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Issue 13 | March 2008

P3zine

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

Tom Clancy's RAINBOW SIX VEGAS 2

Massive review inside



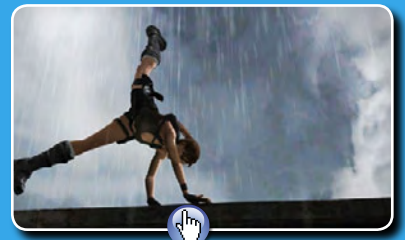
PLUS...



**STAR WARS:
THE FORCE UNLEASHED**



**BATTLEFIELD:
BAD COMPANY**



**TOMB RAIDER:
UNDERWORLD**

REVIEWED!

Lost Planet
Ice cool new shooter
reviewed & rated!



REVIEWED!

Army Of Two
Get ready for the next
generation of co-op play



**PREVIEW & INTERVIEW
DEAD SPACE**



CONTROL →





Welcome to P3Zine



Exciting new titles are now coming thick and fast to PlayStation3. Hard on the heels of last year's hugely successful MotorStorm comes its much touted successor MotorStorm 2. We also have a looksie at Star Wars: The Force Unleashed, Tomb Raider: Underworld and Dead Space. All are looking fine and dandy, so be sure to let us know your thoughts...

New titles in the here and now are still frustratingly scarce, but you can take solace in the arrival of Rainbow Six: Vegas 2, while bringing up the rear we have reviews of Army of Two and Lost Planet.

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



Lee Hall
An original PlayStation kid, Lee will be playing WipEout HD.



Ian Morris
Star Wars fan Ian is looking forward to The Force Unleashed



Chris Schilling
Chris has always had a thing for Lara. The Underworld awaits.

DON'T MISS! The latest & greatest titles on PS3
This month's highlights...




Rainbow Six: Vegas 2
More fear and loathing coming your way...



Army of Two
Bring a buddy



Dead Space
Preview & interview



Lost Planet
Chilling new shooter

QUICK FINDER

Every game's just a click away

- | | |
|-------------------------------------|--------------------------------|
| WipEout | Tomb Raider: Underworld |
| Soul Calibur IV | Star Wars: The Force Unleashed |
| Facebreaker | Battlefield: Bad Company |
| Project Witches | Dead Space |
| Euro 2008 | Rainbow Six: Vegas 2 |
| Sid Meier's Civilisation Revolution | Army of Two |
| Aliens: Colonial Marines | Lost Planet |
| Guitar Hero Aerosmith | |
| Red Faction: Guerrilla | |

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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.



Wipeout HD

Publisher: SCEE
Developer: Studio Liverpool
Heritage: Wipeout
Link: <http://www.wipeouthd.com>
ETA: Summer

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



The graphics are so much improved over the PSP versions, you'd be hard pushed to recognise the tracks.

"Graphics that whizz by at such an incredible speed they'll make your eyes melt"



Downloadable content is promised to follow after launch, with skins, ships, and even whole courses in the making.

Wipeout HD



Blink and you'll miss it

What is it?

A PSN exclusive downloadable title, Wipeout HD is a gorgeous PS3 edition of our favourite anti-gravity racer. With an emphasis on community and online play, 1080p 60 FPS graphics, and a solid single player mode to boot, Wipeout HD is looking very special indeed.

What tracks are there?

Rather than being an entirely new game, Wipeout HD is instead an amalgam of tracks cherry picked from PSP Wipeouts - Pulse and Pure. Circuits confirmed for inclusion are so far: Vineta K, Chenghou Project, Sebenco Climb, Sol 2, Ubermall, Anulpha Pass, Moa Therma and Metropia. For those of you new to Wipeout, these names won't mean a thing, but all you need to know is that these tracks will offer all the magnetic strips, gravity defying curves, glass platforms and boost pads you could hope for.

So, what's new?

