the people behind your >



The levitating car, ladies and gentlemen.



**"The cars, tracks and visuals have had a major next-gen refit"**



## THE MUDFATHER

*The mud, sand and unidentified crap that fills the air on every lap...*



SAND – You've never seen this much sand since you stopped building sandcastles.



WATER – This is more like it. Pretend you're in a car ad, or a car wash.



DIRT – A mix of mud AND sand. Use it to spray your opponents.



MUD – fun for a bit, until it covers your screen or you hit a really BIG pile of it.



TROUGHS – you made those tracks, now you have to avoid them.

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TOGGLE FULL SCREEN VIEW



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Most tracks have multiple surfaces, just to make things more interesting

Lap Time  
00'08"88  
Best Lap Time  
"

## WISH YOU WERE HERE

The stages of *Sega Rally* look like post cards...



**Snow!**



**The Desert!**

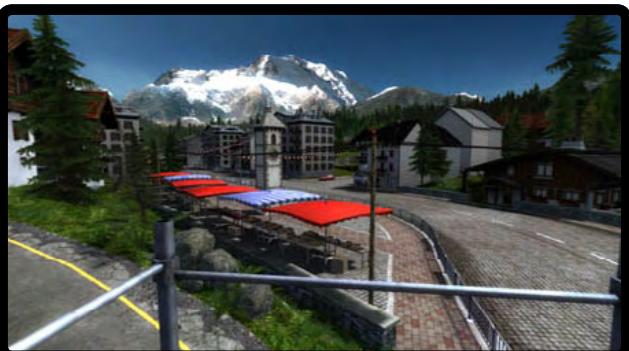


**Safari!**



## Snow!

Look at the gorgeous snow – this could be a James Bond set but here it is, lovingly created so that you can churn up the snow and make the pretty place all dirty. It's nice to know that *Sega Rally* thinks about the tracks (and backgrounds) as much as the cars.



### >**Sega Rally** continued

favourite racing games and added loads more 'stuff'.

This time around, there's safari, snow and tropical race environments instead of a couple of muddy villages and a forest. Sega have approached the game as if it's appearing in an amusement arcade near you, despite the fact that amusement arcades only really exist in Japan these days. The relentless speed hasn't changed a bit and the joy of not bothering with the brakes adds a pace to the game which you won't have experienced since *Burnout*. Sliding around the beautiful tracks is exciting – something that not all rally games have been in the past. Forget the sedate and very serious racing lines of *Gran Turismo*, *Sega Rally* is about getting to the finish line by any means possible. Spurt dirt into your opponents' windscreens, barge you way past inexperienced drivers and – if you want – make a special effort to ram rivals on the straights.

As you speed around each lap,

dirt builds up on your car and the track gets progressively rough, asking you to dodge the massive troughs that appear after the first lap. Combined with the gorgeous arctic or tropical settings – from sunny skies to virtual white-outs in the snow – *Sega Rally* feels alive with non-stop fun. It's better than *Colin McRae: DIRT* and it beats the lacklustre update of *Burnout* on PlayStation 3. The closest cousin of *Sega Rally* would be *OutRun 2006* which appeared on PS2 but *Sega Rally* is the first real racer to be designed with PlayStation 3 in mind and it shows. The only minor let down is the lack of any rumble feedback which was a vital part of the arcade original but that's more of a criticism of the Sixaxis pad rather than any failing on the part of Sega. If you want a racer for your PlayStation 3 this Christmas, *Sega Rally* should be your first choice – *Gran Turismo* is still an age away and *Colin McRae: DIRT* and *Need For Speed ProStreet* just can't compete with this level of fun.

Richard Melville



## Next Gen?

You can see the driver, the cars and er, at least three different types of dirt flying around at speed. As the lens flare subsides, giant chunks of mud hit the camera, making you flinch like a child. Racing has never been this involving or exciting before. Ignore the fact that you're looking at a Skoda, this is still the best-looking racer on PlayStation 3.



