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P3Zine

Issue 10 | January 2008

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



MASSIVE REVIEW

THE ORANGE BOX

Awesome entertainment. Amazing value.

EXCLUSIVE INTERVIEW

TURNING POINT



GTA IV!
STOP PRESS!
See the new trailer, read our verdict!

REVIEW

Kane & Lynch



REVIEW

Uncharted: Drake's Fortune



REVIEW

Lego Star Wars: The Complete Saga

PLUS...



UNREAL TOURNAMENT 3

Frenetic firepower



LITTLE BIG PLANET

A brave new world



BURNOUT PARADISE

Burning rubber

Welcome to P3Zine



The final issue before Christmas, and another reason to put your hand in your pocket. Orange Box is one of the best collection of games we've ever seen and represents both incredible value and jaw-to-the-floor gaming throughout. And if you've read P3Zine throughout this year you can treat yourself on us... Just think of all the money you will have saved by reading P3Zine rather than splashing out on the paper alternatives that demand your folding stuff every month. Over 10 issues I reckon you're looking at somewhere between £40 and £50. Which coincidentally adds up to pretty much any PS3 game worth its salt. So, with 2008 beckoning. why not turn over a new digital leaf and subscribe today? ;-)

Enjoy the issue,

Dan Hutchinson, Editor
p3zine@gamerzines.com

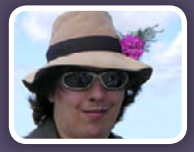
MAGAZINE FEEDBACK! Tell us what you think of the magazine

MEET THE TEAM

There's nowt they don't know about PlayStation



Richard Melville
Mr Melville unwraps The Orange Box in time for Christmas



Ian Morris
Lego Star Wars has kept Ian busy this month



Chris Schilling
Chris has been awaiting Uncharted: Drake's Fortune

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3











QUICK FINDER

Every game's just a click away

GTA IV
Unreal Tournament 3
Rainbow Six Vegas 2
flower
Blacksite: Area 51
Haze
Tom Clancy's EndWar
Turok
TNA iMPACT
Burnout Paradise
Little Big Planet
Interview
Orange Box
Kane & Lynch: Dead Men
Uncharted: Drake's Fortune
Lego Star Wars: The Complete Saga
PlayStation Network



PLUS! *The Club: listen to the interview here...*

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WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

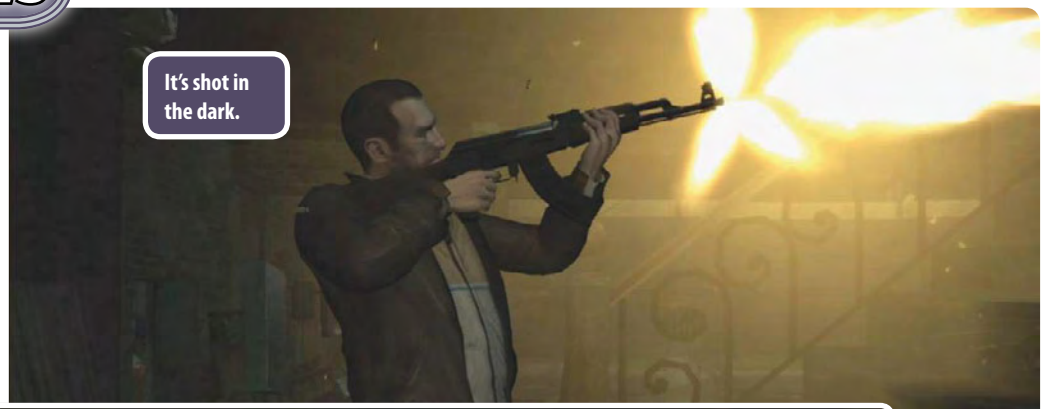
Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

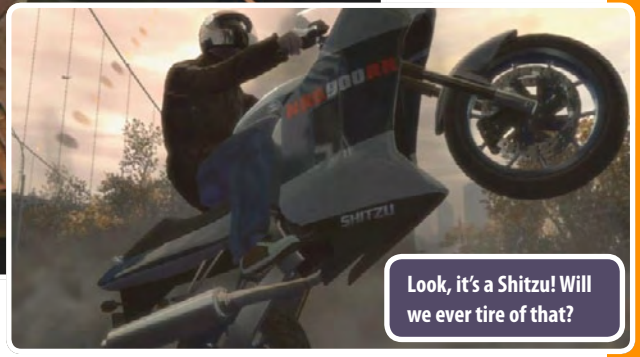


Publisher: Rockstar Games
Developer: Rockstar North
Heritage: GTA: San Andreas, GTA 3
Link: www.gtaiv.com
ETA: April 25th 2008

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







BOX ART
Watch the "unveiling" of the box art. No, seriously.



MOVE UP, LADIES
Watch the brand new GTA IV trailer.



Grand Theft Auto IV

NEW VIDEOS!

A tale of brotherly love, and loathing…

What is it?

Niko and his brother Roman share a fraternal bond that will be key to GTA IV's narrative. But they are clearly very different characters…
Our tough lead is aspirational, pragmatic and hard as owt - he doesn't even flinch while pumping enemies with his AK-47.

Roman is a wimp. He's aspirational too, but clearly a dreamer who doesn't have the nous to harvest the long-term success for which he seems so desperate.

His mangy pad is a far cry from the plush American lifestyle he promised his brother, and his lust for lucre has saddled him with some nasty enemies and, by the sounds of it, $2m-worth of other problems.

So, what's new?

The brothers' world looks to be the seediest in the GTA canon, with lapdancing clubs and pool dives offering plenty of internal areas to explore and destroy and complement the kind of wide open spaces we're used to.

And there's a real sinister side to the game – no more evident than when Roman and Niko are lashed to a chair for an interrogation scene that features a guy brandishing a blood-spattered hacksaw…

Elsewhere in the new trailer there's a peek at weapons such as the flick-knife and semi-automatic machinegun, vehicles such as the speedboat and tooled-up chopper.
But the star of the show is Niko's most important tools of all – his hands and feet… Silhouetted punch-up scenes show off stomach-wrenching physics and suggest that scrapping will be as much fun as sticking a rocket-launcher up a cop's jacksie. Who'd have thought it?

Anything else?

When ace teases Rockstar damn well say so.

When anyone can play, everyone can play.







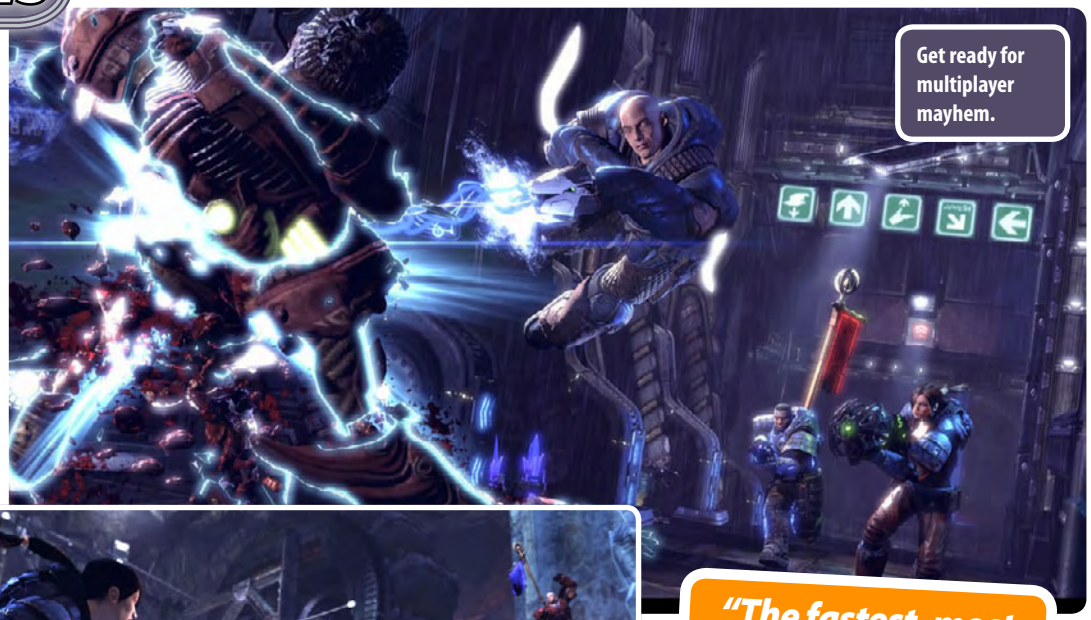
Spend quality time together with friends and family through fun and social games. And with over 300 games available by this Christmas, there's something for everyone.

Jump in.

XBOX 360 LIVE

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

Publisher: Midway
Developer: Epic Games
Heritage: Gears of War, UT 2004
Link: www.unrealtournament3.com
ETA: February


Get ready for multiplayer mayhem.



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

"The fastest, most competitive, off the wall first person shooter on PS3"




Fast, furious and fun, fun, fun...

Unreal Tournament 3

HANDS ON

We go hands-on with the PS3's killer shooter.

What is it?

Although it may recently have been delayed (though you'll never get Epic to admit it), Unreal Tournament 3 is still the fastest, most competitive, off the wall first person shooter on PS3. And, whether 360 owners like it or not, even with the delay, it's still going to be a PS3 exclusive.

So, what's new?

Recently, we got to go hands-on with the PS3 version of UT3, and we can confirm that it's shaping up to be an FPS lover's dream. Running at a slightly slower speed than the PC version to compensate for the PS3's controller (hence the lack of cross-platform play), UT still feels just as fast as ever, and controls like a dream. We did, however, notice the frame rate was slightly jittery in places, and the graphics seemed to have less detail than on the PC - although, this may have something to do with the fact we had our noses pressed against 42" TVs.

When do we get to see more?

As there's been no concrete release announced, and the version we played was quite obviously not finished, we're guessing that UT3 will end up being pushed back to early next year. However, when it does ship, you can be sure of a game that's the best multi-player based FPS on PS3, with a corking online mode to boot.



