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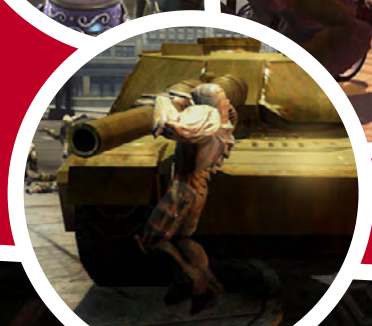
Issue 11 | January 2008

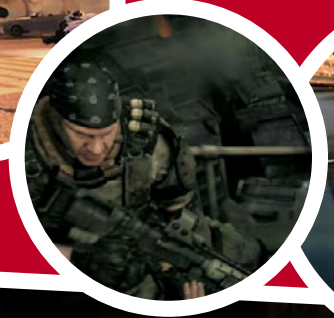
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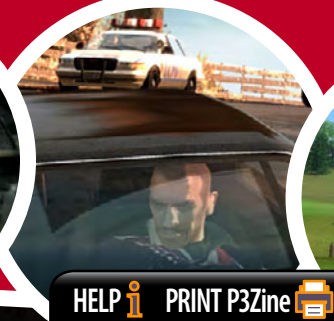
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THE EXCLUSIVE INTERVIEW
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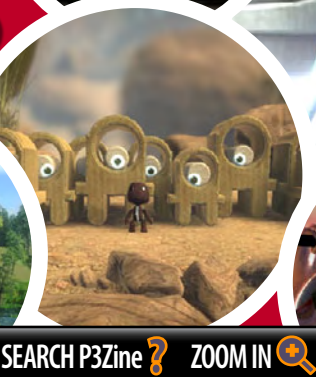


















2008 TOP 20
Revealed! All the best games for PlayStation 3 coming your way...

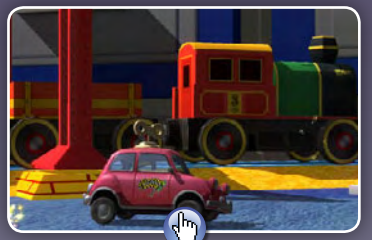
PLUS...



BURNOUT PARADISE
Massive review inside



DEAD SPACE
Exclusive first-look



PLAYSTATION NETWORK
The best new releases

Welcome to P3Zine



Where 2007 saw the arrival of PlayStation 3 across all territories, so 2008 will see the beginnings of its consolidation as the world's most powerful console. There's a veritible vat of Triple A titles coming to PS3 and to whet the old appetite we've kicked off the new year with a look at personal our Top 20. Take a gander and tell us whether you agree with our speculative Hit Parade.

As for the here and now there's already a trio of titles vying for your downtime so don't miss our extended reviews of Burnout Paradise and Unreal Tournament 3.

Enjoy the issue...

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

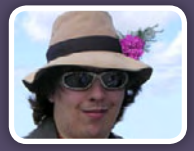
Dan Hutchinson, Editor
p3zine@gamerzines.com

MEET THE TEAM

There's nowt they don't know about PlayStation



Richard Melville
Richard's licking his beardy lips looking forward to DW6



Ian Morris
2008 is here... See what you make of Ian's Top 20

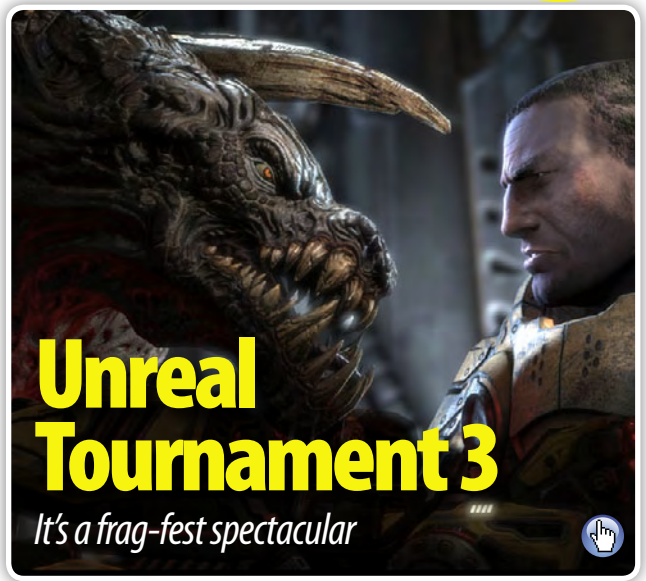


Lee Hart
Lee takes the long-awaited Unreal Tournament 3 to task

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3



Unreal Tournament 3

It's a frag-fest spectacular



Burnout Paradise



Dynasty Warriors 6



Playstation Network



2008 Top 20

The best games for PlayStation 3 coming your way



Interview
Dynasty Warriors 6

QUICK FINDER

Every game's just a click away

Dynasty Warriors 6
Dead Space
Legendary: The Box
Resistance 2
Call of Duty 5
Borderlands
Brütal Legend
Red Baron
Driver
Unreal Tournament 3
Burnout Paradise
PlayStation Network



PLUS! *More games coming soon to a PS3 near you*

DON'T MISS ISSUE 12 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

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

Dynasty Warriors 6

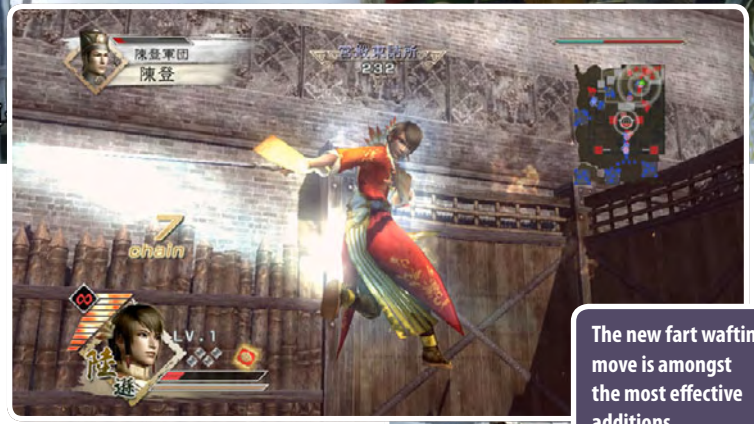
FIRST LOOK

Bigger and better than ever before...

Publisher: KOEI
Developer: Omega Force
Heritage: Dynasty Warriors, Samurai Warriors, Fatal Inertia
Link: http://download1.gamecity.ne.jp/smusou5/index.htm
ETA: March 7th 2008



As always, the story's driven by pre- and post-battle cutscenes, starring people with crazy hair.



The new fart wafting move is amongst the most effective additions.

"Dynasty Warriors has sold over 15 million copies in Japan"





As ever, the amount of people on a battlefield at once is truly staggering. 216 kills?!

PREVIEW FEEDBACK! Click here to tell us what you think of Dynasty Warriors 6

What is it?

If you lived in Japan, you could be mobbed for asking. Dynasty Warriors 6 is the latest game in the hack-and-slash franchise which has sold over 15 million copies in Japan, without ever seeming to ignite gamers' interests over here.

What's the story?

Taking its cues from the novel "Romance of the Three Kingdoms", Dynasty Warriors 6 revolves around the massive battles that followed the fall of the Han Dynasty, as three rebellious factions tried to overthrow China's rule. Thankfully, rather than just being a standard rehash, the game actually seems to be a bit different this time round, with an all new graphics engine leading the charge. With enemy AI which adapts to changing battle situations, a range of new units including hunting dogs and patrol boats, and a redesigned combo system known as "Renbu", this could inject the series with the change it's needed for the past few years.

When do we get to see more?

Right now! Click through to page 12 to read our interview with the game's developers, and hear all the juicy secrets about the game's creation before the its eventual release on March 7th.