Did we mention the 1080p, 60 FPS stunningly detailed graphics that whizz by at such an incredible speed they'll make your eyes melt (but in a thoroughly good way)? Outside of the visuals, there's also an eight player online multiplayer mode, with support for on- and offline leaderboards, a brand new photo mode, perfect for capturing that moment you fire a rocket up your friend's behind, and support for SIXAXIS tilt-sensing capabilities.



Eight player online Wipeout is going to be fantastic. We're a bit disappointed at the apparent lack of a split-screen mode, though.

E M B R A C E T H E D A R K



PLAYBACK OPTIONS:



darkSector



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Publisher: Namco
Bandai/Ubisoft
Developer: Project Soul
Heritage: Soul Calibur
Link: <http://soulcalibur.com/>
ETA: July



Lizardman - candidate for the "Most Inventive Name of the Year Award 2008"

Soul Calibur IV



Welcome to the stage of history

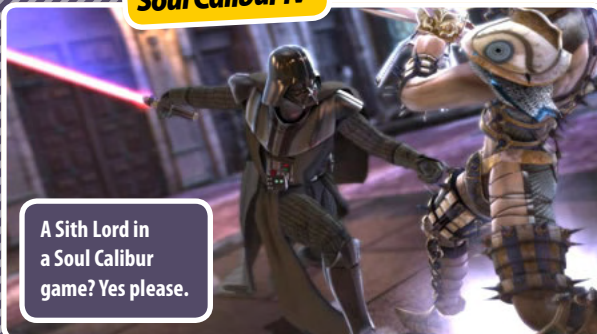
What is it?

Faster than Tekken, prettier than DOA and with more chains and whips than a bondage convention, Soul Calibur IV is the latest instalment in the Soul Calibur series; a lineage of fighting games which have seen releases on everything from the Dreamcast to the PS2 and Wii.

What's new this time?

A direct port of the arcade version, you can expect Soul Calibur IV to feature all of the same high powered action of the coin-op, but without the huge expense. One of the most impressive features this time round are the graphics, with your two brawlers doing battle in hugely detailed arenas, with much more background detail than ever before. Expect to see all the old favourites take their place in the line up, including Ivy, Voldo, Mitsurugi, Kilik, Sophia and Lizardman, alongside a few new faces...

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



A Sith Lord in a Soul Calibur game? Yes please.

"Beat Voldo's stupid gimped face with a Sith Lord's lightsaber"



The backgrounds are that much more intricately detailed this time round. There's even a Dodo wandering around, making himself useless. More fighting games need Dodos.

Any PS3 exclusives?

It's becoming something of a tradition for Soul Calibur games to feature platform exclusive characters, and this is no different. Not wanting to disappoint in the character department, Namco have pulled out all the stops, and shoehorned none other than the seminal bad-guy Darth Vader into the action. Now, you'll be able to beat Voldo's stupid gimped face with a Sith Lord's lightsaber. Now that's what we're talking about!



Publisher: SCEE
Developer: Evolution Studios
Heritage: MotorStorm, WRC
Link: <http://www.motorstorm.com/>
ETA: Christmas

In the sequel, bikes will be able to take advantage of even more spectacular shortcuts, but not without a certain amount of risk.



PREVIEW FEEDBACK!
 Click here to tell us what you think of MotorStorm 2

Monster trucks make their debut in MotorStorm 2 in a big way, driving straight over the opposition.



That's gonna hurt in the morning...



"There's a huge selection of beautiful, but destructible courses for you to wreak havoc across"



As was true in MotorStorm, the debris left by other competitors will litter the field.

MotorStorm 2



I wanna take you on a rollercoaster.... again

What is it?

We've known about this one for a while, but now we can finally reveal the first official details. Set for release in time for Christmas, the sequel to the PS3's biggest selling game to date is set to blow your socks off all over again, with a new setting, and whole host of brilliant upgrades.

So, what's new?