REPLAY THIS VIDEO

"NOTHING CURRENTLY SET IN MODERN WARFARE COMES CLOSE TO THE HIGH QUALITY FOUND WITHIN CALL OF DUTY" - 360 MAGAZINE

"ASTONISHINGLY BRUTAL"
- OFFICIAL PLAYSTATION MAGAZINE

"THERE'S NOTHING QUITE LIKE IT OUT THERE"
-PC GAMER

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INCOMING

A gaggle more games for the coming year...



Rainbow Six Vegas 2

Publisher: Ubisoft | **ETA:** Spring '08

It doesn't seem like yesterday since we were storming through the streets of Vegas with the Rainbow crew, firing smoke grenades as we went, but now, Ubisoft have announced that next year, we'll be able to return to the strip again. While details are slim on the ground at the moment, we're hopeful this will provide the same fantastic gameplay that Vegas was famous for.

flOwer

Publisher: SCEE | **ETA:** Spring '08

flOw took the PSN by storm when it launched towards the beginning of this year, with its psychedelic, chill-out atmosphere, which made it perfect for relaxing after a stressful game of Motorstorm. Now, we're pleased to report it's getting a sequel. flOwer, somewhat unsurprisingly lets you control the floating petals of a flower with the Sixaxis, as you glide over hills and dales.





Blacksite: Area 51

Publisher: Midway | **ETA:** Spring '08

Yes, it's another PS3 game that's been delayed, but hopefully this will mean time to address some of the issues on other platforms. With a plot scripted by the woman behind Gears of War, and some gorgeous visuals powered by the Unreal Engine 3, Blacksite has the makings of a sleeper hit. We'll find out how it turns out in the Spring.

Haze

Publisher: Ubisoft | **ETA:** Spring '08



Unfortunately, it seems our waxing lyrical about this just a few issues ago has cast a curse on its development, as Haze has now been delayed until a very vague Spring '08. However, never ones to be too pessimistic about things, we hope this extra time will be used to apply the last layer of Mr. Sheen this needs to become a true classic.



Tom Clancy's EndWar

Publisher : Ubisoft | **ETA :** Summer '07

Whereas the Tom Clancy games have famously been renowned for their stealth action, EndWar looks to take the series into a different genre - the RTS. Set in the year 2020, during WW3, EndWar takes you through a gripping story of a global conflict, though they're going to have to nail the RTS controls spot on for this to be a hit.

Turok

Publisher: Touchstone | **ETA:** February



When Acclaim folded, people weren't too fussed about the majority of IPs the company had, but there was one game we all hoped would get pulled out of the rubble. That game was Turok. Set for release in early 2008, you'll be able to kick Tyrannosaurus in the face again, in beautiful HD, in this promising shooter.

TNA iMPACT

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



In our humble opinion, the WWE has ruled the roost for far too long. Since McMahon's empire swallowed WCW whole, there's been no competition in the wrestling game stakes, but now, thanks to TNA, things are starting to heat up again. With a UK release now confirmed for summer 08, we hope to bring you more of this promising grappler very soon.

IN THE PIPELINE

SPRING	SUMMER	AUTUMN	WINTER
BURNOUT PARADISE	GTA IV	CHRONICLES OF RIDDICK: ASSAULT ON DARK	FINAL FANTASY XIII
DEVIL MAY CRY 4	METAL GEAR SOLID 4	GHOSTBUSTERS	DESTROY ALL HUMANS: PATH OF THE FURON

Everyone's here.







The only place to play all these great blockbuster titles is Xbox 360.
And with over 300 games available by Christmas, the real question is:
what do you and your friends want to play first?

Jump in.

XBOX 360 LIVE

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

HANDS ON

Burnout Paradise

Publisher: EA
Developer: Criterion
Heritage: Burnout
Link: www.burnoutparadise.com
ETA: Spring '08

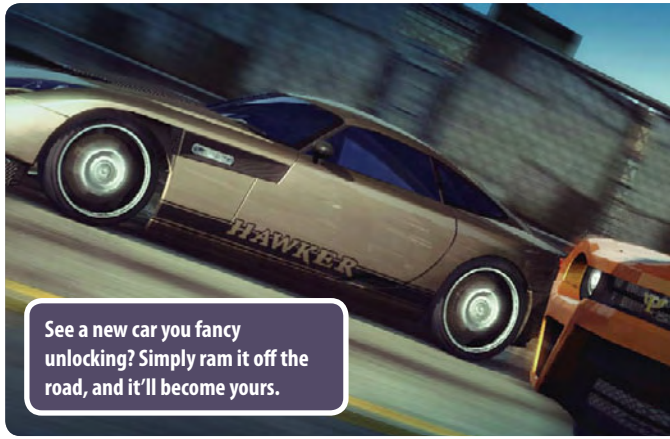
This is Paradise City - we hope the grass is green, and the girls are pretty.

For the past few years, we've felt that the Burnout series has been getting a bit samey. Ever since Criterion were bought out by EA, the games seem to have simply slipped into the same groove that FIFA occupies, releasing yearly updates, with very little improvement. Peaking with Burnout 2, the series has been in need of a radical change for some time. With Burnout Paradise, it seems that change may finally be here.

So, what's the huge difference for Burnout Paradise? Put simply, it's freedom. Set in a completely free-roaming, seamless-loading environment, Burnout Paradise is the first Burnout game to let you simply drive where you want, when you want to, without having to pick an event from a menu, and wait for the game to load.

With the entire city open to you from the start (complete with every event, and crash junction), all you have to do to initiate an event is pull up at a traffic light, and hold the L2 and R2 buttons. The game then instantly drops you into whatever event you've picked, whether it's a crash junction, a takedown challenge, or street race - instantly.

But having a free roaming environment poses something of a problem for street races - after all, it >



See a new car you fancy unlocking? Simply ram it off the road, and it'll become yours.


Pulling up at a set of traffic lights to initiate an event is bound to confuse us the first time we play it.


As usual, a variety of cars will be on offer, but this time round, we're promised each car will handle differently.

"What's the huge difference for Burnout Paradise? Put simply, it's freedom"



Street races may not be as tight as normal, now that there's a free roaming city in place.

>Burnout Paradise continued

simply wouldn't be right to go from having an open city, to racing round an invisible barrier ridden track. To counteract this, the street races have been given an overhaul as well - instead of setting you an entire course, the game will simply set you (and your AI compatriots) a start, and a finish - it's up to you as to how you get there. With many of the side roads and shortcuts hidden from the map, the more time you spend exploring the Paradise City, the better you'll know your way around, and you can be sure that this will make the online races all the more competitive.

And speaking of online play, this is an area where Criterion have really gone to town for Burnout Paradise, supporting up to 8 players at one time, all running at a smooth 60 frames per second. Even more impressively, the online mode is just as seamless as the single-player - simply by choosing a friend from the built in friends list, and then pressing right, you'll invite the player into a game, and that merges your two worlds together. Without any loading times, or inconvenience, you and your friend can be playing together in a matter of seconds. Pretty impressive, we think you'll agree.

In another cool twist, Burnout Paradise also supports the PlayStation Eye, in a rather unique way. If you're racing against an opponent who has a PlayStation Eye camera plugged in, the second you take them down, it'll take a mugshot of their face, and display it on your screen for you to laugh at. However, we're not actually sure we want to see what some people will be doing after you take them out. The gestures certainly won't be suitable for your granny to see.

With a brand new open world to explore, and a revamped crash system which deforms the car in real time (making it possible to wrap your car round a pillar, in a literal sense), this could be just the shot in the arm the Burnout series needed. We'll be waiting on this with baited breath.



It certainly looks like paradise.

"Online play supports up to 8 players at one time, all running at a smooth 60 FPS"


Just so you know, the PS3 is the lead platform for Burnout Paradise. Cool, isn't it?


We think they use a bit too much motion blur at Criterion

P3Zine Burnout Paradise

PERCENTAGE COMPLETE 90%

FIRST IMPRESSIONS 75%

We hope it'll be as close to paradise as they say

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Jump in.

XBOX 360 LIVE

FIRST LOOK

Little Big Planet

Play. Create. Share.

Publisher: SCEE
Developer: Media Molecule
Heritage: Little Big Planet
Link: www.mediamolecule.com/games.html
ETA: Spring '08

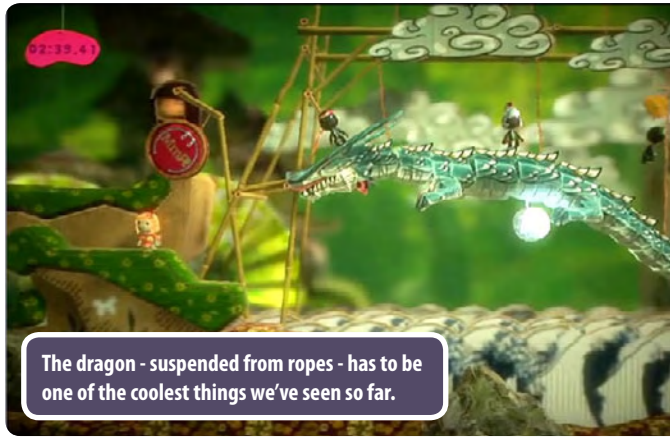
To most, Christmas is a time of giving - a time to share with your family, and to put smiles on people's faces, by giving them a gift no one else would ever have thought of giving. And of course, after you've given your presents away, received some yourself, and stuffed yourself full of turkey till you're about to explode, the chances are you'll sit down with your newfound presents, and have a little play.

If you think about it metaphorically, Christmas shares a lot with Little Big Planet. A game which lets you make your own levels, and then share them with people around the world, Little Big Planet has set our pulses racing with its unique breed of creativity, and warmed our hearts with the romantic notion of sharing your creations. Put like that, it's a bit like Christmas in a box, just on your PS3, for 365 days a year. And that thought has us excited.