THE EVOLUTION OF FRAGGING

Unreal Tournament 3

FROM THE STUDIO THAT BROUGHT YOU *GEARS OF WAR*®



www.unrealtournament3.com

"There isn't any other shooter on the radar that has UT3's breadth of weapons, vehicles and level design"
- PC ZONE









COMING TO YOUR PC
NOVEMBER 2007

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EPIC GAMES

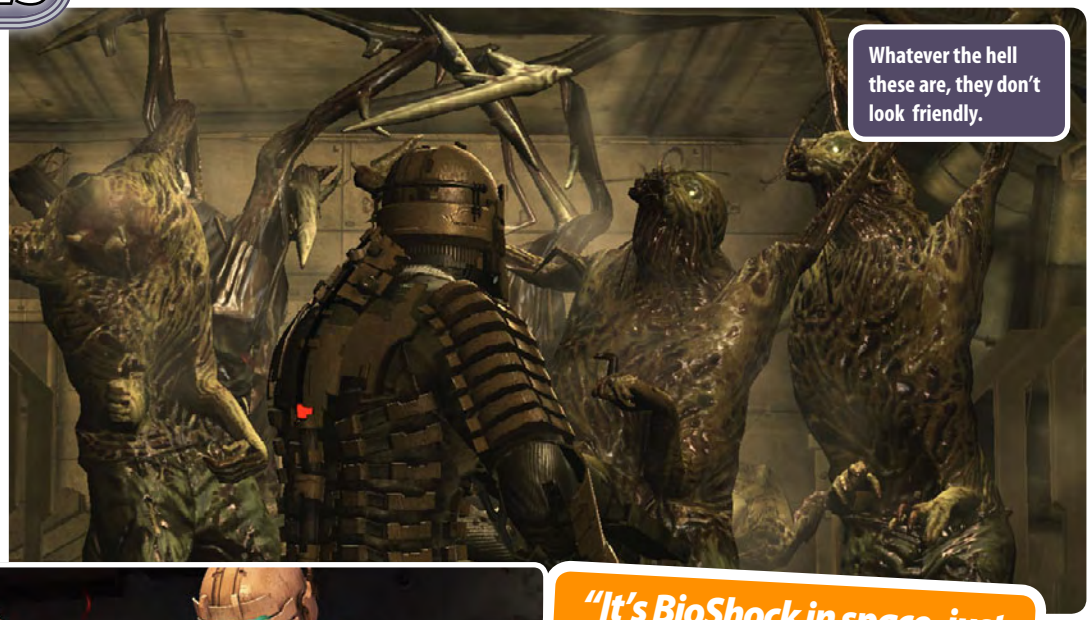
MIDWAY

Dead Space

FIRST LOOK

No-one can hear you scream...

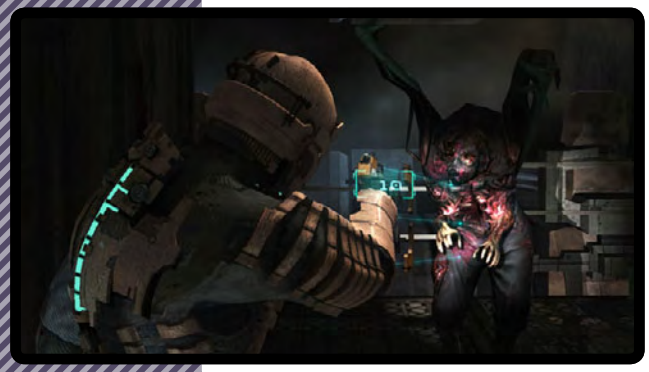
Publisher: EA
Developer: EA Redwood Shores Studios
Heritage: The Sims, The Lord of the Rings
Link: www.deadspacegame.com
ETA: Winter '08



Whatever the hell these are, they don't look friendly.



Melee attacks aren't as gruesome as they could be, but they don't exactly look pretty.



"It's BioShock in space, just a lot, lot scarier"



Remember - in space, no one can hear you shoot this Nemesis style bloke in the face.

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

What is it?

A new, sci-fi, survival horror game from EA, Dead Space is a daring new IP from the games industry giants. Played from a first person perspective, this psychological horror could be described as BioShock in space, just a lot, lot scarier.

What's the story?

The game's set in the not so distant future, and puts you into the moon boots of Isaac Clarke, an engineer up in space, who's sent out to repair a mining ship after their communications array mysteriously falls silence. However, what seems like a routine repair mission soon goes wrong, as you find the crew of the ship savaged and bloodied at their posts. With a mysterious alien threat wandering around the ship, and a distinct lack of any real weaponry (remember - this is on a mining ship, not a military vessel), it's up to you to fight simply to stay alive, as you slowly unravel the mystery behind what happened.

When do we get more?

The game's down for a late '08 release, but we hope to be bringing you more on this intriguing prospect very soon.

INCOMING

Another fistful of fun for your PlayStation 3



Legendary: The Box

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

A new game from Call of Duty: Finest Hour developers Spark Unlimited, Legendary: The Box has got to have the most unoriginal name ever. Putting you in the shoes of Charles Deckard, a man who discovers Pandora's Box and proceeds to open it, and unleash hell. This fantasy FPS will pit you against all sorts of mythical beasties, as you put right what you've done.

Resistance 2

Publisher: SCEE | **ETA:** TBC

Hot on the heels of the fantastic Ratchet and Clank, Insomniac have just announced Resistance 2, the sequel to the PS3's brilliant launch title. Promising a full 8 player co-op campaign, alongside huge 60 player online battles (yes, you read that right), this looks like it will be a real contender when it finally comes out. We'll be bringing you the huge blowout next month.





Call of Duty 5

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

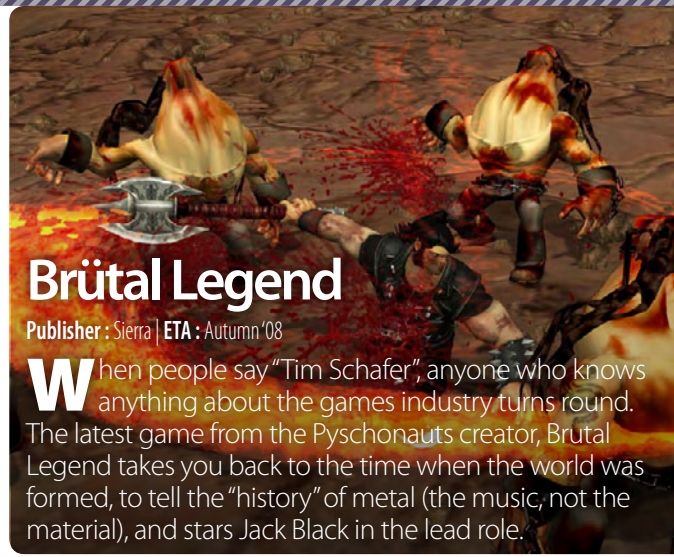
After the mega-hit that was Call of Duty 4, we're somewhat surprised that Activision have moved development back to Treyarch, the developers of Call of Duty 3. Even stranger is the fact that the series has now moved back to WW2 - allegedly to be set in the Pacific Theatre of war.

Borderlands

Publisher: 2K Games | **ETA:** Winter'08

Borderlands is sounding like the FPS fan's dream game. With a full four player drop-in drop-out co-op mode, thousands of randomly generated mission objectives, driveable vehicles, and a full single player mode to boot, the word "revolutionary" is banded about lot in the press release. We hope it can live up to its hype.





Brütal Legend

Publisher : Sierra | **ETA :** Autumn'08

When people say "Tim Schafer", anyone who knows anything about the games industry turns round. The latest game from the Pyschonauts creator, Brutal Legend takes you back to the time when the world was formed, to tell the "history" of metal (the music, not the material), and stars Jack Black in the lead role.

Red Baron

Publisher: Stainless Games | **ETA:** '08

If you're as old as us, you may have fond memories of classic PC flight sim, Red Baron. Letting you fly around in authentic WW1 aircraft, shouting "Tally Ho!" at your enemies as you shot them out of the skies, word comes our way that Red Baron is actually being remade for the PS3, and is set to be a downloadable release over the PSN next year. Our inner pilot is excited by this one.

Driver

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

Ever since Ubisoft bought out Driver developers Reflections, we've been uncertain as to what the future held for the series, but with the announcement there's a new Driver game in development for PS3, you can be sure of the series gracing your PS3 shortly.



IN THE PIPELINE

SPRING	SUMMER	AUTUMN	WINTER
GTA IV ETA: March	**MGS4** ETA: Summer	**FIFA 09** ETA: October	**SMACKDOWN VS RAW 2009** ETA: November
DEVIL MAY CRY 4 ETA: February	**ROCK BAND** ETA: May	**LITTLE BIG PLANET** ETA: September	**KILLZONE 2** ETA: December



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

Top 20 most wanted games

2008 is shaping up to be a watershed year for PlayStation 3. We take a look at the top 20 titles coming your way...

1



Killzone 2

Publisher: SCEE | **Developer:** Guerrilla Games | **ETA:** Winter '08

Killzone 2 looks beyond stunning. With clustered environments providing the same attention to detail usually reserved for animated films or pre-rendered cutscenes, each and every square inch of Killzone 2 is as interactive as possible. Wires from pylons sway in the wind, lightning illuminates entire areas as it crackles through the sky, and chunks get blown off pillars in the midst of a firefight. In each and every level, there are over 500 individual light sources - each of which combines to make every level as moody, dramatic and involving as possible. And we love it.

Picking up where the first game left off, Killzone 2 puts you into the boots of an ISA trooper as you take the fight to the Helghast, on their home world of Helghan. However, upon landing on the planet, it turns out the fight won't be as easy as you first thought, as the Helghast have learned to harness a mysterious energy source from the planet - an energy then can use against you. A topic close to our hearts, Killzone 2 is also looking to provide us with a load of chunky weaponry with which to disembowel our opponents, and somewhat brilliantly, each enemy will have a different reaction to being hit with different weaponry. While we're sure the difference between a pistol and a rocket launcher will be quite profound, this is exactly the attention to detail that sets Killzone out from its competitors, and makes it our most wanted game of 2008.