## P3Zine Verdict

Fast and slick, big and beautiful – the fun face of racing

Even the mud looks beautiful

The fastest thing on PS3

Good choice of cars and tracks

**91**  
%

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# 360Zine

Issue 11 | November 2007

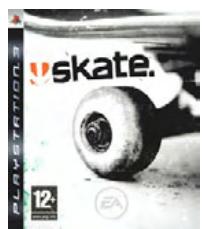
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**KANE & LYNCH****1****FIFA 08**  
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New kid on the block**3****SEGA RALLY**  
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# SKATE

EA's boarding debut wipes out Tony Hawk.

Publisher: Electronic Arts  
Developer: EA BlackBox  
Heritage: Tony Hawk's  
Pro-Skater  
Link: [www.ea.com/skate](http://www.ea.com/skate)  
OUT NOW

## THE WORLD OF SKATE

Your key to winning the plankety plank cheque book and pen...



Hitting the  
Spot

Subway  
Shortcuts

Car Wars

## Hitting The Spot

Skate takes place in an open world, similar to Tony Hawk's Project 8, but the city is littered with specially prepared trick spots designed to push your skating skills to the limit. Beat the target scores in each spot, then challenge your friends' tricks totals online.



it has met its match. EA's Skate is based on much the same premise, but revolutionises the gameplay, controls and visuals to a degree that Hawk coders Neversoft could never have anticipated. It's fresh, it's vibrant, it's new, and crucially it's a great game once you've got to grips with it.

Key to Skate's appeal is its ingenious use of the twin analogue sticks, controlling both body movement and interaction with the board. It makes you feel more in touch with the action, more involved in the tricks. It's a world away from Tony Hawk where the most complex manoeuvres could be dialled out with a series of button presses.

In terms of style, Skate also wins out easily with a unique range of graphical effects. From its fish-eye camera lens viewpoint, its super-saturated colour palette through to the sublime use of motion blur, it gives the impression of a game quite unlike any other. This is supplemented with context-



Freeskate mode allows you to pick a skating celeb and access any part of the city.



Skate as normal in the no-skate zone, but watch out for security guards looking to take you out.

**"Skate  
effortlessly  
annihilates  
Tony Hawk"**

### >Sega Rally continued

sensitive audio – the licensed soundtrack doesn't just blast out the speakers, it's a part of the game's environment, piped out of speaker systems or skater's boom boxes. It's this kind of attention to detail that helps creates an in-game world far more immersive than anything seen before.

### Play it again Sam

EA BlackBox also deserve praise for the brilliant replay system. Any time you pull off an amazing combo or find something cool in the in-game world, you're able to freeze the game, edit the last few moments of gameplay and save them off, sharing them with your friends online.

The overall sense you get with Skate is of a supremely competent release that effortlessly annihilates Tony Hawk with far superior audio-visuals and a more exciting control system. But you can't help but get the feeling that this game has been designed by skaters, for skaters – with the needs of the average player neglected in the face of integrating all this cool new stuff. Part of the problem is the camera angle – the low-down viewpoint makes judging distances and lining up grinds excruciatingly difficult. Even after days playing the game, running at speed towards a rail, and jumping onto it successfully is difficult enough, let alone stringing together



multiple grind-based combos.

With the basics so difficult to master, progress through the challenges does feel more like a case of just repeating and repeating the same stuff until you fluke your way past. Practise eventually reaps rewards but make no mistake, this is a tough game and nowhere near as easy to get into as any of the Hawk titles.

Persevere with it though and Skate is easily the best game of its type on PS3, and for Tony Hawk old-timers it offers a fresh alternative that is frankly unmissable. But for



the less hardened gamer hoping perhaps for an SSX level of instant accessibility and gratification, Skate's difficulty level is going to disappoint as much as the graphics and controls impress. ●

**Richard Leadbetter**

**"Skate is easily the best game of its type on PS3"**



The Suburbs offer little in the way of trick potential – you're better off going downtown to one of the many skate plazas.