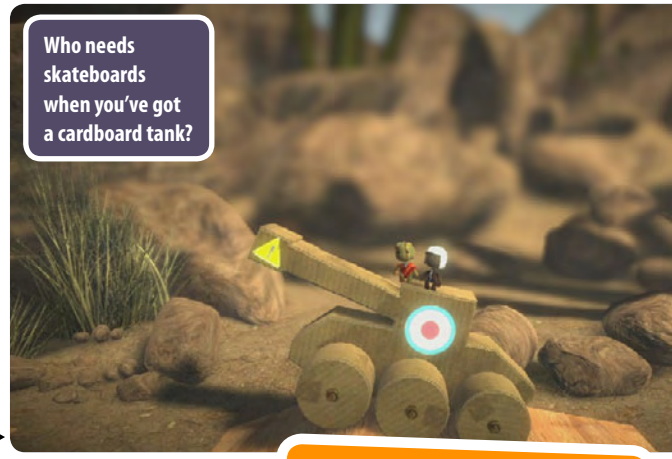
The beauty of Little Big Planet is in its simplicity, and as such, the gameplay is best described with just three words - Play, Create, and Share. While playing through the game yourself is certain to be great fun, this means that creating, and sharing levels with other people is two-thirds of the experience.

The concept of user-created material is nothing new to games, but Little Big Planet turns the knob way past 11. Utilising a simple, drag and drop interface, it's possible for you, or a group of friends, to create a level, together, on-the-fly using the built in tools. Choosing the objects you want to place from a variety of standard shapes (or even user created materials), you can resize, stretch, and edit whatever you put down to your heart's content, which makes creating levels a piece of cake.

Even better, everything in the

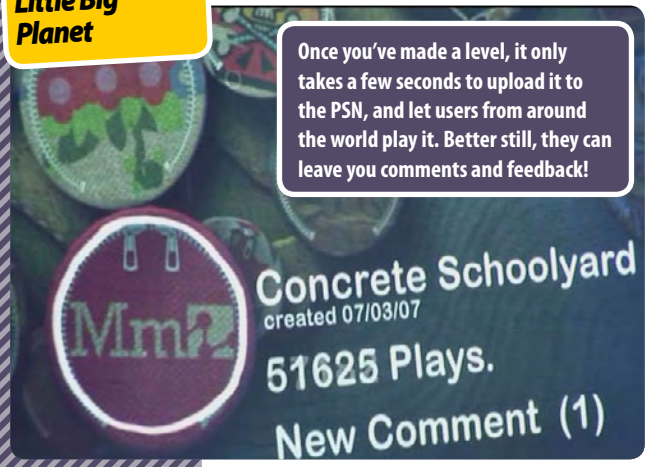


The dragon - suspended from ropes - has to be one of the coolest things we've seen so far.



Who needs skateboards when you've got a cardboard tank?

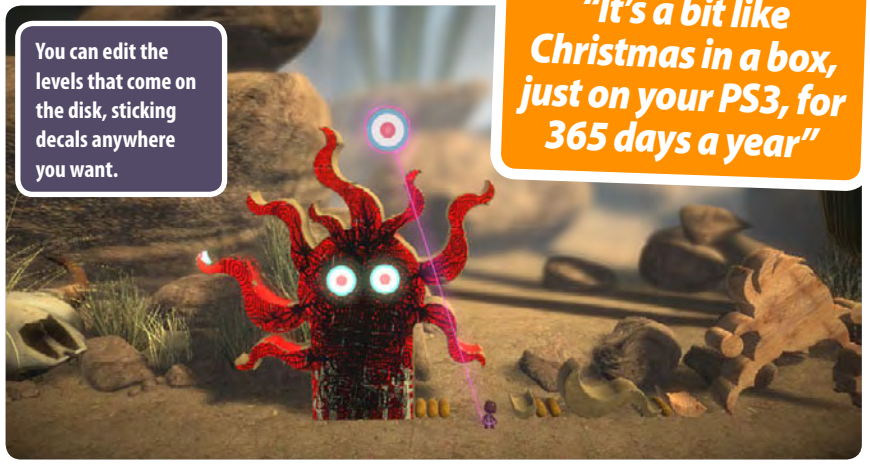
PREVIEW FEEDBACK! Tell us what you think of Little Big Planet



Once you've made a level, it only takes a few seconds to upload it to the PSN, and let users from around the world play it. Better still, they can leave you comments and feedback!



Your characters can be customised on the fly, and you can even stick things on each other!



You can edit the levels that come on the disk, sticking decals anywhere you want.

"It's a bit like Christmas in a box, just on your PS3, for 365 days a year"

>Little Big Planet continued

world of Little Big Planet is entirely physics based, and made out of real world materials, whether that be fabric, wood, metal or liquid. This means that whenever you place an object, it'll react exactly how you'd expect it to in real life - balls roll, cogs turn, and springs, well, spring, and this makes for an incredibly interesting game, where you'll find players carving their own paths through levels.

But when you're bored of creating levels for yourself (which we doubt will ever happen), the fun doesn't end there, as you can choose to either play through the levels that came on the disk, or download some fresh ones from the PSN (that's where the sharing comes into it). Playing out as the most physics driven platformer you've ever played, Little Big Planet works best with a group of friends working together as a team. One of the coolest features is the way that, by simply pressing a button, you can make your character grab onto objects, and drag them around the level, letting you basically mould the level to your liking, whether you want to clear the path ahead, or build a platform to a higher level! One demo we saw showed the developers pushing a ball, then grabbing onto it, and using the forwards momentum to fling themselves to a higher platform! Utter, utter genius.

If there were ever a game that deserved to sell the PS3, this is it. A game the whole family can enjoy, that you and your friends can lose yourselves for hours in, Little Big Planet could well be the greatest game of all time. Creativity, connectivity, and most importantly, playability, in all the right levels.



We can't wait to see what the community comes up with when they get their hands on this.

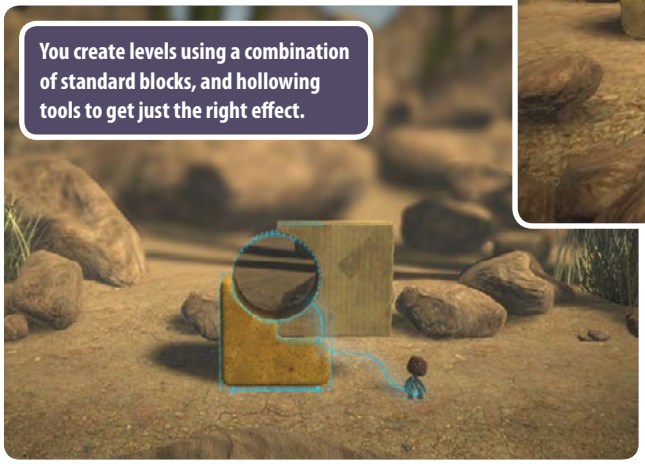
"If there were ever a game that deserved to sell the PS3, this is it"



Ever get the feeling you're being watched?



With the amount of customisation on offer here, you'll never run into an identical character online.



You create levels using a combination of standard blocks, and hollowing tools to get just the right effect.

P3Zine Little Big Planet

PERCENTAGE COMPLETE 75%

FIRST IMPRESSIONS 90%

The sooner we can play, create, and share, the better.

TURNING POINT

As Nazis invade America, and the world falls into disarray, it's up to one, average Joe to put it all right...


That dropship looks like something out of Haze...

The new game from the developers of Call of Duty: Finest Hour, Turning Point takes a different stance on the standard WW2 shooter, most notably asking the question – What if? We sat down with the man with all the answers, David Brickley, to spill the beans on this promising shooter.

As the team who brought us Call of Duty: Finest Hour, the jump from an incredibly realistic game, to an alternate reality WW2 seems like a huge step to take - why did you make the decision to move away from reality?
Actually the game is grounded very much in reality - it's just a different one to what we know.

The 'turning point' had to be plausible - the death of one man, an inspiration to millions, and what would happen to the world as a result. That history, seen through the eyes of an ordinary American, not a soldier, was just one design decision born of the fact that we wanted the narrative to be believable.

It sounds like you've got an enthralling storyline in place, with the Nazi's invading America - could you please give us a brief outline of what's happening?
Following the accident which kills Churchill, the Nazis dominate Europe, then the east, before launching a surprise attack on the US in 1953. This was all on the drawing board for Hitler - he was obsessed and made many plans to invade America. In our game, it happens, and as an ordinary Joe construction worker, you get a front row seat.

In your opinion, what's the biggest feature of Turning Point?
It's a combination of things - the locations that everybody is familiar with, but not from games - from their everyday life and experience. We all know NYC, even though many haven't been there. The sheer spectacle, the avoidance of gamer cliché (you're not a soldier), the eeriness of the atmosphere. The >


Zeppelins over New York. Reminds us of Crimson Skies.

"You've no back up against the mightiest war machine ever assembled"



The Chrysler building in tatters. We didn't see that one coming.



Graphically, the game's come on leaps and bounds since it was announced.



Turning Point's shaping up to be a fun, alternate reality FPS.

> Interview continued

plausibility I guess. It makes for a really unique experience.

Will Turning Point have a realistic '50s feel to the game, and weapons you use, or does it tend to lean towards the experimental side of weaponry?
Spark have enormous experience of the period, so everything they imagined is based on evolutions of technology in use at the time. This keeps it very grounded in reality, even though nothing you use - from the MP50 machine gun to the mini blimp troop carriers which roam the skies - actually existed.

It would have been easy to chuck in a few mecha Nazis, or the odd laser gun, but the temptation was resisted because we believe the game's mass appeal is in keeping the player believing the scenario. That has appeal way beyond the type of player who would normally dabble in FPS.

How will the single player game play out - will it be a linear experience, or are there multiple routes through each mission?
Multiple routes only really work in our view if each is as entertaining as the other. One of Turning Point's real strengths is it bucks the trend to pad out the experience by making you retread the same old corridors just to give the illusion of 'choice'.