Never underestimate the power of the fanboy. After receiving a lot of flak from the public for the first game's distinctly samey environments, and limited multiplayer options, Evolution have set out to put right the first game's problems, and they've done it with style. Taking place on a tropical island paradise, MotorStorm 2's races will be contested over a much more varied selection of narrower dirt paths, with a huge selection of beautiful, but destructible courses for you to wreak havoc across. Better yet, MotorStorm 2 will also come complete with a four-player split-screen multiplayer mode - something the original sorely missed out on.

Anything else to declare?

Sony has just released the first trailer, a blistering, pre-rendered example of what lies in wait for us in MotorStorm 2. Bigger, better, and if the trailer's anything to go by, a lot more varied, we hope to be bringing you more on MotorStorm 2 very soon...

INCOMING

Another magnificent seven...



Facebreaker

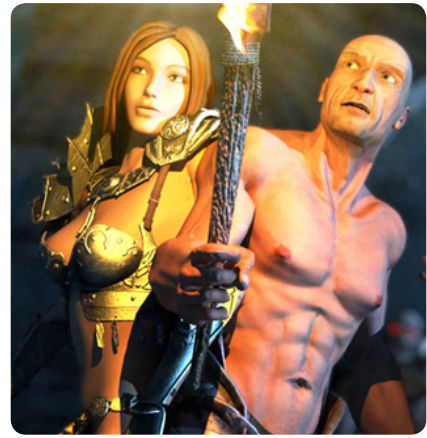
Publisher: EA | **ETA:** 2008

Reminiscent of Dreamcast classic Ready to Rumble, Facebreaker is an arcade boxing game from the developers of Fight Night Round 3. Taking a much less-realistic approach than Fight Night, Facebreaker is a hilarious experience, thanks to its facial deformation technology, which lets you literally re-arrange either your opponents face, or your friend's, thanks to its photo-recognition technology!

Project Witches

Publisher: Schanz | **ETA:** 2008

The new game from little known Spanish developer, Revivronic, Witches is a third-person action game featuring a bevy of half-naked women. Set in a "dark medieval surrounding", Project Witches pits you as Gwen, a female warrior leading a rebellion against the Hordes of the Beast.



Euro 2008

Publisher: EA | **ETA:** 11th April

We may not be taking part in the tournament this year, but we can at last take part in the game. Another official game-of-the-tournament jobby from EA, Euro 2008 lets you take control of over 50 European national teams, and boasts a selection of new modes, allowing players from all around the globe to vie for European domination.

Sid Meier's Civilisation Revolution

Publisher: 2K Games | **ETA:** June 6th

Developed exclusively for consoles, Sid Meier's grand strategy opus Civilisation is making its way to the PS3. Much in the same way as every other Civ game, this lets you lead a populace from small town, to global superpower, with the series' famed turn-based gameplay keeping the action steady.



Aliens: Colonial Marines

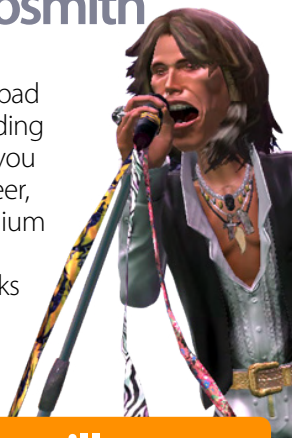
Publisher: SEGA | **ETA:** Late 2008

From the makers of Brothers in Arms, Aliens: Colonial Marines is a terrifying squad-based shooter set for release later this year. Part of an exclusive licensing agreement between SEGA and 20th Century Fox, the game not only promises to stay true to the gritty sci-fi tone of the movies, but will also include a four-player co-op mode!

Guitar Hero Aerosmith

Publisher: Activision | **ETA:** September

More Guitar Hero is never a bad thing, and this one's sounding very interesting indeed. Letting you take the reins of Aerosmith's career, from newbie band, to huge stadium rockers, you'll play your way through a hefty selection of tracks from the band's back catalogue, with tunes from other groups sprinkled in for a bit of variety.