With the amount of hype, attention, and money that's pouring into this, we're expecting great things. The original Killzone was an enjoyable, if unspectacular shooter. We're expecting this to be much more.

GTA IV

Publisher: Rockstar | **Developer:** Rockstar North
ETA: Spring '08

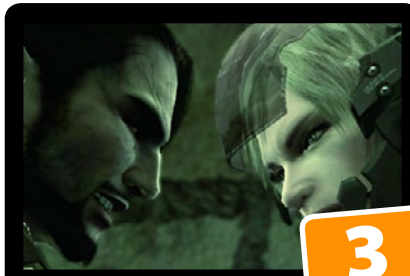
Another game, another set of delays, but if anything, the constant set-backs have just made us want this more.

This time round, the emphasis is taken away from mindless violence towards making you feel like a real person, in a real city. Missions now won't simply involve going to point A and shooting someone in the face - instead, you'll interact with different people, and carry yourselves in a non-violent way to get towards your target.

Making a return to our favourite old stomping ground of Liberty City, which has been redesigned into five separate boroughs, you'll be able to make as a crook should, and steal helicopters, drive cars, and take a ride in the back of a taxi to avoid any unwanted confrontations with the law. We've billed it a close-run second, but it could well be the game of the year!

2





3

MGS4

Publisher: Konami
Developer: Kojima Productions | **ETA:** Summer '08

Although it's been delayed slightly from its initial February release date, our anticipation for Metal Gear Solid 4 hasn't dimmed one bit.

Another PS3 exclusive (no matter what 360 fanboys might have you think), this is set to be series creator Hideo Kojima's last game in charge, and also the last game to star Solid Snake, so you can be sure of the game going out with a bang.

From what we've seen so far, this is shaping up to be a dream. Running at 60 FPS, with all sorts of clever new stealth moves, and camouflage tactics, the standard Metal Gear Solid formula has evolved far beyond what it could have been on PS2.

Following the story of an aged Solid Snake through to its conclusion, MGS4 is set in a world of Private Military Corporations and nanotechnology, both of which will play an essential part in the story as it unfolds. As Snake gets deployed into the Middle East to terminate Liquid Ocelot, who, as ever, is trying to take over the world, the story is sure to be packed with all the usual plot twists, over the top characters, and CODEC conversations we could hope for. The termination of the Metal Gear Solid story could be the event of the summer.

Gran Turismo 5

Publisher: SCEE | **Developer:** Polyphony Digital
ETA: Spring '08

When we list Gran Turismo 5, we're not talking about the glorified demo that's gracing the Japanese PSN as we speak - we're talking about the real deal, the full package, Gran Turismo 5.

Although there's been little in the way of official announcement, going by what has been said, and what we can gleam from Prologue, we can look forward to the greatest racing game ever.

It seems that GT5 is the game of changes for the Gran Turismo series, as we're promised a whole host of additions we've never seen before in a GT game. For starters, you'll be able to race around an HD, 60 FPS recreated London - the first time the city has been recreated in the game. Another great new addition is the cockpit view, taking GT's realism one step further, but by far the biggest addition is the full online mode, which lets you race car owners from anywhere in the world.

According to the developers, GT5 will have the largest collection of vehicles in any GT game, and as Gran Turismo 4 contained a whopping 700 cars, we can expect a truly humungous collection.

Set for release later this year, this is the game petrol heads around the world should be looking out for.

4



"GTA IV could well be the game of the year"

LittleBigPlanet

Publisher: SCEE | **Developer:** Media Molecule
ETA: Summer'08

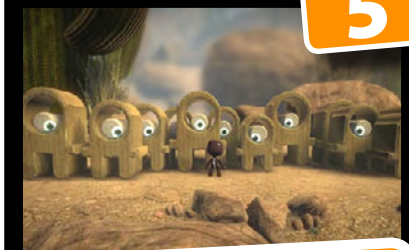
Perhaps a controversial rating in our most wanted list, but in our opinion, it's well deserved.

One of the most original looking platformers in years, Little Big Planet is what innovation is all about. A game which lets you, and your friends play, create and share together, Little Big Planet is all about expressing yourself in however you see fit. Make a level and share it with the world. Customise your character by sticking boppers on his head. Design your own transfer and plaster it over the levels. Or, you could simply do what the game was made for, and play through the levels yourself.

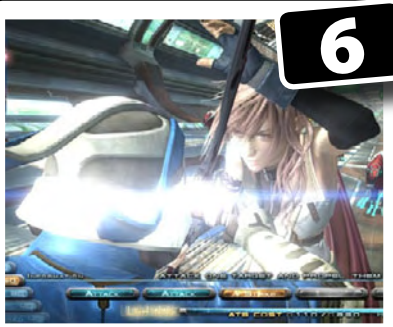
With an incredible emphasis on community support, Little Big Planet is going to be the shining star of the PSN, as it lets you upload, download, and rate maps created by people all across the world through one central server.

Cute, cuddly, and creative, Little Big Planet's earnt its place in our top 5. Hopefully our excitement will be rewarded soon.

5



"Little Big Planet is what innovation is all about"



6

Final Fantasy XIII

Publisher: Square Enix | **Developer:** Square Enix
ETA: Winter'08

It couldn't be a top 20 most wanted list without a Final Fantasy game, and so, here it is. While number six may seem a little low for a huge selling RPG series like Final Fantasy, it's here for a good reason - that being we know so little about it.

With just one trailer released, and less than a trickle of information leaking out ever since, we've been left in the dark a little too long about FFXIII for our liking, but hopefully the information will start flowing this year.

Part of a trilogy of games called Fabula Nova Crystalis, Final Fantasy XIII is expected to debut at the earliest towards the end of this year, alongside Final Fantasy XIII: Versus, and a mobile game.

While we know little about the storyline, what we've seen so far indicated a steampunk style Final Fantasy VII-esque world, with plenty of robots, half-water, half-human creatures, and the return of the gunblade.

Graphically, Final Fantasy XIII is looking to be a revelation, and if what we've seen so far is in game, we're going to be needing new HDTVs as our drooling will surely damage them. It's a Final Fantasy game. It's a PS3 exclusive. We. Can. Not. Wait.

Rock Band

Publisher: EA/MTV Games | **Developer:** Harmonix
ETA: Spring'08

After our full preview of Rock Band just two months ago, you could be forgiven for thinking we'd have vented our feelings about just how awesome this looks. Luckily for you, you'd be mistaken.

In case you needed reminding, this is the real sequel to Guitar Hero 2, from the same developers. Coming with support for four players, playing four different instruments (lead, rhythm/bass guitar, vocals and drums), Rock Band isn't going to be a cheap package, but it's well worth the investment.

If current US pricing is anything to go by, Rock Band should cost around £100 for the game, a guitar, a drum kit and a microphone, which if you ask us, isn't a bad deal. The only problem is, at the moment, your Guitar Hero 3 controllers won't work with Rock Band - an issue that's not present on 360, and that's meant to be being resolved with a patch, but thanks to a publisher dispute, is repeatedly being put back.

According to reports, Rock Band's soundtrack listing will be fully localised for the UK, and while that means we won't be getting the same songs as the US, we'll be praying that Enter Sandman and Learn to Fly are still included. Hopefully this won't suffer the same dongle issues as Guitar Hero 3.



7



8

Devil May Cry 4

Publisher: Capcom | **Developer:** Capcom
ETA: February'08

OK, so it's yet another game that's jumped from the PS3 exclusive camp to being developed for the 360 as well, but that doesn't mean we shouldn't clutch it to our communal bosom and give it the loving it deserves.

Retaining the series bent towards over the top, high paced, high impact action, Devil May Cry 4 is looking as fun as anything we've played. Running at a silky smooth 60 FPS, with a beautiful graphics engine behind it, the game looks set to impress in every department, not least in the gameplay.

New additions for Satan's tear number four include the addition of the Devil Bringer arm - a huge, supernatural arm that shoots from new protagonist, Nero, grabbing onto enemies and flinging them round the room like a rolled up sock, and the Exceed system, a redefined charge up system that lets the player store power in their sword.

Fans of Dante need not be disappointed by the arrival of newcomer Nero either, as everyone's favourite demon hunter will also be playable in game, along with cameos from series favourites Lady and Trish. Look for a demo to hit the PSN in January.

Pro Evolution Soccer 2009

Publisher: Konami | **Developer:** Konami
ETA: November '08

2008 should be another watershed year for the world's greatest football game as Seabass has declared that he's going to rethink his strategy for PES 2009. As such, it's back to the drawing board for our favourite footy game, which is promised to include a complete overhaul of every single system in the game, with a focus on the graphics, and the online play.