Each location, across the various settings in NYC, to the White House and streets of DC, all the way across the pond to London, and beyond, >

"The game's mass appeal is in keeping the player believing the scenario"

> Interview continued

are unique in their art assets and that helps the player feel like they're going on a journey. As appropriate we've made them spectacular, or creepy & moody, but always entertaining.

How is combat handled? We've seen several hints at hand-to-hand combat in the trailers - will this be present in the game?
It's a huge part of emphasising who you are - an ordinary guy, trying to survive. You've no back up to speak of, no supplies, against the mightiest war machine ever assembled. The Instant Kills are where you get to put your bar-brawling experience into effect, and often your environment comes into play, such as when you chuck a Nazi off a building, or stuff another's head down a toilet.

Equally important is the human shield. It's a desperate but necessary tactic if you're to move from cover to cover against overwhelming odds, because you've no handy health packs, and certainly no body armour.

Will there be a multiplayer mode included?
Yes. And yes, you can play as a Nazi.

Will there be split-screen?
No, but link up play is supported of course,

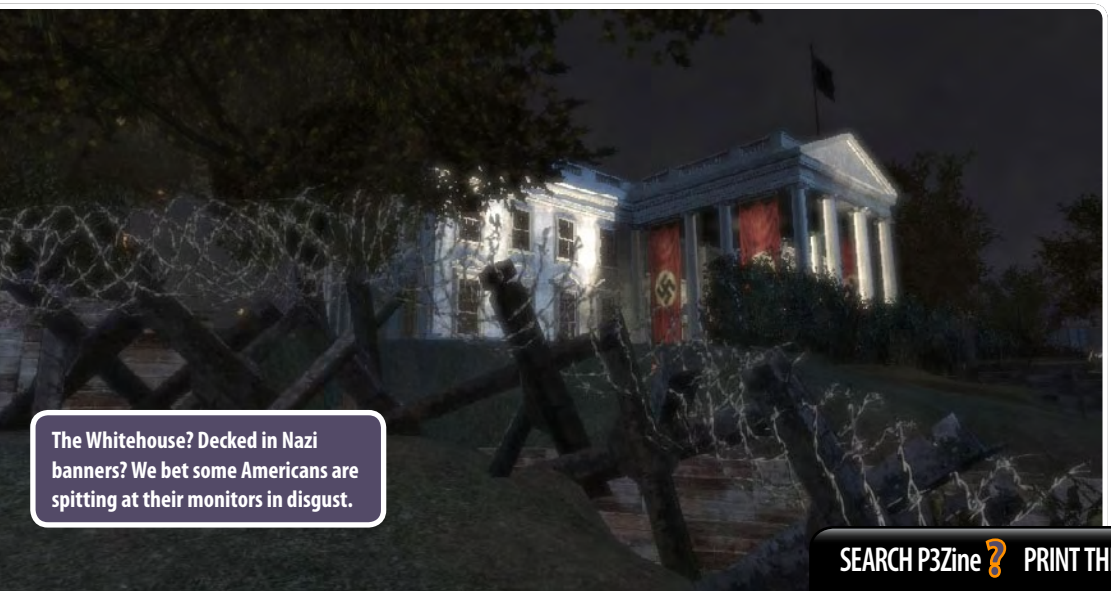
Has a release date been decided?
Early next year.

And, lastly, when can we expect to see more of Turning Point? Are there any plans for a pre-launch demo?
Yes, a demo will be out in a suitable window prior to launch.



Nazi's now have access to VTOL equipment, which has resulted in these weird landing blimps.


Pedestrians run in terror, and you're in the middle of it.


The Whitehouse? Decked in Nazi banners? We bet some Americans are spitting at their monitors in disgust.

TURNING POINT FALL OF LIBERTY

Publisher: Codemasters
Developer: Spark Unlimited
Heritage: Call of Duty: Finest Hour
Link: www.codemasters.co.uk/turningpoint
ETA: February

"Each location helps the player feel like they're going on a journey"



REPLAY THIS VIDEO

STARRING
SOON IN A LIVING
ROOM NEAR YOU.

The blockbuster movie trivia game comes to Xbox 360™ featuring four easy-to-use, Big Button Controllers. And with 1,800 all-new questions, including movie clips in HD, you'll rarely see the same one twice. All of which can turn your next party into an epic premiere.

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12

Microsoft game studios

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Jump in.

XBOX 360™



The Orange Box

P3Zine GOLD

Forget Terry's Chocolate Orange this Christmas...

Publisher: EA
Developer: Valve
Heritage: Half Life series
Link: http://orange.half-life2.com/
Out: 14th December

It's a strange name for a games collection, but then developers Valve are a strange game development company. Valve are still fiercely independent despite signing a publishing deal with EA games for this PlayStation 3 collection of their greatest Half Life games, a curious development experiment called Portal and cartoon blaster Team Fortress 2.

PC owners will have already experienced The Orange Box courtesy of Steam, the industry worrying download system that pumped new episodes of the series direct to gamers' hard drive via broadband. Of course, Valve own Steam - it's as much of a revolution as Half Life itself which is widely considered to be the best PC game ever. Consult the forums, your bespectacled friends and any bearded game developer if you don't believe the hype that's surrounded the series for the best part of a decade.

On PlayStation 3, Valve have compiled a massive pack of games. There's the original Half Life 2 and two subsequent expansion packs - Episode One and the brand new Episode Two. We were amazed that the three games could be contained on a single disc and then realised that there were more, two more to be precise. Portal is a weird, physics bending FPS which casts you as a human trapped in a kind of sci-fi Rubik's Cube. It's experimental >

Next Gen?

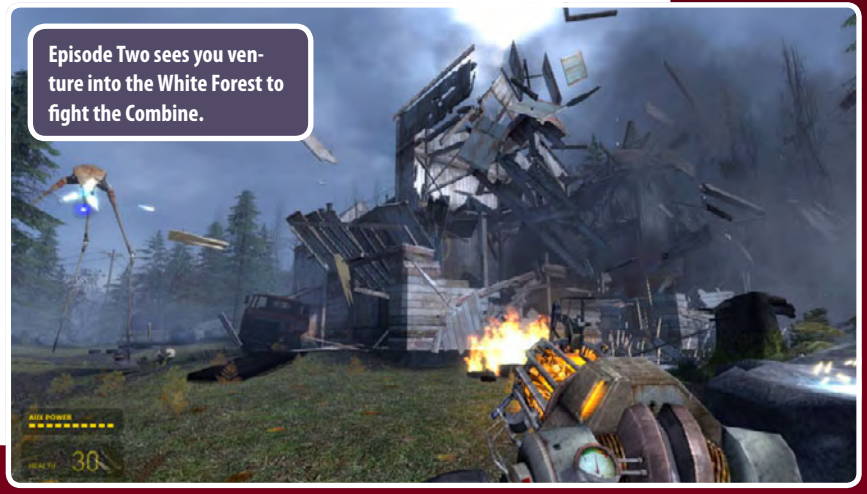
Half Life 2: Giant enemies, convincing smoke effects and mega flames are something that just couldn't be done on PlayStation 2. Each level is huge and great chunks of map, flesh and broken skyscrapers are spurted from blu-ray disc to the 256MB innards of your PlayStation 3 at speed.





"Half Life 2 is desperately needed on PlayStation 3"

The distinctive characters in Team Fortress 2 can easily be seen through sniper sights...



Episode Two sees you venture into the White Forest to fight the Combine.



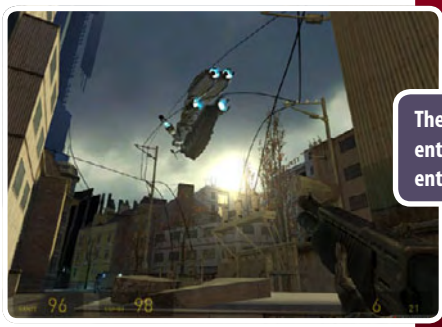




>Orange Box continued

and makes your brain (rather than trigger finger) hurt. Finally, there's the multiplayer Team Fortress 2 which is a tongue and cheek shooter with humorous weapons and cartoon carnage.

Half Life 2 and the two episodic expansions represent the most in depth and awe-inspiring shooter on PlayStation 3. Resistance was fine for a few hours and a neat tech demo for PlayStation 3 but it's not a patch on Call of Duty 4. Half Life 2 is unlike either game, presenting a sci-fi universe which has a brooding atmosphere that reminds you of classic sci-fi films. Bits will remind you of Harrisson Ford's Blade Runner, The Fifth Element and more. Navigating the epic world is simple and you'll fall into the universe and explore, rather than just searching for the next target. You play Gordon Freeman and though we should say more, the plot is a massive part of the game and this review is a Spoiler Free Zone. Needless to say, Half Life 2 is desperately needed on PlayStation 3, previously devoid of any shooter which doesn't feature marines, gangsters or policemen from Los Angeles. Even Xbox 360 owners



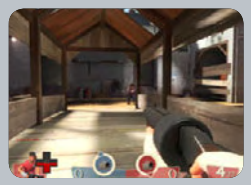
"It will remind you of Harrisson Ford's Blade Runner"

FORTRESS OF FUN

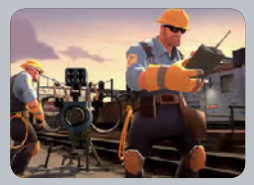
Welcome to a shooter set in a theme park...



Choose your character carefully - the larger the character, the bigger the weapon. Ahem.


The visuals may look simple but the animation is top notch and moves at a slick pace.


Part platformer, part shooter but it's all fun. The thrill of the chase is addictive.


You won't find this kind of humour in any another shooter...


No, it's not Master Chief - each character class is easy to spot from miles away.

Portal, the game with the mad computer.