Red Faction: Guerrilla

Publisher: THQ | **ETA:** 2008

The game that made terrain deformation (or geo-mod) famous will be making its way to a PS3 near you sometime this year. Set 50 years after the end of the last game, Guerrilla is an open-world combat game with plenty of physics based destruction, but by far the biggest change is the new third-person perspective!



IN THE PIPELINE

SPRING	SUMMER	AUTUMN	WINTER
GRAN TURISMO PROLOGUE ETA: 28th March GTA IV ETA: 29th April	MGS4 ETA: June 12th HOME ETA: June	LITTLE BIG PLANET ETA: September JUST CAUSE 2 ETA: Autumn	KILLZONE 2 ETA: November RESISTANCE 2 ETA: November



Publisher: Eidos
Developer: Crystal Dynamics
Heritage: Gex: Enter the Gecko, Legacy of Kain, Tomb Raider: Legend
Link: www.tombraider.com
ETA: December

FIRST LOOK

Tomb Raider: Underworld

She's worn bikinis in the arctic, PVC catsuits in the rainforest, and now, she gets to be muddy in the jungle

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

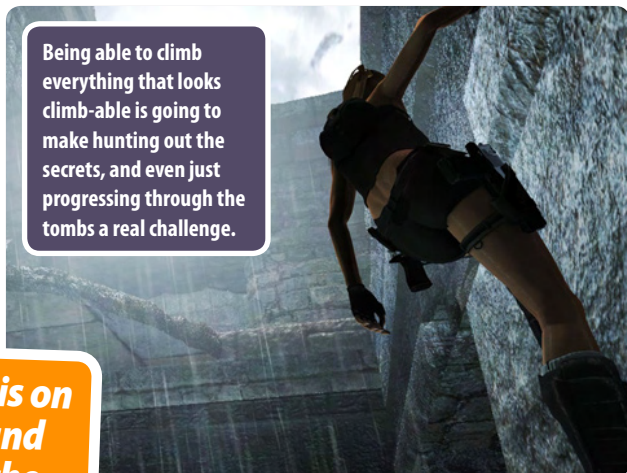
It's almost hard to believe it's been more than ten years since Lara first flipped onto our screens. Some seven games, 30 million units, and many raided Tombs later, you could be forgiven for thinking Eidos would be feeling pretty happy with how the series is going. Pulling itself from the fiery jaws of oblivion following the dreadful Angel of Darkness, Tomb Raider: Legend was exactly

what Lara needed - a return to the mechanics of the original game, that actually involved some, you know, raiding of tombs.

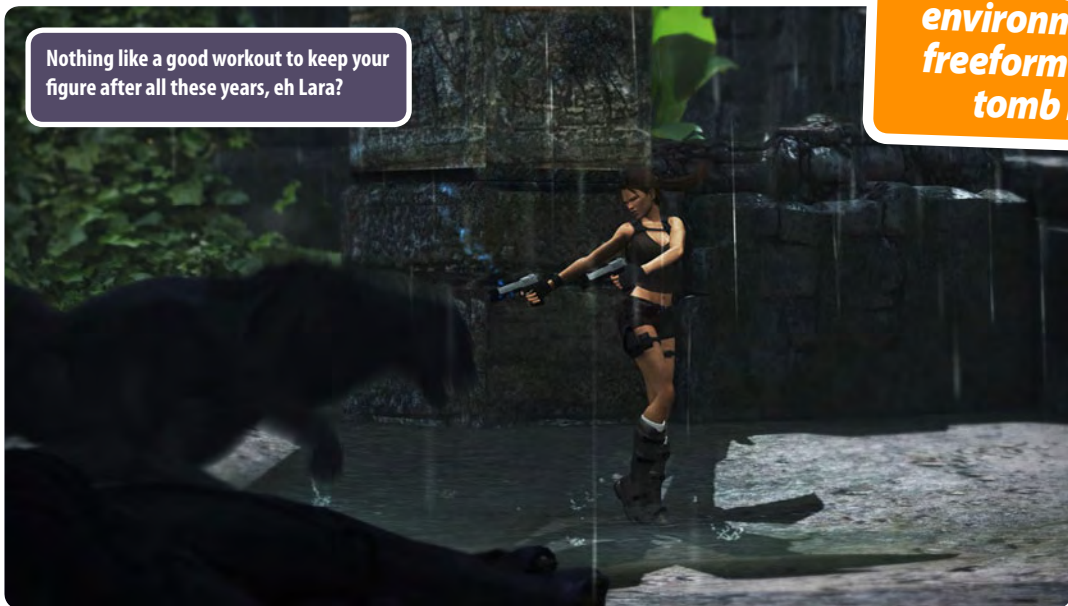
But apparently, Eidos weren't entirely pleased, as for Tomb Raider: Underworld, a reinvention is on the cards. Once again taking the series back to its roots, the first true next-gen Tomb Raider will see you exploring environments no human has set foot in for hundreds of years,