### Next Gen?

Make no bones about it, Skate ticks plenty of boxes as a genuine next gen contender. Conceptually it's the best skateboarding game bar none, with its open world, multiple challenges and super-original sticks-orientated control system. Graphically it's wonderful too, with a superbly stylised design and heavily post-processed effects. Even the licensed soundtrack is cunningly integrated into the overall ambience and works beautifully.



**Life through a lens:**  
Skate has a unique visual style, a mixture of blends, blurs and concave lens effects.



**P3Zine**  
**Verdict**

*A brilliant game for the skate-obsessed.*

Superb new control system

Graphically sublime

Controls take ages to master

**86%**

# PlayStation Network

*The future of online gaming starts here*

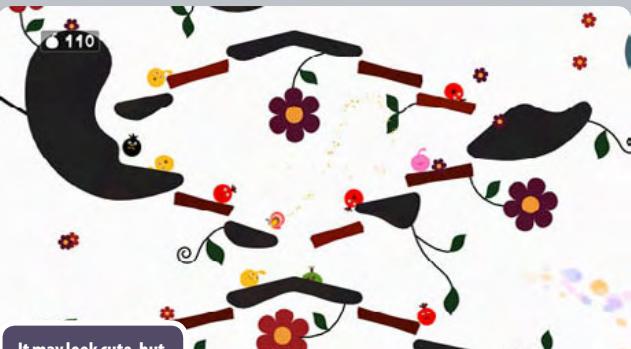
## Loco Roco Cocoreccho

*It's Loco Roco Jim, but not as we know it*

**"There's a hell of a lot to discover here"**

**Publisher:** Sony  
**Developer:** Sony  
**Heritage:** Loco Roco  
**Link:** [http://www.us.playstation.com/PS3/Games/LocoRoco\\_Cocoreccho](http://www.us.playstation.com/PS3/Games/LocoRoco_Cocoreccho)  
**Price:** £1.99

What it actually means is you're essentially paying for what is a glorified demo – just one level of Loco Roco goodness, with a few minigames thrown in for good measure. However, while there's only one level on offer, there's still a hell of a lot to discover here, and each time you play through you'll unlock new areas of the level, making finding



*It may look cute, but it's the music that's the most infectious.*

### P3Zine Verdict

*Keep rolling. We will.*

Good, wholesome fun

Too short

78%  
%

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Syphon Filter is looking a bit worse for wear. Shame it doesn't play much better.

## Syphon Filter

*Probably best to filter this one out*

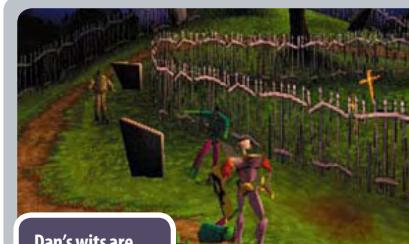
**Publisher:** SCEA

**Developer:** IGN Games

**Heritage:** 989 Games

**Link:** [http://www.us.playstation.com/PSOne/Games/Syphon\\_Filter](http://www.us.playstation.com/PSOne/Games/Syphon_Filter)  
**Price:** £3.49

Often referred to as a poor man's Metal Gear Solid, Syphon Filter was released to almost universal acclaim in 1999, but some eight years later, the shine has all but been removed



Dan's wits are still as sharp.

## MediEvil

*Back from the dead too*

**Publisher:** SCEA

**Developer:** SCE Cambridge

**Heritage:** Primal, Ghost Hunter, MediEvil

**Link:** <http://www.us.playstation.com/PSOne/Games/MediEvil>  
**Price:** £3.49

After its somewhat ungraceful debut-and-prompt retreat from the PlayStation Network last month, MediEvil is back, and thankfully, the third level is now present and correct. Originally released in 1998, MediEvil tells the story of Sir Daniel Fortesque,