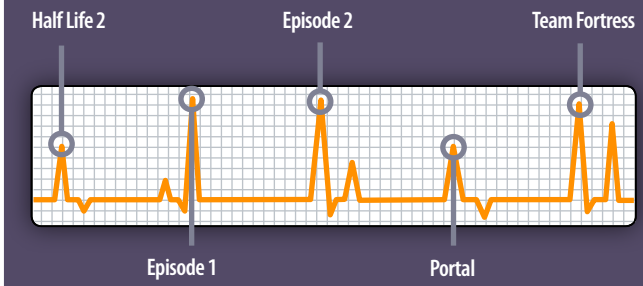



"And here's one I made earlier." Alyx listens to the boffin.


Surprise! The robots are the biggest enemies yet seen on PlayStation 3.

"Portal is the most original development in the world of FPS games in years"

PULSOMETER *Signs of life*



PACK OF THREE
The 'new' part of The Orange Box examined.



Half Life 2: Episode Two | Team Fortress 2 | Portal

Half Life 2: Episode Two

The latest episode which has more revelations than any part of the crazy Half Life story so far. Gordon and Alyx Vance (pictured) head to the White Forest to build a resistance against 'the Combine'. It's a little bit WWII and a little bit like The Empire Strikes back.

>Orange Box continued

who clocked Halo 3 in a week will be spending more time with Half Life 2 and the two additional episodes. For the uninitiated, the control method and clever physics mean that you can pick up and throw objects, prod people and generally move around in a more immersive way than before. While so many shooters feel like controlling a military Dalek on wheels, Half Life 2 feels far more realistic. The surroundings, from bleak cityscapes to forests, are sharp and always involving and there's vehicles and the odd surprise along the way. It's no surprise, however, that PC owners previously waved Half Life 2 under the noses of PlayStation 2 owners like some kind of video game holy grail. Now it's on PlayStation 3, it's an essential purchase, if only to experience an FPS with true depth.

Portal is a physics based adventure (no, come back) which sees you take on the role of a 'test subject' within the Half Life universe. Starting in a glass room with a pod bed, toilet and sink, the aim is to reach the exit within each level. To do this, portals need to be created from a magical portal creating gun. Yes, it sounds weird and it is. Shoot walls or the floor and a portal opens up like a mirrored abyss, transporting you to somewhere else in the maze of each complex. Guidance is provided by a clinical robotic female voice. It's not for everyone and takes some getting used to but if you're prepared to re-train your brain and experiment, Portal is the most original development in the world of FPS games in years.

Finally, Team Fortress 2 is the multiplayer only component of The Orange Box. It's the world of Half Life twisted into a Simpsons paint-ball special. You play as part of a team, either red or blue and pick your style of character which will be blessed with a pistol, flame thrower or a 'heavy' weapon. There's sniper rifles and batons too and it's simple fun which concentrates on fragging and the bits you love about online shooters. There's no ninja players stealing your weapons every five seconds and playing as a team rapidly shows you the ropes. As a closer to the giant Orange Box, Team Fortress is the icing on the cake.

Richard Melville



P3Zine Verdict

The best thing on PlayStation 3

+ Hours of gameplay
+ Decent plot and a believable universe
- Portal could confuse simple FPS fans

95%

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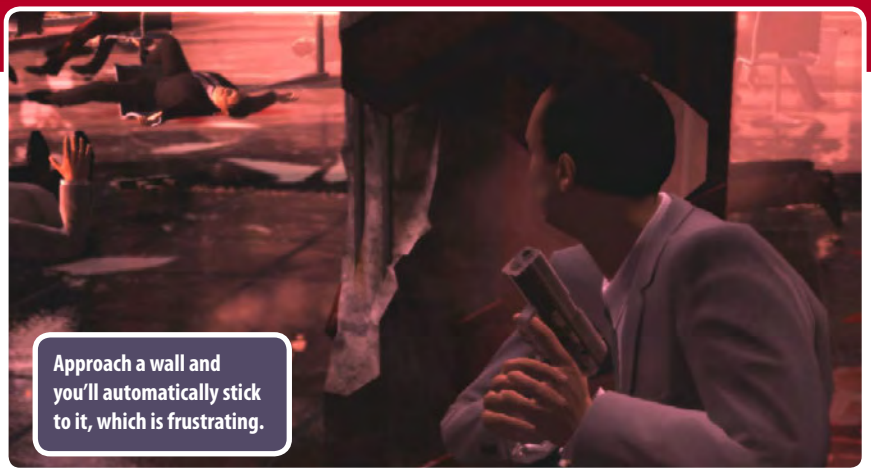
Publisher: Eidos
Developer: IO Interactive
Heritage: Hitman: Blood Money
Link: www.kaneandlynch.com
OUT NOW

Kane & Lynch: Dead Men

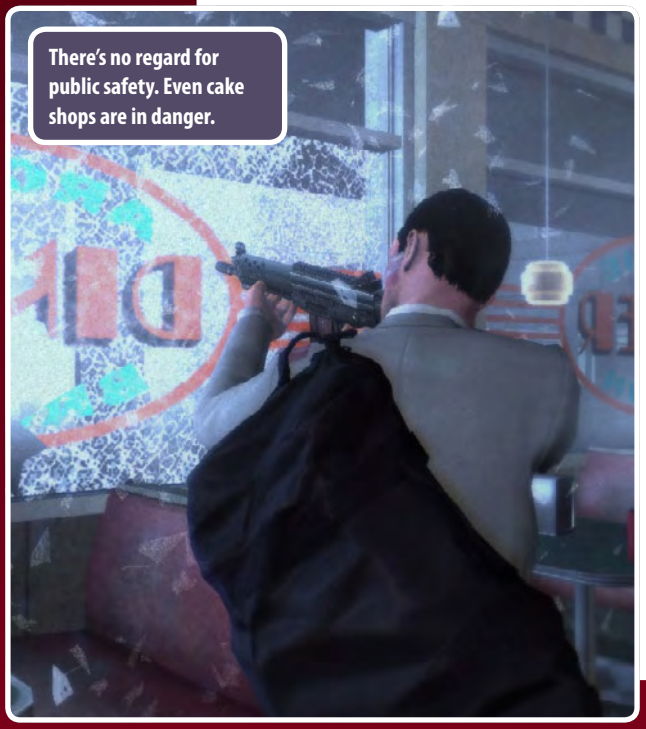
Dead men walking, talking and swearing very loudly.

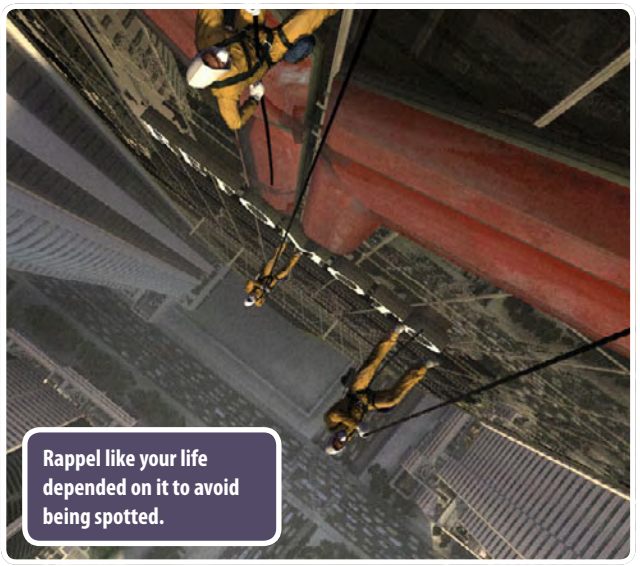
From the makers of Hitman... the intro proclaims, as if we needed any reassurance that Kane & Lynch involves guns, death and the kind of bodycount associated with a nuclear disaster in LA. The cinematic continues further, filling you in on Kane, a man stripped of his wife, daughter and put on death row for being a murdering criminal. Kane escapes via the helping hand of partner in crime Lynch, only to be forced into taking on one last job with pill chomping mentalist Lynch as security. If Lynch doesn't make the necessary calls during the game, Kane's wife and daughter are dead. It's the plotline of every major cop movie of the last decade melded together, minus the comedy, plus lots more swear words.

Like EA's forthcoming Army of Two, Kane & Lynch picks up on the double act appeal of Hollywood films but rather than focus on a pair of wisecracking cops, Kane & Lynch play for the other side. You play bright man Kane and Lynch is a sidekick so dim, he'd be better


Approach a wall and you'll automatically stick to it, which is frustrating.

If Lynch doesn't make phone calls, Kane's wife is dead"


There's no regard for public safety. Even cake shops are in danger.


Rappel like your life depended on it to avoid being spotted.

Yellow suits - subtlety is not on the cards.







The big reveal of the game means the levels suddenly get bigger...

> Kane & Lynch continued

off as the canine sidekick in Turner & Hooch. Opening the game, you actually need to teach him how to shoot, cleverly learning the ropes yourself as you go. In game, you can ask Lynch to do things. These are largely limited to 'go there' and 'shoot that' commands but extra members such as a safe cracker add a bit of variation. It's a good idea that sort of works. Get stuck trying to kill a cop outside a bank and you can ask him to do it, then observe from cover, running in when the coast is clear.

Visually, as you'd expect from the Hitman team, Kane & Lynch looks great. Bearded Lynch looks amazingly convincing in yellow framed specs and has the kind of wrinkled face that gives him the look of a withered roadie, crooked ringmaster and mad professor all at once. Kane is a middle-aged receding George Clooney-esque warrior with a plaster strapped across his face. He wants to be in Die Hard but somehow ended up here, in an impressive but deeply frustrating video game.

"Kane is a middle-aged George Clooney wannabe"

The controls are based around the familiar Hitman method of control which worked well in 2000 but things have moved on a bit since then. Halo has redefined FPS combat for starters and Hitman has always been based around a control system for a PC. Sadly it shows. Targeting >

Next Gen?

Kane & Lynch is pin sharp, from the suits to the detail on characters, cars and the cops. Bullets whizz by convincingly, injured enemies shout and the world somehow seems more realistic than the cartoon confines of the Hitman series on PlayStation 2. You'll even be able to pick out the tread on the bottom of trainers - surely a first?