Even more interesting is the fact that there are a whole host of brand new gameplay modes in the offing for this year's game, which is sure to be music to the ears of fans disappointed by the similarity of this year's outing to the previous games.

But outside of shinier graphics, what else do we want to see in 2009? Smooth online play has to be the top of our list, closely followed by more official teams, and that extra layer of spit and polish that 2008 really missed. With most of the legwork now done in getting PES running on a PS3, we're looking forward to an altogether more complete PES experience on our PS3s this Christmas. Fingers crossed that Konami well and truly hits the back of the net next season.



9

Silent Hill V

Publisher: Konami | **Developer:** The Collective
ETA: Spring '08

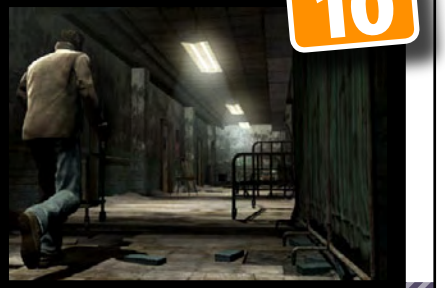
So, it's not a PS3 exclusive any more, but that doesn't stop us being incredibly excited about this chunk of gory, survival horror goodness.

For the first time ever, Silent Hill V is being developed outside of Team Silent, with western developers The Collective taking the reins instead. But if you're worried about the series going to the dogs, you shouldn't be, because what we've seen so far looks amazing.

Silent Hill V (we guess the Roman numeral's there for added creepiness) follows the story of Alex Shepherd, a war veteran who returns home to search for his younger brother. After following a few leads and finding his way to Shepherd's Glen, it quickly becomes apparent that everything isn't as it seems, and as the old saying goes, "all roads lead to Silent Hill".

With a bevy of scantily clad nurse zombies set to hack you to bits with their scalpels, a haunting soundtrack composed by series legend Akira Yamaoka, and some grizzly, brown smeared visuals, we're going to need a whole sack of new underwear through 2008.

10





11

Battlefield: Bad Company

Publisher: Electronic Arts | **Developer:** DICE
ETA: Spring '08

If you had a PS2, you'll know how much fun a game of Battlefield can be. With massive 32 player brawls between two opposing teams vying for territory, allowing you free reign over the latest military equipment, guns, tanks, helicopters and otherwise, Battlefield was always set to be a huge hit, but now it's getting better.

Making its debut onto PS3, Battlefield's bringing with it a revolution that will change the way you play - deformable terrain. How many times have you entered the battle only to be sniped by the same guy three times in a row? Now, that's a problem no longer, as you can simply order an artillery strike and blow the building he's hiding in to pieces. Got a guy stationed at the top of a tower? Shoot out the base and watch as the whole thing crumbles to the ground, trapping your enemy inside.

Words cannot describe just how cool this all sounds, and amazingly, that's not the only improvement. Sitting alongside the destructible environments are a fully featured story mode, charting the life and times of the "Bad Company", and, of course, the series' trademark multiplayer options. This is going to be huge, both online and off. Watch out for it.

Fallout 3

Publisher: Bethesda | **Developer:** Bethesda
ETA: Autumn '08

From the developers of Oblivion, one of the PS3's greatest games yet comes Fallout 3, the sequel to one of the best role playing games ever.

Fallout 2 was widely praised for the depth of its storyline and characters, and we expect this game to be no different. Following a nuclear war, you and your family are forced into underground bunkers to live a life of hiding. However, when you wake one morning to find your father's made a run for it, and legged it into the unforgiving outside world, you realise there's something going on that doesn't make sense, and pursue him to talk some sense into him.

Powered by the same engine as Oblivion, Fallout 3 is looking gorgeous, and promises to have a freely explorable, post apocalyptic 1950s USA for you to roam at your will. Another cool feature is the way that each situation can be approached in a different way, and by doing either the right, or wrong things, you can turn your character good, or evil. With an emphasis on survival, and a developer with the pedigree of Bethesda behind it, Fallout couldn't look more promising.

12





13

Condemned 2

Publisher: SEGA | **Developer:** Monolith
ETA: March '08

Gory. Disgusting. Brutal. Those are the three words best used to describe Condemned 2, and are also why it's earnt its place at number thirteen in our most wanted titles.

Picking up where the last game left off, Condemned 2 puts you back into the shoes of Ethan Thomas, protagonist of the first game, who's become increasingly damaged by what he's seen. Hunting down a serial killer is no easy task - even more so when it's you who's been doing most of the killing, and this has left Ethan a battered and broken man.

When your partner goes missing, Ethan is called back into the frame again. Fighting your personal demons, it's up to you to destroy your enemies however you can - with limited ammo, and a wide array of instruments lying around which look perfect for bludgeoning, we'll give you three guesses as to how you do that.

With an all new multiplayer mode, brand new environmental finishing moves, which see you ramming your enemies heads through televisions, and a reworked forensics system to let you live out your CSI dreams, Condemned 2 is going to be the sleeper hit of '08. Mark our words.

"Condemned 2 could be the sleeper hit of 2008"

Prototype

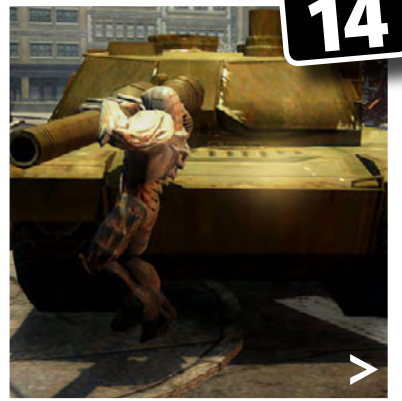
Publisher: Sierra
Developer: Radical Entertainment | **ETA:** Winter '08

Yes, we know, we only previewed this last month, but we're excited enough about this that we want to keep telling you how great it's going to be.

Set for release towards the end of this year, Prototype follows the tale of Alex Mercer, an ordinary guy, with a big secret- he has the power to shapeshift. Much more than just a cool gimmick, shapeshifting will allow you to turn yourself into a walking biological weapon, slicing your enemies open with blades that shoot from your hands, or impaling them on spikes that jut out of your back.

Rather than rely on cutscenes to convey its story, Prototype will do things very differently, instead, letting you trace your past by killing your enemies. Whenever you kill an enemy, you'll be given the option to perform a super-gory move, and absorb not only their physical appearance, but also their memories. By doing this, you can eventually piece together exactly what happened, and follow the story through to its eventual conclusion. Grizzly.

14



Soul Calibur 4

Publisher: Namco | **Developer:** Project Soul
ETA: Summer'08

When it comes to fast paced fighting games, you'll find the majority of people are split between Dead or Alive, and Soul Calibur. With Dead or Alive looking to remain a 360 exclusive for the foreseeable future, fans of fast paced, over the top fighting, and incredibly skimpy costumes are forced to look to Soul Calibur 4 for thrills instead. And we can't believe just how wrong that sounded.

Luckily, Soul Calibur 4 is shaping up brilliantly. Bringing back classic characters from the series' past, whilst also adding new characters to spice up the battle, such as the armour plated Hilda, who dual wields a sword and a spear. Soul Calibur 4 follows the same furrow the series has ploughed, with an emphasis on scantily clad characters with impossibly large weapons doing battle in a variety of over the top stages.

As if anyone really cares about the storyline, Soul Calibur 4 will also tie up the storyline of the Soulblade, presumably before its characters move on to pursue something like the Soulcomb instead, which to us, sounds a lot like James Brown's favourite hair styling implement. Look for a PS3 release this Summer.





Tom Clancy's EndWar

Publisher: Ubisoft | **Developer:** Ubisoft Shanghai
ETA: Summer'08

Rather than your usual stealth-'em-up, EndWar is actually a fully fledged RTS, and is being developed exclusively for consoles. This means that unlike other RTS', there won't be any shoehorning of an interface going on here, as the entire experience has been designed from the ground up to revolve not around a controller, but around your voice.

Set in 2020, EndWar puts you in the middle of a war between the world superpowers as they fight for the world's dwindling resources (hey, be careful what you wish for). But while it may be classed as an RTS, EndWar is unlike any other game you've played. The camera sits above one of your units, and by simply saying commands, like "View Squad 2", your camera will instantly switch to track the desired unit. While there is a controller layout scheme for people who don't want to look like an idiot, we're told the voice command is incredibly intuitive, and actually works well!

With a global conflict going on, the game will take you through various fields of war, including Washington, Paris and Moscow. Look for more on this soon.

"EndWar is unlike any other game you've played"

Hot Shots Golf 5

Publisher: SCEE | **Developer:** Clap Hanz
ETA: March'08

If you've got a Japanese PSN account, this is the demo you should really all be downloading. Forget Tiger Woods, or gimmicky things like Wii Sports Golf - when it comes to accessible, fun golfing action, Hot Shots Golf is where it's at.