raiding people's burial chambers all across the globe, and, presumably, ruining a fair few pairs of hotpants as you go.

One of the themes the developers have been looking to capture for Underworld is that of a harsh environment. After all, tombs aren't exactly the nicest of places, and if no humans have set foot near them in



Being able to climb everything that looks climb-able is going to make hunting out the secrets, and even just progressing through the tombs a real challenge.



Nothing like a good workout to keep your figure after all these years, eh Lara?

"There's a greater emphasis on environmental physics, and freeform exploration of the tomb is encouraged"



Now rain makes things slippery, which makes it easier for Lara to fall from platforms. Makes her legs look nice and shiny too.



>Tomb Raider continued

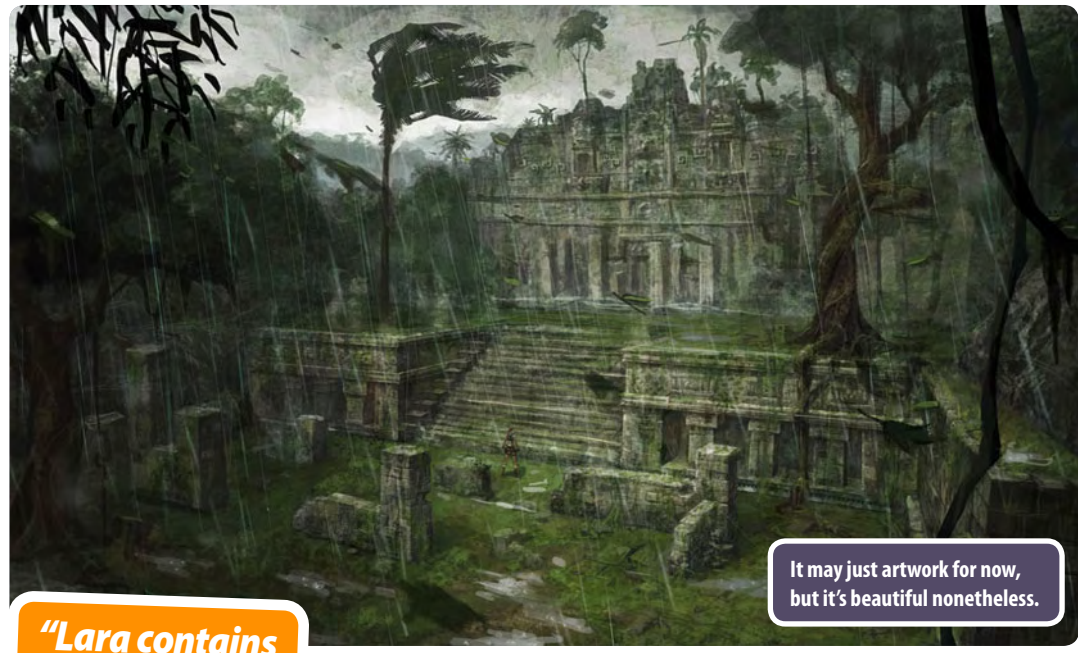
years, you don't exactly expect to see exquisite topiary surrounding the entrances. With this in mind, Crystal Dynamics are looking to create a feeling of "Lara vs the environment", where you'll have to overcome all sorts of natural obstacles to get inside the tomb - never mind what you find inside!