### P3Zine Verdict

*Go for the PSP version instead.*

- Good voice acting
- Dodgy controls

54%  
%

a big headed Knight, who was the first to die in a battle against the evil Zarok. Playing as the undead soldier, MediEvil thrives with its Gothic comedy, which actually still generates a few laughs today. Sadly, the same can't be said for the gameplay, which really hasn't aged all that well – now, the controls seem incredibly sloppy, the combat dull, and the levels uninspiring. ●

### P3Zine Verdict

*Nice comedy. Duff game.*

- Still funny
- Time hasn't been kind

64%  
%

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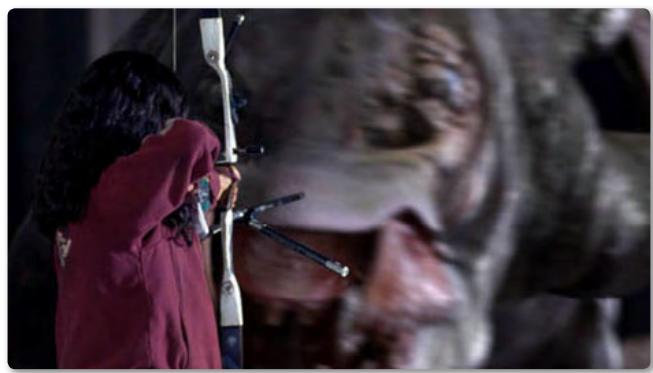


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# Blu-ray reviews

The latest and greatest new releases...



## The Host

Magnolia Pictures/Deleted scenes, director commentary, making of videos, trailers

A strange contradiction of the cheesy and cool, the blockbuster monster movie from Korea, the Host, works well during the actual monster movie portions. The creature is one of the best looking and most interesting giant monsters to hit the screen in years, and the chase to stop it is compelling. Unfortunately, the convoluted disease and evil military subplots, along with some awful physical comedy, fall completely flat.



PHOTO: MAGNOLIA PICTURES

### P3Zine Verdict

Too much fluff

- ⊕ Looks and sounds great
- ⊖ Other subplots are terrible

75%

### P3Zine Verdict

Fun, if slight mindless action

- ⊕ Looks good
- ⊖ Not very memorable

78%

### P3Zine Verdict

A slick guilty pleasure of an action movie

- ⊕ Looks and sounds amazing
- ⊖ Mostly nonsense

85%

### P3Zine Verdict

An interesting take on the classic story

- ⊕ Great movie
- ⊖ Video quality is a tad lacking

80%

### P3Zine Verdict

Fun comic book action

- ⊕ Fantastic Picture
- ⊖ Takes liberties with the source

85%



## The Replacement Killers

Sony Pictures/ Making of featurettes, trailers, extra footage

Antoine Fuqua's first big action movie is something of a wet dream homage to all things John Woo. Using Chow Yun Fat to do all the things that he was famous for in the 90's, it's not quite gritty enough to live up to its heritage, but seeing the gorgeous Mira Sorvino playing an ass kicking bad girl is almost worth the price of admission. The disc itself is very good as well, with some great sound and generally sharp, if not exceptional visuals.



## Underworld

Sony Pictures/unrated version, director and actor commentary, lots of making of videos

Say what you will about the story of this overdone goth, leather-rich vamp fetish movie, the blu-ray version of Underworld is amazing. For a movie that takes place almost entirely in dark environments, the picture quality is beyond stunning. Fine detail abounds, and this is easily among the best looking and sounding discs to hit the format. It's a shame the movie doesn't live up to the transfer quality, but this is entertaining fluff.



## Bram Stoker's Dracula

Sony Pictures/Introduction and Commentary by Francis Ford Coppola, making of featurettes, trailers

A beautifully created and stunning rendition of the classic horror novel, Francis Ford Coppola's Dracula was filmed to be a classic. Using mostly old school cinematography and effects techniques, and possessing an amazing score, this is easily one of the greatest vampire movies ever. Unfortunately, those old school techniques and the generally soft focus of the camera work don't lend themselves that well.