This is the one game we've been secretly hoping would be ported from its Japanese cousin, and we have it on good word it'll be hitting systems across Europe in March. With an in depth online mode, that allows you to create a tournament for up to 50 players, much larger courses and environments, and the promise of additional downloadable content post launch, this is one of our most anticipated games of 2008. Hey, it has a bear cheering you on - that's enough for us.





Saints Row 2

Publisher: THQ | **Developer:** Volition
ETA: Autumn'08

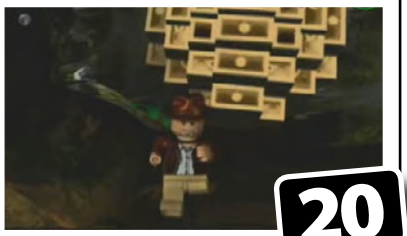
Improving on everything the original did, and adding much more, Saints Row 2 promises to add a whole host of vehicles to the experience, including boats, helicopters, motorbikes, and even a biplane, if early shots are to be believed. Stilwater, the town from the original game, has also played host to a truck load of new additions, as a major regeneration project has seen the addition of top-class shopping malls, restaurants and cinemas in some of the run down areas from the first game. Even better, the latest news suggests you'll be able to have your own "crib" somewhere in Stilwater, which you can personalise as you progress through the game.

Set for release later this autumn, Saints Row 2 promises a grittier, and altogether more violent return to Stilwater.

Lego Indiana Jones: The Video Game

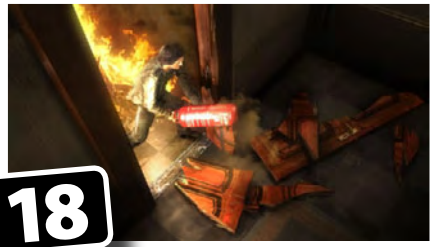
Publisher: LucasArts/TT Game
Developer: Traveller's Tales | **ETA:** Summer'08

Letting you play your way through the entire trilogy of Indiana Jones films, from Raiders of the Lost Ark through to the Last Crusade, we expect the gameplay to be similar to Lego Star Wars - not that that's a bad thing - in that you'll be able to build objects out of the random Lego bricks that are lying around, whip anything that gets in your way, and, hopefully, play through the entire adventure with a friend, either locally, or online. With the game retaining the same innocence and charm that comes with the small plastic bricks, we're hoping for a glut of humorous cutscenes, and character customisation.



Alone in the Dark

Publisher: Atari | **Developer:** Eden Games
ETA: March'08



The Alone in the Dark series has been a staple of the survivor horror genre for generations, but it's somehow always managed to be pushed to the sidelines. With its fifth instalment set to release on PS3 early this year, things are beginning to look up for the series.

Set in New York, you take the role of Edward Carnby, the protagonist of the original game, as he sets out to investigate an apparent conspiracy surrounding Central Park, of all places. For the fifth instalment, the developers are also planning on moving away from survival horror, to lean more towards action and immersion. There's no interface to speak of on screen, and the controls have been designed to be as intuitive as possible, sucking you into the horror action.

Presented as a number of "episodes", not unlike a TV show, Alone in the Dark is taking a different approach to its cousins. Thanks to the games episodic nature, the developers are also planning on supporting the game post-release with new episodes. We're looking forward to playing this one.

DYNASTY WARRIORS 6

Welcome to the next generation



The Dynasty Warriors series has been the recipient of a lot of stick over the years, much of it quite unfairly. While it may not offer the depths of an Uncharted, at its core, the game has always been a pure, button mashing arcade game, pitting one man against insurmountable odds. And what's not to like about that? Now, with the 6th game in the series set for release in March, we sat down with Kenichi Matsumoto, to find out what's new.

The first glimpse we had of the latest Dynasty Warriors game was way back at TGS in 2005 – how has development proceeded since then?

For Dynasty Warriors next gen debut we created a brand new engine, so much of our initial work was spent developing this new engine for the next gen hardware. With the extra power that the next gen consoles can provide we are now able to create much more detailed characters. But with this extra detail and realism comes much longer development time in creating each individual character for the game. Animations, facial expressions, costumes, weapons etc all now take much longer to create because we are now able to add so much more detail.

This is the first Dynasty Warriors game to be developed exclusively for next-gen systems. What does the PS3 allow you to do that you couldn't have done on previous consoles?

Our intention has always been to try to recreate the feel of being on a battlefield teaming with hundreds upon hundreds of soldiers and warriors. The heart of the Dynasty Warriors games has always been one warrior against a thousand. From this perspective the PS3 has now enabled us to increase the number of on screen enemies by 3-4 times. Not only this >



The amount of enemies on screen is simply staggering.



Thanks to the close relationship with the Romance of the Three Kingdoms, you can be sure that all of your favourite characters are in here.



Some of the combos you can pull off are rather OTT - like this Matrix style spinny-pole move.



Big sticks, and a battle against bigger odds - it's a Dynasty Warriors game through and through.

> Interview continued

but we've also been able to increase the intelligence of those soldiers as well. Now all opposing soldiers will act much more intelligently in battle and try to adapt to your approach.

The Dynasty Warriors series has always been a huge seller in Japan, but it never seems to have captured the same size fan base over in the UK. Why do you think that is?

The Romance of the Three Kingdoms book is a very popular and famous book in Japan. When people play the Dynasty Warriors games it is like they are learning something at the same time. A similar comparison with the UK would be the Lord of The Rings books. It is something you grow up with and nearly everybody has read and is familiar with. Japanese people enjoy playing the game and also enjoy learning about the characters and seeing these familiar heroes and villains recreated on their TV screen. Whereas in the UK the whole story side of the game and its Romance of the Three Kingdoms heritage is not such a big factor. Many people will play it simply as an action game. However, feedback from many fans in Europe has shown us that through the Dynasty Warriors games many people have discovered a real interest in the Romance of the Three Kingdoms. Many now have their favourite characters and enjoy learning about the different strands of the story and how so many of the major characters interact with each other and how they are related to one another.

What are the major changes for Dynasty Warriors 6?

Players now have much more variation in how they can approach >

"The PS3 has now enabled us to increase the number of on screen enemies by 3-4 times"



The graphical overhaul really helps bring the series into the next generation.

> Interview continued

a level and achieve their objectives. New abilities such as climbing and swimming mean that enemy strongholds can be approached in a variety of ways. Brave warriors can take the enemy on head-on by smashing through the front gates or crafty warriors can try to sneak around behind by swimming up river to instigate a surprise attack or even try to work their way around the enemy's defences and attack from above.

This new freedom also reveals another of the game's new additions. The enemy will now respond to how you play and try to counteract your moves. If you keep trying the same thing, for instance swimming towards the enemy they'll send out attack boats, or try sneaking through the jungle and they'll send out packs of wild animals to hunt you down.

How has the combat system changed from previous instalments?
The combat is one of the major changes for Dynasty Warriors 6. We have created an entirely new fighting system called the RENBU system. The RENBU system enables players to string together combos and build up a new power bar that unleashes even more spectacular moves with every level you reach. Players can even get the power bar to the infinite level where truly incredible moves can be unleashed and strung together for massive combos.

The Dynasty Warriors series has always had an emphasis for split-screen gaming – will this return for Dynasty Warriors 6?
Yes, Dynasty Warriors 6 will continue to give gamers the chance to play the game in split screen mode with friends.

Will we be able to play online?
No, this version will not incorporate online play.

And finally, with release set for March, when can we expect to see more of Dynasty Warriors 6?
We are currently working on new trailers for its western release and numerous other assets for its March 7 launch but at the moment I can't be more specific than that I'm afraid.



We're guessing this guy's evil. Either that, or he's on his way to a fancy dress party as a moth.



As always, there'll be plenty of cutscenes providing a much needed break from the action.



Split-screen play is included as always, but disappointingly, there's no online functionality.

Publisher: KOEI
Developer: Omega Force
Heritage: Dynasty Warriors, Samurai Warriors, Fatal Inertia
Link: http://download1.gamecity.ne.jp/smusou5/index.htm
ETA: March 7th 2008

"Truly incredible moves can be unleashed and strung together for massive combos"

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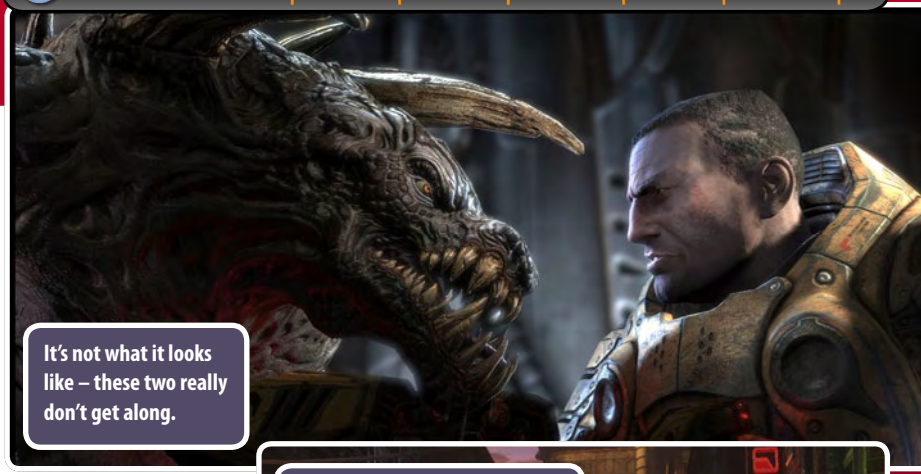
SEARCH P3Zine | PRINT THIS PAGE | ZOOM IN | ZOOM OUT | TOGGLE FULL SCREEN VIEW | PREVIOUS PAGE | NEXT PAGE



Publisher: Midway
Developer: Epic
Heritage: The Unreal series, Gears of War
Link: www.unrealtournament3.com
ETA: 22 February

Unreal Tournament 3

The PC favourite is here to teach us the meaning of the word 'frag'



It's not what it looks like – these two really don't get along.