Built on an all new engine, Tomb Raider Underworld is looking as stunning as you'd imagine, with Lara herself containing over 10x the polygons of her Legend iteration, yet perhaps the biggest changes to the engine aren't in the visuals. In Underworld, there's a much greater emphasis on environmental physics, and freeform exploration of the tomb is encouraged. Trying to make it so Lara can do whatever a real person could do, Lara can now stretch her grappling hook till

it's tight, and use the rope to push objects off ledges; climb any surface that has a texture; and even jam poles into cracks in the wall to make a makeshift staircase.

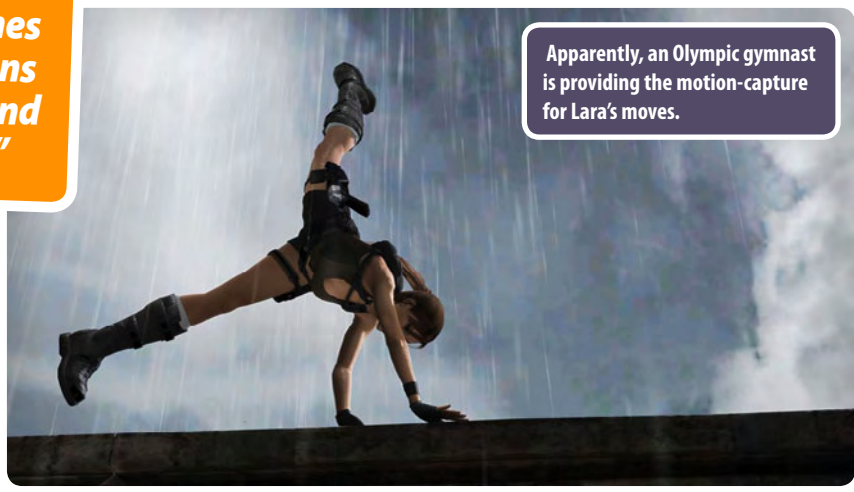
And it's this exploratory gameplay that fans of the original Tomb Raider will love. Letting you make your way through each level however you see fit, a freeform Tomb Raider is an exciting prospect indeed, and Underworld could be just the game to pull it off.

We'll admit, we were huge fans of Legend, and pretty much thought it was as good a Tomb Raider game as we were going to get. However, after seeing what Crystal Dynamics have planned for Underworld, we're ready to don our boots, dust off our hotpants, and limber up to go adventuring again. Christmas can't come soon enough. ●

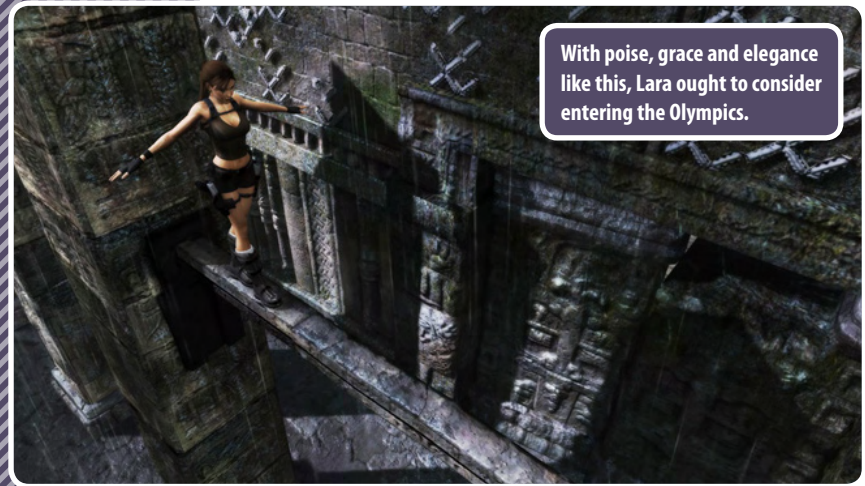


It may just artwork for now, but it's beautiful nonetheless.