## Fantastic Four 2: Rise of the Silver Surfer

Fox Home Video/Director, film editor commentary, trivia game, deleted and extended scenes, making of videos, still gallery, concept art, trailers

The second cinematic adventure of the Fantastic Four is a decidedly more ambitious attempt. Getting past the origin stuff yields a better story and the Silver Surfer has always been a great character, so despite some slow parts and deviations from the comic material, Rise of the Silver Surfer is surprisingly good.

# THE PRICE IS RIGHT

**£299 PS3 could see Sony 'win' the Christmas period**



**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.



The Starter Pack is now the Value Pack - and a whopping £74 cheaper than before.

It's not long - indeed, I referred to it in my column in Issue 6 of this here column - since Sony's David Reeves claimed that a price cut for PlayStation 3 was most assuredly not in the offing. Well, Mr. Reeves' pants might well be ablaze as you read this, because Sony's console is now available for a much more wallet-friendly 299 squid.

Launched on the 10th October, the new 'entry level' PS3 comes with a smaller hard drive (40GB compared with the usual 60), two fewer USB ports - did we really need four, anyway? - and the removal of the multi memory card port. Oh, and it's no longer backwards compatible,

with Sony claiming it reflects "both the reduced emphasis placed on this feature amongst later purchasers of PS3, as well as the availability of a more extensive line-up of PS3 specific titles". Fair enough, really

- and most PS2 owners will happily keep their old console anyway, given that it doesn't get much trade-in value. Wonder why Sony didn't mention that one...

If you're up in arms about the inability to play your PS2 games on the new machine, then your irritation will be soothed at the news that the 60GB version is still on sale, only bundled as a 'value pack' at a very reasonable £349. This includes all the standard features missing from the lower-end model, and comes packaged with two first-party games. It's typical Sony that this effectively makes its 40GB model pretty much redundant - given the software value, most sensible folk will opt for the 60GB option. Perhaps Sony see the sub-£300 mark as the



Here's the 40GB model in all its glory. Note: no metal strip across the front.



Amazingly, *FIFA 08* on PS2 outsold *Halo 3* in its second week of release. Sony still has plenty of PS2 owners to get on board with PS3.

'tipping point' for those buyers teetering on the brink of picking up a new console. So in that sense it's a good move, though if I see anyone picking up the entry level pack in Game, I might just be tempted to point and laugh.

In fairness, there's not really much to complain about here - it might well be sour grapes on my part that I paid full whack for the damn thing not seven months ago, and here it is at £125 cheaper, just missing a few features that I - and most others, based on Sony's extensive research - barely make use of anyway. Certainly among the gaming forums

**"Sony see the sub-£300 mark as the tipping point"**

I frequent, there's a not insignificant number of people who are now sorely tempted to take the plunge - surely a good sign. What is a slight concern is the suggestion that the newer model will eventually usurp the 60GB option - so if you're into the idea of playing your PlayStation 2 collection in glorious upscaled beauty, you'll need to pick one of the 60GB models before they sell out.

The gloves are off in the race for the Yuletide market. But if you want a hint as to the way things could end up, bear this in mind: *FIFA 08* sold more copies on PS2 than on any other console. If the sub-£300 price point can convince all these last-generation Sony-ites that their new console is finally worth the outlay, then it could be a very merry Christmas indeed for Hirai, Harrison and co. ☺

# PRO EVOLUTION SOCCER 2008

*Steve Hill hooks up with Seabass...*

**W**ith PES making its PS3 debut this year, we flew to Seville to beat the development team in the annual PES European 5-a-side tournament. We also quizzed the legendary Shingo 'Seabass' Takatsuka, and not just about his goalkeeping...

**For me, the PS2 has always been the natural home of PES, almost to the exclusion of all other games. Now it's on the PS3, how have you captured that magic, or improved on it? What's the PS3 going to bring to PES?**

Well, we have always created the PS2 version, and this year we created the 360 and the PS3 for the next-gen. When we started to create the

next-gen we noticed the one big rival was actually the PAL PS2 version. This is our biggest rival because although the things you can do on the machine are much smaller than the next-gen machines, we've been creating for the PS2 for the past five or six years so the controller is almost like home position. Everything that we have done is really, really massive and we can never think that the PS2 is just an old generation machine because for our guys it's almost a home. And to answer your question directly we are not sure if we have beaten the PS2 version. It's for you to play and find out. However next year, when PES comes out you will probably say 'I don't need PS2 anymore'. But this year there's kind

of a question mark, we realised how big the transition was.