For console gamers used to their story-driven first-person shooters, Unreal Tournament 3 may be something of a curiosity. A PC series born and bred, you can forget about niceties such as story or intelligence, Unreal has always been about relentless carnage in huge arenas filled with enemies carrying unfeasibly large weapons. Kill, kill, kill. Pick up an even more outlandish weapon then kill, kill, kill some more. It's not clever, but it is big among the PC crowd and now Unreal Tournament 3 is aiming to convert the joypad-wielding majority.

First impressions aren't too promising. It looks like a PC game, it moves like a PC game, it *is* a PC game and unless you've been raised on this kind of thing you'll be reaching for the aspirin and a wet flannel after five minutes. There's just so much death being unleashed so quickly it's difficult to even process what's happening, never mind take control of it. Persistence pays off though, and once you begin to adjust to the pace of the game and the sheer eye-boggling level of chaos that unfolds every minute, Unreal Tournament 3 reveals itself to be an absolute blast.

There are a few concessions that have to be made if you're going to enjoy UT3, however. The so-called single-player campaign, designed to lure in unsuspecting console gamers with claims of 'plot' and 'depth', is actually nothing of the sort. A series of arena battles tied together with pretty cut scenes and some sci-fi gubbins involving evil



It's tempting to just turn and run when you hear the banshee cry of the Darkwalker as it comes stomping into view.

"The weapons are massive, the vehicles are cool, and the enemy is plentiful"



Inside a Goliath tank it feels like the whole world is just there for you to exploderise.





That poor sod's about as dead as you could get.

"The primal part of the brain takes over, compelling you to hunt and kill"

> UT3 continued

aliens the Necris, if you're expecting an adventure to compare with Halo or Half-Life you won't just be disappointed, you'll be suicidal. It's best to view the single-player game as more of a tutorial, somewhere to go to get used to all the different weapons and maps and modes in preparation for what UT3 is really all about – frantic online multiplayer action.

Once you're online, the game takes off its spectacles and shakes its hair loose, leaving you with no option but to exclaim, "Why, Unreal Tournament 3, you're beautiful!"

Suddenly it all makes sense. It's almost like the primal part of the brain takes over, compelling you to hunt and kill with a frightening, single-minded lust. The need for narrative and coherence is lost along with the ability to communicate in anything other than grunts and derogatory messages to your online victims. All that matters is that the weapons are massive, the vehicles are cool, and the enemy is plentiful. So get shooting.

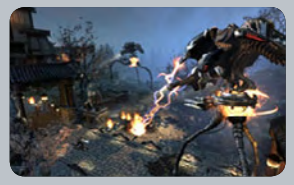
There are all the usual deathmatch and capture the flag games to deliver the pain, but our favourite mode has to be the newbie, Warfare, in which you must try and capture a sequence of nodes to open up an enemy



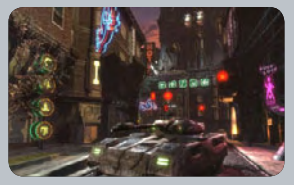
The huge Hellbender vehicle handles like a drunken moose and is just as likely to topple over.

NO CAREFUL OWNERS

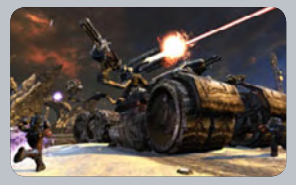
Introducing five of the best vehicles in UT3's showroom



DARKWALKER
An even more terrifying version of the Martian tripod from War of the Worlds. Its battle cry alone is enough to make you soil the bed.



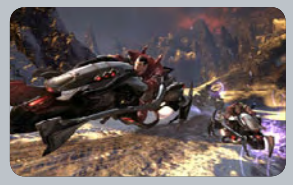
GOLIATH
A good, old-fashioned tank. Heavy firepower, heavily armoured, nothing fancy but a great asset in any battle.



LEVIATHAN
The biggest vehicle in the game with room for five gunners. Not exactly mobile but it can take loads of punishment and dish it back out with interest.



FURY
The Necris fighter jets, equipped with robotic tentacles and devastating lasers for maximum "Watch the skies!" effect.



VIPERS
Cool jetbikes with a useful self-destruct feature. Zoom towards an enemy vehicle, press L1, then jump off at the last second and watch it all go kaboom.

GUNS 'N' AMMO

Heading into the warzone? Then may we recommend tooling up with these beauties first?



The Link Gun | The Biorifle | Shock Rifle

The Link Gun

The most all-round useful weapon in your arsenal. Not only does it fire a surge of pure energy that shreds enemies to the bone. Not only can its alternate beam be used to repair vehicles and construct power nodes. But if you link up with an ally's energy beam they combine for double the power and devastation.



The Manta hovercraft is extremely nippy but its lack of armour means its vulnerable to fire.

Next Gen?

All of the game's 15 vehicles are damn impressive, but as a showcase of throwaway next gen brilliance the hoverboard is hard to beat. You can access one of these babies at any time by pressing the square button, then swoop around the arena performing tricks and hitching rides on the back of vehicles – firing at enemies as you go, like some gnarly 23rd century drive-by shooter. Back in the day the hoverboard would have been the game, now it's just a small but cool element in something much bigger.



> UT3 continued

base for attack. The maps here are bloody huge and packed with vehicles to commandeer, ranging from tanks and trucks to snazzy alien contraptions like the Darkwalker. Inspired by the tripods from War of the Worlds, the Darkwalkers stride around the battlefield firing a lethal death ray that obliterates everything in its path – terrifying if one of them is heading towards your base, hilarious if you're the one at the controls indiscriminately spraying alien laser death.

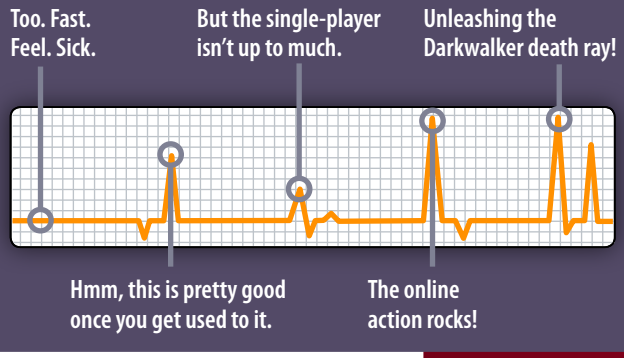
Besides the brilliance of the vehicles, it's the weapons that really make UT3. They all have two fire modes so, for example, with the Biorifle you can spurt radioactive goo at your opponents then switch to alternate fire and leave blobs of the stuff hanging round for unfortunate, soon-to-be-dead people to step on. Stand-out has to be the Link Gun. Emitting a lethal stream of energy that turns its victims into bleeding skeletons (a similar effect to the power of God unleashed by the Ark of the Covenant at the end of Raiders of the Lost Ark), as its name suggests the Link Gun also lets you cross streams with other team members for an absolutely catastrophic level of firepower.

Bombing around the vast arenas, hopping in and out of vehicles, picking up different weapons, all of which can legitimately claim to be 'badass', it doesn't take long to get totally immersed in UT3's crazed world of non-stop shoot-'em-up chaos. If you're a lone wolf looking to engage your brain as well as your trigger finger then this really isn't for you, stick to the plot-driven likes of Call of Duty 4 or Resistance: Fall of Man instead. But PS3 gamers who simply want to go online and shoot stuff in the most inventive manner possible will be in frag heaven with Unreal Tournament 3. ● ***Lee Hart***



"Do you want fries with that?"