PRISON BREAK

Make the break in three minutes flat. Go!



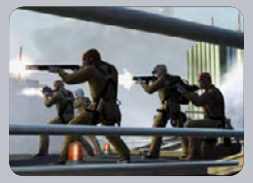
HELLO, LET'S GO!
Lynch grabs you, hands you a gun and tells you to get a move on - with his hands.



SMOKE SIGNALS
Police use tear gas to blur your vision - use the smoke as cover, then pick your target.



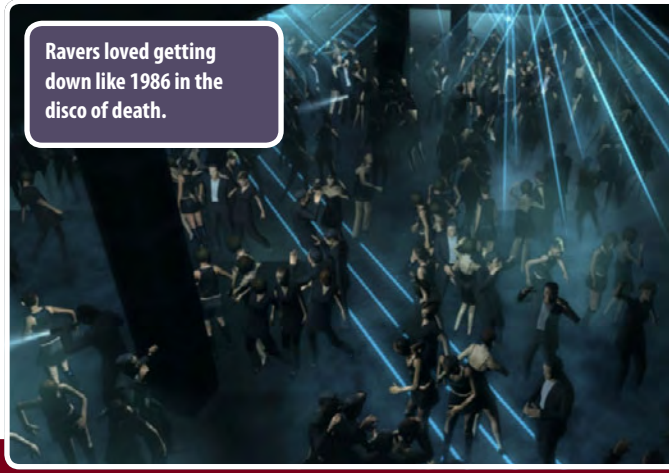
PANIC ATTACK
You aren't alone in your escape - convicts run wild in the opening scenes of the game.



PREPARE FOR WAR
Get to the top of a building and take out all prison staff and troublesome cops.



THE ESCAPE
Hide and wait for your getaway driver to pull up at the doughnut store opposite.


Ravers loved getting down like 1986 in the disco of death.



Unlike real life, the cops are strangely intelligent and er, 'accurate'.



The waitress pays the price for slow service while Lynch keeps guard.

PULSOMETER *Signs of life*



THE DOUBLE ACT
Because everybody needs someone to love.



Friends forever? | **The loose cannon** | **Man on the edge**

Friends forever?

Okay, so Lynch did help Kane escape from jail but he's still got every right to be angry. Lynch is along for the ride as security to make sure Kane does as he's told. When things go wrong, you'll want to smack the bearded addict in the face.

>Kane & Lynch continued

is difficult with the aiming cursor swinging wildly around targets just inches in front of you. You can tweak the speed of your cross hair but that's a cop out, and the auto wall sneaking and turn and shoot from the hip modes are useless. To sneak against a wall, Kane needs to shuffle against it until he sticks. Worse still, the decent voice over work is often out of synch with the clumsy action, harming the otherwise atmospheric feel of the game.

The criminal double-act concept of Kane & Lynch is sound but it's the dated play mechanics that will ultimately decide whether you want to give it a go. Devout Hitman fans will love the familiar feel and potential for basic strategy and gruesome kills. The missions themselves are, again, appealing and completely sound as concepts but often fail when the controls spoil any tension. Most gamers will yearn for the pin sharp targeting of Call of Duty 4 and the classic free roaming fluidity offered by the Grand Theft Auto series. As positives, the environments are brilliant. From prison break to bank job, there's a real sense of being in a movie with neat reload animations and the ability to share ammo and exchange wisecracks with Lynch.

The multiplayer mode has gone to great lengths to avoid being a deathmatch too. You'll play as part of a team with a set aim in a mission to steal money and then share the lot at the end of a Ranked match. You could decide to kill all the players once you've bagged some cash and make a run with the profits but it's risky, especially as dead players rejoin the match as vengeful cops. The idea is clever but - like the single player game - it can become frustrating in the heat of the moment. If you've got the patience and are prepared to accept and live with the flaws, Kane & Lynch is a satisfying shooter with gameplay twists that will be copied, enhanced and sold back to you in early 2008.

Richard Melville



P3Zine Verdict

Good idea, gruesome action but a bit frustrating.

- \+ Massive levels
- \+ Clever character design
- \- Slow and cumbersome controls

77%



Publisher: Sony
Developer: Naughty Dog
Heritage: Jak & Daxter
Link: http://www.us.playstation.com/Uncharted/
OUT NOW

Uncharted: Drake's Fortune

P3Zine GOLD



The weapons are rustic but exploding objects are effective when it comes to killing harder enemies.

Unexpected: a change in fortune for PS3 gaming

With all the Christmas mega-hits busy chasing a number one chart position, it's a bit of a shock to learn that the most original and enjoyable PS3 game of 2007 debuts in December with little warning. There's been a flood of Sony weirdness in TV adverts promoting PS3 and those trailers for the brilliant Call of Duty 4 but when it comes to a killer PS3 exclusive, it simply didn't look like it was going to happen in 2007.

Cue the revelation. Swinging into frame like Indiana Jones is Nathan Drake. His jaw line is so square it's almost cubic and even Johny Depp would be jealous of those eyes and eyebrows. Like aging PlayStation heroine Lara Croft, Nathan shares a love of treasure hunting and is on the look out for historic booty relating to Sir Frances Drake. Nathan's been using one of those family tree internet sites and has deduced that he is related to the famous explorer and wants to trace his steps. Enter sexy TV reporter Elena Fisher and a host of pirates chasing Drake junior from sea to jungle. It sounds like Tomb Raider but thanks to the perfectly hammy scripts and great voice acting, the first hour of the game invokes the spirit and style of films such as Lucas' Indiana Jones, Spielberg's Goonies and er, Romancing The Stone - you know, with Micheal Douglas.

If the cinematic influences don't float your boat, which they really should, the guts of the game will. The adventure and plotline is >



A creaky bridge, a cheeky pirate and just your pistol to save your from a fall. Indy would know what to do.



Hand to hand combat is based on basic combos and feels simple compared the clever gun-play.

RAIDERS OF THE LOST ART

Naughty Dog reveals the ingredients of a classic action-adventure.



Convincing Hero | The Cliffhanger | Spooky Bits

Convincing Hero

There's no need for super powers here, just a rugged, damn fine figure of a man - godammit. Forget lasers, night vision goggles and bluetooth head-sets, say hello to captain caveman. And look at that holster. That's like the brother of James Bond twinned with the cousin of Indiana Jones.





This isn't as camp and theatrical as it looks - you won't stop for breath when punching or kicking.

>Uncharted continued

absorbing enough to get you into the action without giggling at the quality of the acting. The first thing you'll notice is that cutscenes are actually in game visuals and they're stunning. The water is the first piece of eye candy that alerts your eyeballs to the splendour and graphical magic within the game. When Drake gets out of the water, he climbs with slick animation and looks like a drowned rat, with altered clothing, hair and globules of unbelievably realistic water dripping from his face. Visually, Uncharted: Drake's Fortune is the graphical benchmark for PS3 that Gear's Of War is on Xbox 360. The similarities to Gears of War don't stop there - the combat controls are based around the duck, find cover and shoot rules of Gears of War too. When you refrain from using the rustic selection of shotgun, pistol or grenade, the control mechanics feel similar to Tomb Raider but with better animation. Hand to hand combat is slightly disappointing and often results in a button bashing slap-fest but there's not much call for it when you've got a decent supply of bullets to hand.

Where Uncharted: Drake's Fortune really shows next-gen credentials is in the jeep and jet ski scenes which though often on-rails, look stunning. There's so much going on, it's a reminder of how old fashioned 3D platformers looked and behaved before now. Jumping and climbing is intuitive and jaw dropping rather than frustrating. The platform hopping scenes might remind you of Naughty Dog's previous game series Jak & Daxter but that's no bad thing - it worked well. While rival developer Insomniac has just released a very familiar HD instalment of Ratchet & Clank, Naughty Dog's attempt at a new, >

"Uncharted: Drake's Fortune is the graphical benchmark for PS3"

"Lara? Is that you messing about?"



UP CLOSE

And personal...



REACH FOR THE STARS
Hopping between walls and rocks is actually easier (but just as tense) than it looks.



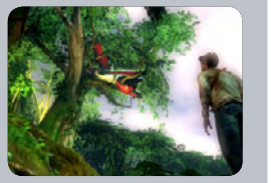
CLOSE COMBAT
Though flawed, your first fist fight is an exciting mix of violence and pretty punch routines.



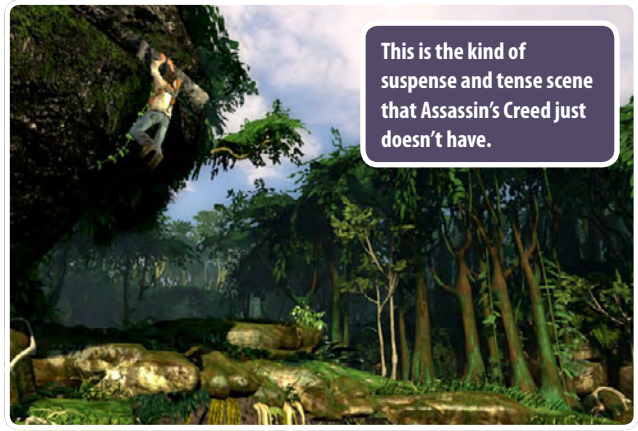
HEAVY WEAPON
Like Gears of War, you can take charge of fixed turrets for key fight scenes.



GIRL ALLOWED
When things get dicey, Elena is forced to swap her camera for a pistol.



LOST TIME
We think someone's been watching the popular TV show...


This is the kind of suspense and tense scene that Assassin's Creed just doesn't have.

PULSOMETER *Signs of life*



>Uncharted continued

more mature experience should be greeted with open arms. It's a decade since Lara Croft introduced gamers to combat, adventure and puzzles in a world which didn't involve hero plumbers and it feels like it. Who doesn't love the cheesy thrill of Indiana Jones plotlines and swashbuckling action, after all?