**Do you find it strange that someone who has not played at a higher level of football can create a game about a sport with so many nuances and be so realistic?**

Yes, I do sometimes feel honoured as well. When I started creating PES more than ten years ago, >

The laidback Seabass faces a grilling



You can now attempt to dive for a foul, at the risk of a yellow card.

**"We are not sure if we have beaten the PS2 version. It's for you to play and find out"**



Chelsea's Didier Drogba, in a fetching shade of orange.



The new shirt-pulling move, in extreme close-up.

## > Interview continued

back then the level of the whole football game genre was quite low in terms of games and it got higher and higher because we had rivals and everyone started to look into football, not just our team but other competitors as well. Nowadays it's not just me, but we do have more people who play football, or who used to play football, within the team.



### Do you love football more or less now that you've created PES?

I didn't even know about football when I started this project. It's totally different now. Right now, for me, football is one of the essential things in life and I probably could not resist without having football now. In Japan this is quite weird because there's more baseball fans but I don't care about baseball now, all I care about in sports news is football.



Newcastle and Tottenham, the only licensed Premier League teams in the game.



The thoroughly likable Cristiano Ronaldo skips past the Brazilian defence.

If you want to be in the Winning Eleven or PES production team you have to be a football lover nowadays. Salary is not an issue. If you don't love football you will not be able to stand the workload you have in the team so this is an essential element.

**This year there seems to be a lot of high scoring matches. I've had a 4-3, a 3-2. Was it a conscious decision to have more goals, or is it just that I'm a fantastically**

### skilled player with a dodgy defence?

No, this was not a deliberate decision. This is very apparent because as you've probably noticed there is misplaced passing when you're still not used to it. We chopped off a lot of fat and made the game a lot simpler. When that happens, you will score more and not concentrate on defence. When you concentrate you will probably have more boring games like 0-0. ●