PULSOMETER *Signs of life*

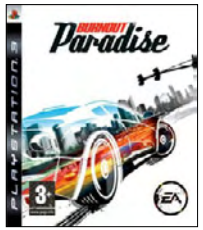


P3Zine Verdict

Brilliant online multiplayer entertainment

+ PS3's greatest online fragfest
+ Fantastic weapons and vehicles
- Not much cop as a single-player experience

89%

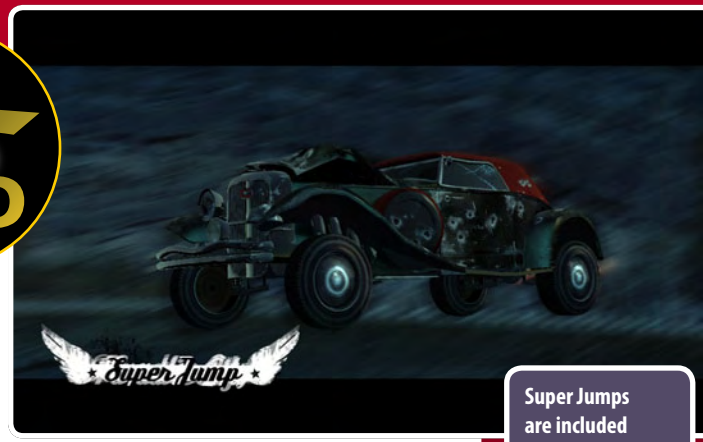


Publisher: Electronic Arts
Developer: Criterion Games
Heritage: Burnout, Thrill Drive
Link: www.burnout.ea.com
OUT NOW

Burnout Paradise

The first truly next gen road racer?

P3Zine GOLD



Super Jumps are included throughout the game map. Tackle them at top speed for some spectacular Dukes of Hazzard-style leaps.

Over in Xbox 360 Land, Criterion Games' Burnout Revenge is still one of the finest road racers ever produced for the system. It may be an HD port of the PlayStation 2 game with some cool new upgrades, but in terms of graphics and gameplay, it's still an absolute winner almost two years on. For its first true 'next gen' title, it would have been so easy for Criterion simply to build upon its older work and hand in the 'expected' upgrade.

Instead, the talented UK team started the whole project completely from scratch. Burnout Paradise doesn't contain a single line of code from any of the previous games, it's a complete reinvention not just from a technical standpoint, but also in terms of gameplay too. Gone are linear circuits from the previous games, replaced with a vast open world map that lets you go anywhere you want from the very beginning. Populating Paradise City are over 100 events ranging from Burnout favourites like Races and Road Rage events through to the brand new Marked Man and the sublime Stunt Run.

The sheer freedom afforded you in this game can initially be overwhelming. Quite often you find >



Some nifty askew camera angles and post-processed video effects kick off a racing event.

"It's a vast open world map that lets you go anywhere you want"



A total write-off here, but some crashes in the new game are "minor" enough that you can drive away in your broken wreck.



The original map-spanning marathons from the original Burnout make a welcome return in Paradise.

Roll over screen for annotations





Even the most beautiful of automotive machinery can be reduced to its component parts in the new Burnout.

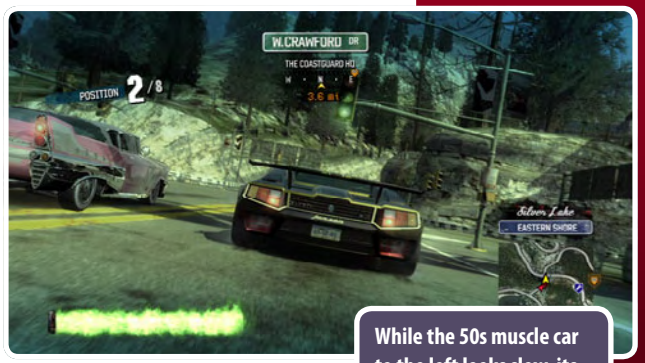
"Ultra-fast and packed with action, but with a twist"

> Burnout continued

and shortcuts. Critics of the demo have lambasted the lack of restart options for the events, but in the full game, this is virtually a complete non-issue - every junction has a new challenge to try out. Why fixate on completing just one event when there are literally dozens to choose from?

The aim of the game is to reach Burnout Elite status by chalking up a set number of wins before you gain a new license. When you do, the map is reset with new events, making sure that there's always something to do close-by. The further you get into the game, the more new cars enter the city. You'll spot these in the open world and taking them down between events adds them to your junkyard. Grab the wreck from your base, take it to an auto-repair shop and you have a brand new racer to get to grips with.

While the online demo did a great job of showcasing a (very small) section of Paradise City's open world, it simply cannot prepare you for the full power of the single-player experience. It's Burnout through and through - ultra-fast, packed with action, a brilliant crash or takedown every minute, but with a twist. You play the game on your terms, choosing your own route, doing what you want to do. Race and Road Rage fully deliver everything Burnout enthusiasts could desire, but the real gem in this game is Stunt Run. Drifting, jumps, barrel rolls and boost all jack up the score, but it's unlocking the >



While the 50s muscle car to the left looks slow, its sheer mass could barge your ultra-light supercar off the road with ease.



As we approach the end of the single-player game, the cars get sleeker and faster and the action ever-more intense.

YOU'RE ON CANDID CAMERA

The best use of camera yet seen!



License | A license | Mugshots

License

Your in-game license can be fully customised via the use of USB camera. Simply plug it in and the game auto-recognises it. Pose for your mugshot and then see it instantly added to your initial learner permit. Just about any USB cam can be used - even EyeToy and the Xbox 360 Live Vision camera!

Next Gen?

There's no doubt whatsoever that this is a technically prolific PS3 title. An open world sandbox game with this level of detail and a full 60 frames per second update is nothing short of sensational. Combine this with its untouchable online mode, supremely realistic crashing and innovative use of camera, and you'll soon realise that this game is one of a kind.



> Burnout continued

multipliers that sends the score skyrocketing. Building up that mental image of Paradise City is key here, so you can string together jumps, billboards and gates into one mind-bogglingly vast score. Beating the game's targets is all well and good, but truly mastering the event and joining the Millionaire's (score) Club is the name of the game. The Marked Man 'all against one' destruction fest is another highlight, the all-black assassin cars stopping at nothing to hunt you down to extinction.

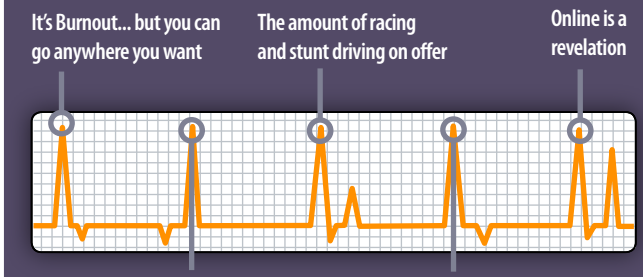
But it's Burnout Paradise's online mode that is its most exceptional showpiece. It's totally seamless, activated with just a few presses on the d-pad. There are no lobbies, no waiting periods; you dip in and out of the online modes as and when you want. Also cool are the inclusion of the Road Rules, best times for racing across stretches of the city that you can compete with against friends or globally. Actual online action is 'social racing' at its best, perfectly set-up for getting the most out of the map's uniquely racing-skewed terrain. Hundreds of cool challenges are available that again help in building up that all-important mental image of Paradise City.

Playing the full version of Burnout Paradise is a world away from the demo sampler Criterion released pre-Christmas. While some of the online treats were made available in that download, the retail game is like something from another world - single-player racing is frankly brilliant (virtually nothing from this was shown in the demo), and its seamless integration with online action is like nothing else out there. While Criterion's quest for innovation has unsettled some, in our book virtually every gamble has paid off. Only the omission of a more conventional Crash Mode feels like a real loss - its replacement Showtime is plenty of fun, but lacks that brilliant combination of puzzle and explosive action.

In all other regards, Burnout Paradise is a masterclass in innovation, excitement and technical prowess. And right now it's easily the best racing title on PS3. Buy it.

Richard Leadbetter

PULSOMETER *Signs of life*



BURNOUT RULES ONLINE

Instant action: no lobbies, no aggro



A couple of presses on the d-pad and you're instantly teleported into an online session. Better still is the level of functionality on offer: setting up a game for friends only is simple, plus Bluetooth headset and USB cameras are supported.



Online events are even more spectacular than they were in Burnout 3 and its Revenge sequel. The session host can plan a race with multiple checkpoints, set up an ultra-destructive road rage game or choose from hundreds of challenges.



Set up a challenge to pull off some barrel rolls and you'll invariably end up driving over to the Big Surf beach. A series of split-ramps have been erected, allowing you to practice your insane stunt-based skills to perfection.



With human intelligence at the wheel, the possibilities for ever-more destructive takedowns are virtually limitless. Burnout's realtime deformation engine crunches and bends the cars into any and every conceivable shape.



If the player running the session doesn't set up any challenges, there's still plenty of fun just driving about, performing tricks and ramming each other off the road. Or mutual destruction in the form of head-on collisions as is the case in this particular picture...