The only negative points are the relatively short life of the game - around 10 hours with a lack of decent incentives to play through again, unless you want to marvel at the foliage much closer on a second play-through. Online aspects are ignored too, though this isn't the type of game that's suited to an online component in all fairness. As an incredible and addictive single player game, however, it's perfect and really takes advantage of an HD, surround sound set up. Every minute of the game feels like you're walking around a convincing film set and finally gives PS3 owners something to wave under the noses of Xbox 360 owners who previously believed Assassin's Creed to be the must-have adventure of 2007. Why not invite an Xbox 360 owner around for Xmas and play Uncharted: Drake's Fortune? It may not be entirely in the Christmas spirit but, well, after a year of waiting for a hero to save PS3, you can't help but breath a deep sigh of relief.

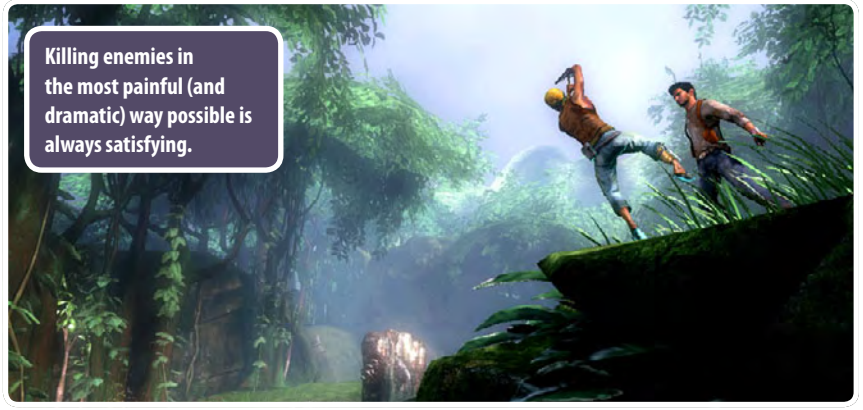
Richard Melville


Stealthy headshots in the jungle equals gameplay gold. It just feels right, in a sick way.

Next Gen?

Close up, these are the most detailed characters ever to have set foot on PS3. Faces look spookily real and have a real character about them. There's no generic block headed soldiers here either. Each enemy has their own accessories and unique style. It's subtle but marks a massive change from identical hordes of enemies that we were used to seeing in PS2.




Killing enemies in the most painful (and dramatic) way possible is always satisfying.

P3Zine Verdict

The best adventure of the year

+ Lush jungle visuals
+ Decent plot
- A short lived quest

92%

HGZine PSP & DS games

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Publisher: Lucas Arts
Developer: Travellers Tales
Heritage: Lego Star Wars
Link: starwars.lego.com
OUT NOW

Lego Star Wars: The Complete Saga

Rule the galaxy together, as father and son, all over again

If, like us, you were a massive fan of Lego Star Wars 2 on PS2, the chances are you'll have also gone back, and made use of the PS3's backwards compatibility to sample the delights of the original game, which dealt with the newer (read : weaker) episodes in the trilogy. However, with all six episodes already covered, we were at a loss as to where the series could go from here.

Giddier than a Wookie on a skateboard with the dream of a Lego version of Shadows of the Empire, we'll admit we were somewhat disappointed when Travellers Tales announced their next game would simply be an amalgam of the previous two instalments, with a few minor tweaks and improvements. Having sat down with the game for many hours, we've realised now that that's nothing but a good thing.

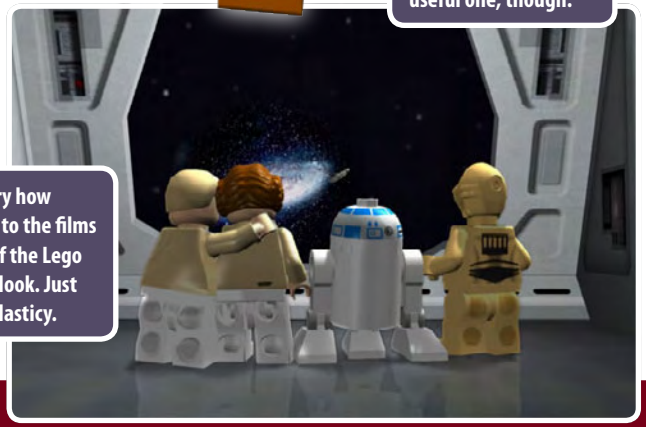
If you haven't played a Lego Star Wars game before, this is a great place to start, as you've been missing out on one of the most enjoyable series of all time. With all six episodes crammed >



Boss Nass is one of the new characters for the Complete Saga. Can't say he's a particularly useful one, though.



The innocent, if somewhat cross-eyed facial expressions are part of what make the cutscenes so funny.



It's scary how similar to the films some of the Lego scenes look. Just more plasticy.

NEW PARTS

It's not all exactly the same you know



Co-op | Cross dressing | Bonus!

Co-op

While we will sing the praises of Lego Star Wars, we should warn you that if you're planning on playing through on your own, you probably won't have anywhere near as much fun. In local co-op, Lego Star Wars shines, with all the accessibility of the plastic brick that "plays well". On your own, it can be a bit boring.



Captain Panaka has to be the most inappropriately named security guard of all time. Just look at him - he hasn't even got any eyes.



>Lego Star Wars continued

on to one disk, Lego Star Wars: The Complete Saga brings the original game into the HD era, complete with all of the upgrades that Lego Star Wars 2 saw, including the ability to dodge bullets, or dive as blaster characters.

The gameplay is much the same as it ever was, providing the same mix of platforming, hack-and-slashing, and puzzle solving as before. A light-hearted, humorous look at Star Wars, with all the charm of Lego behind it, the game just oozes charisma and quality, especially in its hilariously constructed cutscenes.

But thankfully, not everything is exactly how you remember it, and a lot of the levels have been redesigned, reshuffled, or re-done (Episode 1's pod-race gets a much needed re-design), and there are even a few entirely new ones, such as the pursuit of Bounty Hunter Zam Wessel across Coruscant from Episode 2.

However, the only real major addition to this game is online co-op, but we're sure this will prove a popular addition. Still, it's somewhat disappointing that the online play seems to be plagued with some really strange problems - not least the bizarre lag, which sees your partner just floating round the levels without moving his legs at all. While online co-op may have been a nice idea, the execution here isn't quite up to scratch, which we guess leaves a hole for the next game to fill.

But to concentrate on the similarity would be to unfairly take away from what's still a solidly enjoyable game - especially when you're playing in two-player local co-op. With a new set of mini-kit canisters to collect (which you can only get by playing through a separate challenge mode), a whole host of mini-games to unlock, and over 120 characters to play as, Lego Star Wars: The Complete Saga is a game that defines what replay value is all about.

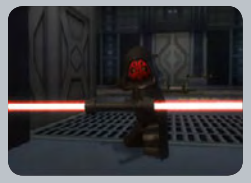
"Lego Star Wars: The Complete Saga brings the original game into the HD era"

With a budget price behind it, Lego Star Wars: The Complete Saga offers the best value for money on PS3, second only to the Orange Box. If you've played the games before, you'll love playing them through again just as much, and if you haven't, there's not a better way to get started.

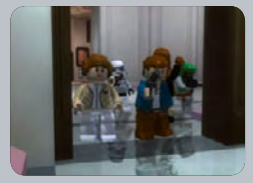
Ian Morris

LEGO STRIKES BACK

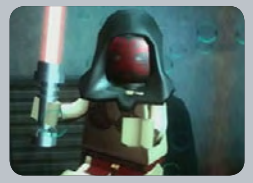
With this much to collect, you'll be here a while



5 MINUTES
You'll probably start with Episode 1, to save the best till last.



6 MINUTES
Delving into 2 player co-op, you remember why you loved Lego.



30 MINUTES
Making custom characters is always fun.



7 HOURS
After spending billions of studs, you notice the bonus room.



7 HR 15 MINS
And unlock... Indiana Jones!?



PlayStation Network

Two PlayStation Classics and a much wanted upgrade make up the ranks this month...

Tekken 5 Online Upgrade

Getting your arse kicked all over the world

Publisher: SCEE
Developer: Namco
Heritage: Tekken
Link: http://tekken5.namco.com/
Price: £3.49

Well, hasn't this been a long time coming? The Tekken 5 Online Upgrade, as it's somewhat misleadingly called, actually adds three new modes to everyone's favourite beat-'em-up - a global online mode, a survival mode, which sees you face off against an ever increasing number of CPU opponents with a limited amount of health, and our favourite addition - a training mode.

Our one real complaint with Tekken 5 when it first launched was that it didn't have a training mode, so to finally have somewhere to polish your "133+ skillz" before taking them online is something of a revelation, and something we feel is a much needed addition. But no matter how good the two single player modes are, they both pale in comparison to the real headline addition - the online play. For the first time in the history of Tekken, you can now fight with anyone across the world in ranked matches, player matches, and online tournaments, with an "opti match" option taking you straight into a battle against someone of equal skill.

Getting beaten up by a panda was never fun, but now you can be beaten up by a Croatian panda instead!



P3Zine Verdict
Finally online
+ Great online
+ Good value
81%

G-Police

Death from above

Publisher: SCEE
Developer: Psygnosis
Heritage: Wipeout
Link: www.us.playstation.com/PSone/Games/G_Police
Price: £3.49

Something of a forgotten classic from the PS1 era, G-Police puts you in the cockpit of an anti-grav helicopter as a member of the G-Police - a newly formed global police unit, tasked with keeping law and order across the colonies, and generally putting wrong-doers right. Over the course of 35 missions, you'll pilot your helicopter round five different free roaming cities, as you pursue enemies on the ground, and in the air. While the controls do take some getting used to, this one is still more than worth the asking price. Makes us wish there was a sequel coming soon. Are you listening, Studio Liverpool?



Destroying evil crane/digger hybrids is all part of the job.