Publisher: Konami

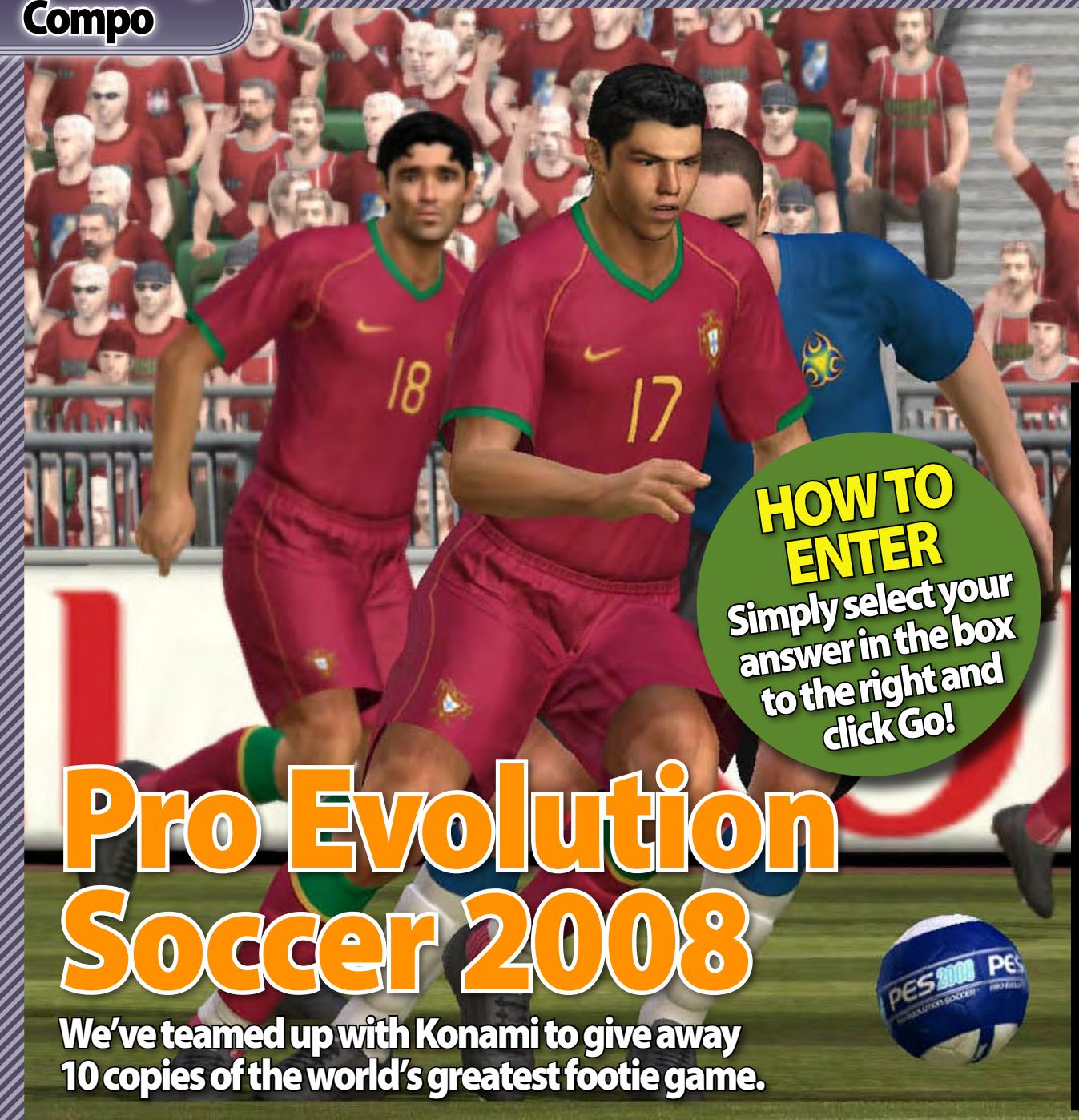
Developer: Konami

Heritage: PES

Link: [www.konamipes2008.com/](http://www.konamipes2008.com/)