P3Zine Verdict

The best racing game on PS3

\+ Super-smooth 60fps graphics

\+ State-of-the-art online support

\- Navigation takes some time to get into

94%

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PlayStation Network

Play with your toys, on your expensive, shiny black "toy"

Snakeball

Publisher: SCEE
Developer: Gamoola Soft
Price: £4.99

A half-hearted combination of the classic "Snake", and a bizarre future sport which sees you riding robotic snakes and scoring goals. The sole objective of Snakeball is to collect various coloured balls, before depositing them over a goal to score points, with combinations of same-coloured balls affording you a multiplier. With the usual mix of guns added into the fray, and a disappointing online mode, Snakeball ends up being a game that really isn't that much fun to play, and ultimately isn't worth your £4.99



P3Zine Verdict
Just play Snake instead
+ Good graphics
− Disappointing
48%

Destruction Derby

Publisher: SCEE
Developer: Reflections
Price: £3.49

People have been crying out for this one for a while. The precursor to games like Flatout, and even the seminal Driver, Destruction Derby was a groundbreaker in many ways, and a hell of a fun game to boot. Letting you take part either in a full on destruction derby, or proper races (with a bit of a violent twist), Destruction Derby rewards you based on how well you destroy things. Spinning your opponents, or shunting them will award you with points, and it's how many points you can collect that will determine your eventual standings. As a slice of history, this is invaluable - and as a game, it's not too bad either.



P3Zine Verdict
Smash 'em up
+ Reasonable graphics
+ Great demolition
80%

Populous: The Beginning

Publisher: Electronic Arts
Developer: Bullfrog
Price: £3.49

Casting the player in the role of a Shaman, it's up to you to lead your tribe into battle against various other colonies, before taking over entire planets and eventually securing yourself the role of "God". While the graphics have certainly aged poorly, if you've got a PSP, this is well worth buying - a solid RTS/God game, for a decent asking price.



P3Zine Verdict
God game - awful graphics
+ Decent gameplay
− Horrible visuals
75%

Toy Home

Publisher: SCEE
Developer: Game Republic
Price: £4.99

This one was a real surprise for us. The name, and indeed, the premise, didn't exactly fill us with confidence - race a toy car around a series of circuits, all of which have been designed from children's toys, collecting tokens as you go. But although it may sound like a cheap Toy Commander rip-off, with a lot less options, to our surprise - it's great! Everything Toy Home attempts, it pulls off brilliantly - the courses are inventive, the collection aspects offer great replay value, and even the SIXAXIS controls work as well as any we've seen to date! A real gem of the PSN, we'd advise you give this one a try.



P3Zine Verdict
Smashing good fun
+ Inventive courses
+ Well executed tilt
85%

The future's bright

Put your sunglasses on - PS3's line-up for 2008 is dazzling



Gran Turismo 5 is an incredible-looking game - we think it's the most visually stunning racer yet. Proof that developers are taming the Cell processor?



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.

2007 was a strange year for Sony. It seems difficult to remember a time when the PlayStation 3 was expected to clean up in this current console generation, but before its release, great things were predicted. Kutaragi was bullish, Harrison and Kirai et al were supremely confident, and then the company took its eye off the ball. That price, the perceived arrogance, the launch delays, the PR disasters, the giant enemy crabs... suddenly PS3 wasn't such a sure thing, and 2007 proved it, with Wii's surprise success and Microsoft's head-start forcing Sony to - astoundingly - settle for third place. Yet, just as 2007 wasn't quite the start many had expected for this sleek, powerful beast of a machine, 2008 should see a much healthier twelve months for PS3. Aside from all the talk about improved multimedia functionality (Sky through your console? Interesting stuff), it's the software line-up for the year that impresses the most.

Game on

We'll start with the exclusives. 2008 will, at some point, see the release of Hideo Kojima's latest stealth-action masterpiece with the release of Metal Gear Solid 4: Guns of the Patriots. We're already quietly confident that this will be among the year's very best games, and it's likely that we'll see it before the summer. And then there's the imminent release of Gran Turismo 5. Both these titles are clear evidence of PS3's superior power under the bonnet, and we're sure other exclusives will start to really make the most of the console. UK developer Media Molecule look to have the most innovative game of the year with platform construction kit LittleBigPlanet, while Killzone 2 is Sony's blockbuster for the latter half of the year - building on the promise shown by the underrated original to provide one of the most cinematic, thrill-packed shooters you'll experience in 2008. Sly Cooper developers Sucker Punch are set to make a triumphant return with their Crackdown-esque sandbox actioner inFamous, and then there's the likes of Haze, Tekken 6, Soul Calibur IV and Motorstorm 2 to name but a few. And that's just the titles that have been confirmed. Among the new announcements, expect to see more info on Team Ico's next game - it probably won't be here until 2009 at the earliest, but should whet appetites for what could well be one of the most incredible gaming experiences of the next few years.

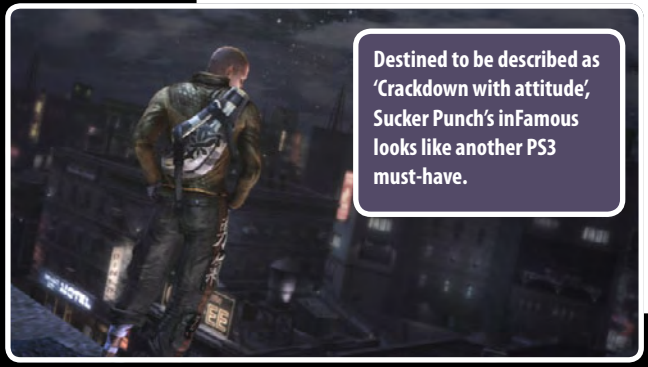
All that's before we get onto the small matter of the multiformat releases, and if it's the format exclusives that put Sony way ahead of Microsoft, it's here that the PS3 leaves Wii in the dust, with the likes of Devil May Cry 4, Fallout 3, Prototype and - fingers crossed - Resident Evil 5 to look forward to.

Home from home

Aside from all this, potentially the biggest thing to hit PS3 next year is the potentially revolutionary online Home service. We're actually pleased it's been put back slightly - hopefully this extra time should allow Sony to get PSN as watertight as possible for its launch, so we're left with the smoothest and most inventive virtual space ever seen. It could well create a huge online community, which can only be a good thing when it comes to multiplayer-centric titles.

Stay tuned, as ever, to P3Zine for more exciting developments from Sony throughout the year. For now, just start licking your lips, because this is the year that PS3 motors ahead of the pack and Sony starts rewarding your faith. Be excited. Be very excited.

"This is the year that PS3 motors ahead of the pack"



Destined to be described as 'Crackdown with attitude', Sucker Punch's inFamous looks like another PS3 must-have.



In P3Zine Issue 12

PREVIEW & EXCLUSIVE INTERVIEW

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REVIEWED...

The Club
Gran Turismo 5
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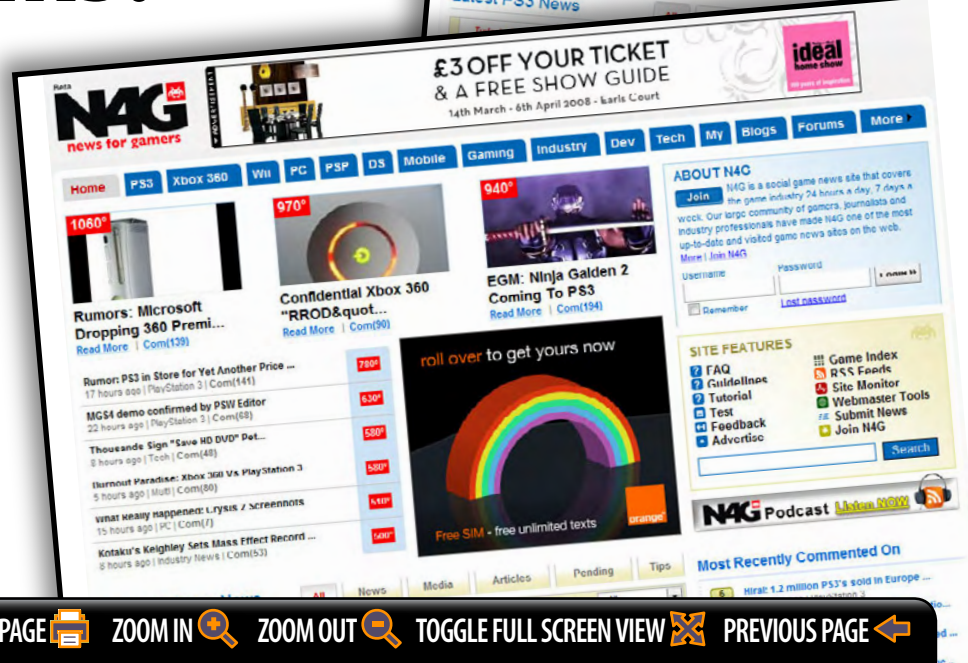
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