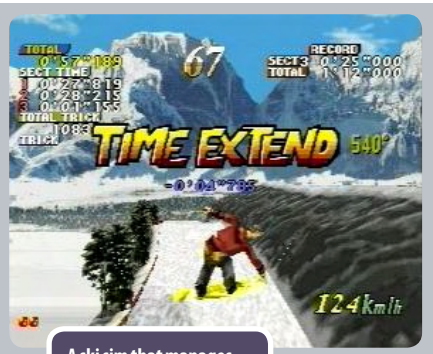
P3Zine Verdict
Come fly with me
+ Free-roaming flying
- Complex controls
83%

Cool Boarders

Taking away the bitter taste of Feel Ski

Publisher: SCEE
Developer: UEP Systems
Heritage: None
Link: www.us.playstation.com/PSone/Games/Cool_Boarders/OGS/
Price: £3.49

Following on from the atrocity that was Feel Ski last month, Cool Boarders feels like nothing short of a breath of fresh (alpine) air. It reminds us a bit of the N64's snowboard kids, at least in terms of ease of accessibility, though you'll find no such weaponry here - all you have to do is snowboard down one of five slopes, racking up points, and trying to get the quickest time as you go. For a cheaper price than Feel Ski, with more tracks, and more playability, this is by far the best downloadable ski sim on PS3.



A ski sim that manages not to fall flat on its arse.

P3Zine Verdict
Skiing lovely
+ Great gameplay
- Could use more
78%

THE CLUB

Run, Shoot, Kill and be quick about it!

CLICK HERE TO LISTEN TO THE INTERVIEW!

James Woodcock is invited to join The Club in which Darren Williams; Global Brand Manager takes us through the initiation process.

What is The Club?
Well in basic terms, it is a third person shooter game, but as we will discuss no doubt, there is a lot more to it than just those facts there.

What is the storyline?
If I say blood sport, it sounds a little bit harsher than the actual game is, but in effect it is a human blood sport. The Club is obviously a fictitious entity, but our back story purports that there has been for centuries a secretive network of people who are at the top of their professions, who have a lot of time, a lot of money and who has its roots in a bare knuckle boxing fraternity.

As the centuries rumbled on, their taste got a little bit harder and merely watching men fighting each other wasn't enough, so it became a human hunting game.

Very desperate criminals, were fighting each other for money and over time this has progressed and become increasingly dangerous up to the lethal gun based blood sport that we represent within our game.

What different modes are available in the single player options?
There are five modes in the single player. They are all based around variations of either time or score. There will be survivor mode, where you are essentially in a bear pit. It is you against an endless wave of enemies and you have to survive for a certain period of time. There will be sprint mode, where you have to get through a level from point A to point B within a time frame and that will be purely score based. There will be 49 different single player challenges, but at four different skill levels and they unlock various things as well. If you play through the entire game in single player, you will be playing up to about 200 challenges. There is a stack of content in the game.

I assume the A.I. isn't going to just stand there?
Bizarre Creations when they first pitched it to us described it as very much like a racing game. You will need to learn the circuit. The A.I. does tend to crop up in the same places. It is all about repetition and because it is a high score based game, you need to know that as soon as you go around this corner in this particular level, by and large every time that enemy is going to be there doing different things. There is certain consistency of experience throughout the game, but it does vary. It is not a simple duck hunt.

Is there anything to shoot other than just the enemies?
There is environmental stuff you can do. There are hidden little tricks and secrets such as skull shots throughout the level. There could be anywhere up from 5 to 10 skull shots within each level. Some are very obvious, some are hidden, so if you identify and shoot those, you will get point bonuses, but they can >



"There are hidden little tricks and secrets such as skull shots throughout the levels"

> Interview continued

also extend your combo. You can destroy parts of the environment too and although predominantly it is about hunting down A.I. characters, there are other bonus elements in there as well and some pretty cool environmental effects if you destroy buses, fuel tanks or towers and things of that nature, so there is plenty of variety certainly.

What sort of movements does the player have at their disposal for getting around the levels?
We have stripped the game back to the purist essence of what makes a shooter, so in effect you can walk and you can run, you can turn through 180 degrees so you can immediately see behind you and you can roll. There will be context sensitive stuff where you can volt through windows and kick through doors.

How many locations are available?
There are eight locations. They are familiar, but they are not based on anywhere specific, although we do have a level in there that is called Venice. They are heavily inspired by certain elements. For example, there will be a manner house, a steel mill, prison cells and an old abandoned ocean liner.

What multiplayer support will we see?
There are seven modes in total. They range from a fairly standard deathmatch, to some unique modes Bizarre Creations have put in. We have got leaderboards and they will be sorted by locations and difficulty level. As with all good shooters in the current generation, the multiplayer side of it is virtually limitless.

With multiplatform gaming, the inevitable question of PlayStation 3 and Xbox 360, are there any visual differences between the two?
To be honest no and I think that is probably more by virtue of the fact that the power of both consoles are so similar graphically. I know that each of them do particular tricks under the hood at the processor level, which kind of give advantages and disadvantages for both consoles. Graphically you are finding now that with the best will in the world, there is not a whole lot of difference between either format. There is also the very real issue that you face that with developing for three platforms, you have to have a base level of graphics, but thankfully for The Club, our base level is outstanding!

When is the Club due for release?
Early 2008...

Will there be any demo before launch?
Yes, we are hoping to get a demo out probably around January time.





Publisher: Sega
Developer: Bizarre Creations
Heritage: PGR series, Metropolis Street Racer
Link: www.bizarrecreations.com/games/the_club/
ETA: February 2008

"We have stripped the game back to the purist essence of what makes a shooter"

End-of-year Report

We rate PS3's first year, and look to what 2008 may offer





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.

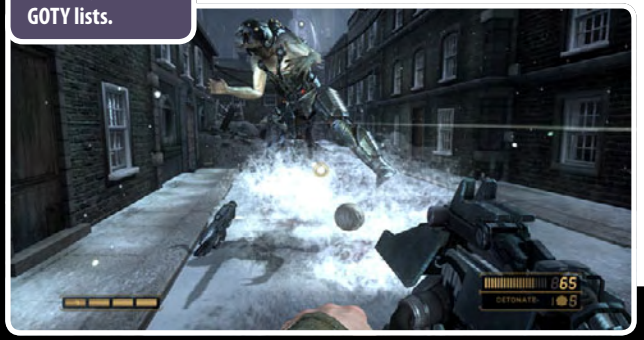


PS3 game of the year? Warhawk is a great online experience and makes good use of the Sixaxis' motion controls, too.

Surely no-one can deny that the PS3's a gorgeous bit of kit. It's smooth, sleek and looks expensive.

Hardware

No complaints here - well, not many. The PS3 is a powerful beast that looks good and performs well. It's an effective blu-ray player as well as a gaming device, and its multimedia side will be exploited more effectively next year with a DTV recording device among the planned expansions. Most importantly, it's starting to really flex its graphical muscle, with the likes of Ratchet and Clank and Uncharted: Drake's Fortune showing a level of detail that's at least up there with the best on Xbox 360. It's easy to set up, simple to use, and doesn't seem to suffer from any noticeable issues - no Red Lights Of Doom here. Plus, its firmware is very regularly updated to add new (if minor) features, and we're soon to get our hands on the Dual Shock 3 - finally adding rumble to the Sixaxis. The PlayStation Eye hasn't really earned its corn yet, but that will invariably get used more next year. Our only other complaint comes with the change to two SKUs - the 60Gb is a bargain at £349 with two games, but the £299 40Gb model has reduced functionality, which is a blot on an otherwise near-flawless copybook. **All in all, an extremely solid effort indeed: A**



Resistance: Fall of Man was a solid launch title, but it won't be on many critics' GOTY lists.

Software

It's not entirely Sony's fault, but PS3's first year has seen a bit of a stuttering start for the console from a software standpoint after a decent launch window. Exclusives are fairly thin on the ground, and range from great (Uncharted) to awful (Lair), though the brilliant multiplayer-only Warhawk is worth getting for avid online gamers. There aren't many classics, though some excellent multiformat games - like the awesome Call of Duty 4 - have certainly helped. The problem with many of said cross-platform titles is that several have arrived late on PS3, and some are considerably weaker than their Xbox 360 counterparts. It's definitely a case of 'must try harder' for some developers, though Sony needs to ensure that game-makers are given the right tools and assistance to get the most out of PS3's superior hardware. The Cell has clearly not yet been tamed - when it is, PS3 owners are really in for a treat, and the line-up next year (MGS4, LittleBigPlanet to name but two) looks extremely promising. An end-of-year rush has seen a decent finish to the year for PS3 games, but **long spells with little to offer means we have to award a: B-**

Marketing

Oh dear. If there's one area where Sony has struggled this year, it's with its marketing. The last couple of years, in fact, has seen the company lurch from PR disaster to PR disaster - admittedly not all involving the PS3, but it's a trend that's continued throughout 2007. Confusing adverts certainly haven't helped - with Microsoft and Nintendo showing off their console's strengths very effectively indeed. The obscure 'This Is Living' campaign seems like a massive misjudgement. **Could do better: C**

Overall

With this year's significant price reduction and lack of system-selling exclusives, early adopters of the PS3 have every right to feel slightly short-changed. Yet this last quarter has seen Sony regain its composure somewhat after a faltering first six months. A good Christmas should hopefully see more publishers investing in the console, while the future looks extremely bright, with plenty of AAA titles on the horizon. Assuming they live up to expectations, 2008 is going to look very rosy indeed.

WIN! The Orange Box



It's the game of the month and it could be yours...



WHAT'S IN THE ORANGE BOX?

5 fantastic games that's what...

- *Half-Life 2*
- *Half-Life 2 Episode One*
- *Half-Life 2 Episode Two*
- *Team Fortress 2*
- *Portal*

Competition closes 23rd January 2008. See website for full T&Cs.



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MASSIVE REVIEW

Army Of Two



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