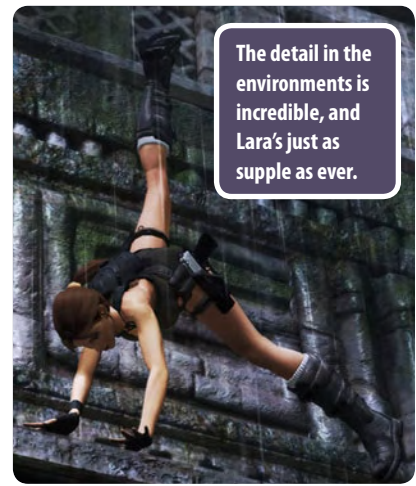
"Lara contains over 10 times the polygons of her Legend iteration"



Apparently, an Olympic gymnast is providing the motion-capture for Lara's moves.



With poise, grace and elegance like this, Lara ought to consider entering the Olympics.



The detail in the environments is incredible, and Lara's just as supple as ever.

P3Zine
TOMB RAIDER UNDERWORLD

PERCENTAGE COMPLETE 55% **FIRST IMPRESSIONS** 90%

Could be the best Tomb Raider yet.

"SLICKER, MORE AGGRESSIVE AND TWICE AS PLAYABLE"
MONKEY

"ONE OF THE FIRST MUST-HAVE GAMES OF 2008"

"THE COMPLETE PACKAGE"
PSW

360gamer



Tom Clancy's RAINBOW SIX VEGAS 2

AVAILABLE FROM
MARCH 20TH




PLAYBACK OPTIONS:

GET MORE INTEL NOW! CHECK OUT THESE FEATURED DEVELOPER VIDEO INTERVIEWS FOR IN DEPTH INFO ON RAINBOW SIX VEGAS 2:

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Publisher: Lucasarts/
Activision
Developer: Lucasarts
Heritage: Star Wars :
Rogue Squadron, Lego
Star Wars, Jedi Knight
Link: www.lucasarts.
com/games/
theforceunleashed
ETA: Winter

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

FIRST LOOK

Star Wars: The Force Unleashed

Physics have never been so much fun

We've just finished watching a demonstration video of Star Wars: The Force Unleashed, and, like everyone else, we're amazed with what we've seen. We've known for ages that Lucasarts have been quick to push this latest game, or, more specifically, the buzzwords for the technology that's inside it, but not once have we truly seen what it could do, in the specific context of a game. Now we've seen what they're planning, we only want more.

The Force Unleashed is set in the rather large blank period in between Episode 3 and Episode 4, and casts the player into the Sith boots of Darth Vader's secret apprentice - the man who eventually becomes Darth's right hand man, and does all his dirty work, including the slaying of hundreds of thousands of Jedis. Nice chap, then.

But while a lot of the story may remain clouded in mystery, the

lid's finally been pulled from the gameplay, and what we've seen is nothing short of amazing. Looking like a cross between Dark Forces 2: Jedi Knight (a good Star Wars game if there ever was one), and the physics engine from Crysis, The Force Unleashed could end up being the best Star Wars game ever.