ETA: 26th October

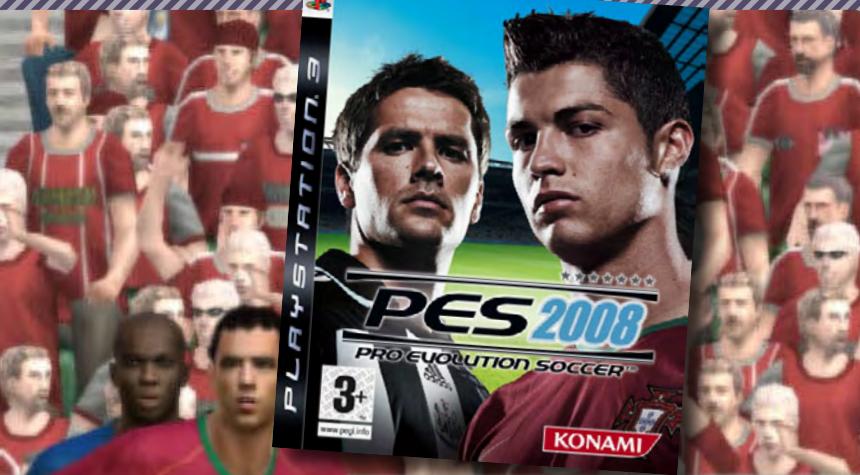
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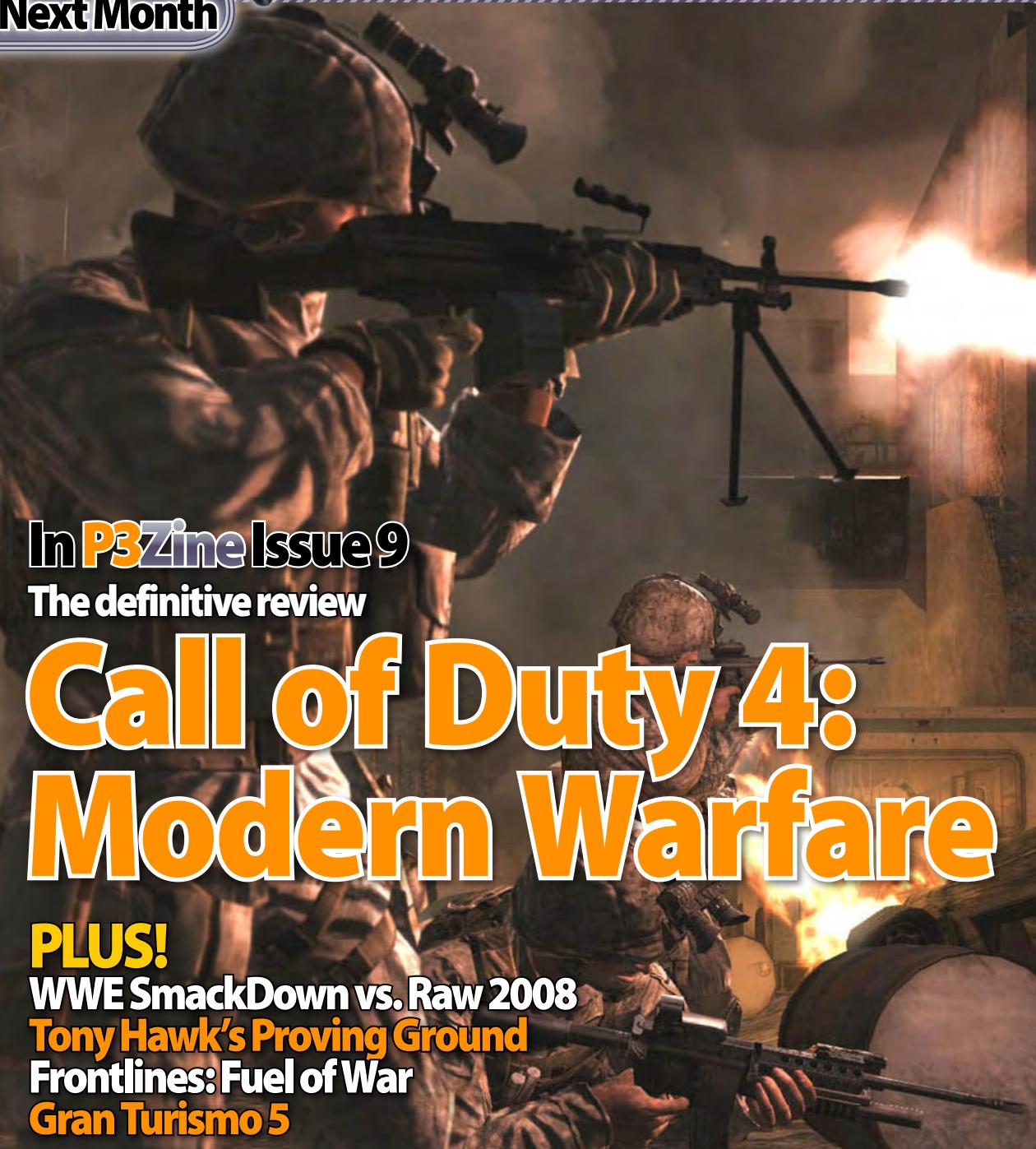
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# Pro Evolution Soccer 2008

We've teamed up with Konami to give away 10 copies of the world's greatest footie game.



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The definitive review

# Call of Duty 4: Modern Warfare

**PLUS!****WWE SmackDown vs. Raw 2008****Tony Hawk's Proving Ground****Frontlines: Fuel of War****Gran Turismo 5**

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