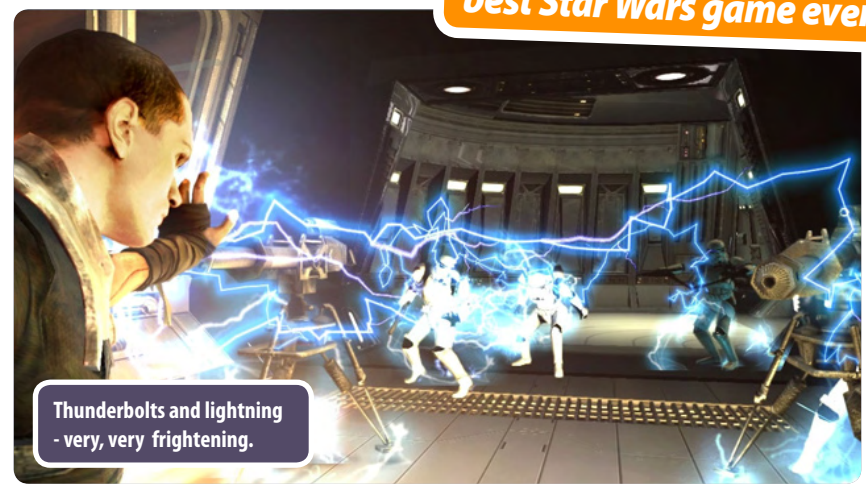
Part of what's so exciting about this game is the new technologies

that are being crammed into it. The game makes use of the Havok physics engine, and while that may not be anything new, it adds a whole new depth to your force powers, as you send barrels flying at the touch of the button. And when mixed

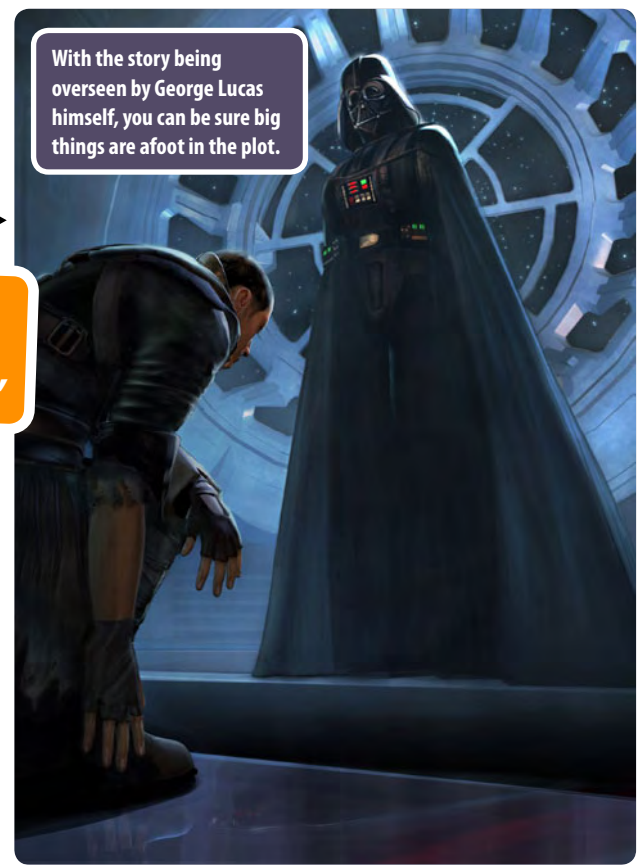
"The Force Unleashed could end up being the best Star Wars game ever"



Deforestation - Jedi style.



Thunderbolts and lightning - very, very frightening.



With the story being overseen by George Lucas himself, you can be sure big things are afoot in the plot.



>Star Wars continued

with Lucasarts' other technologies, such as Digital Molecular Matter (which makes each material react just as it would in the real world), and Euphoria, a brand new AI system that gives each enemy a real survival instinct, this makes for one of the most intriguing games we've seen.

The footage we saw demonstrated the force powers you'll get to play with throughout the course of the game, and it wasn't simply the destructive nature of the powers, but the way the environment reacted to it that made this so impressive.

At one point, we saw our character lift up a barrel, before force pushing it past where some Stormtroopers were standing, and through a spaceship's window. Within a few seconds of the glass smashing, the troopers were sucked out into the vastness of space, and the player had got out of a tricky situation.

The other really cool feature is the way the enemies react as if they're human. If you pick them up with your force powers, they'll be petrified, and they'll try and grab onto anything they can to stop you from moving them. Whether that means grabbing a crate (which they'll then carry with them), or even one of their friends, it's possible to form a huge daisychain of Stormtroopers, all of which are

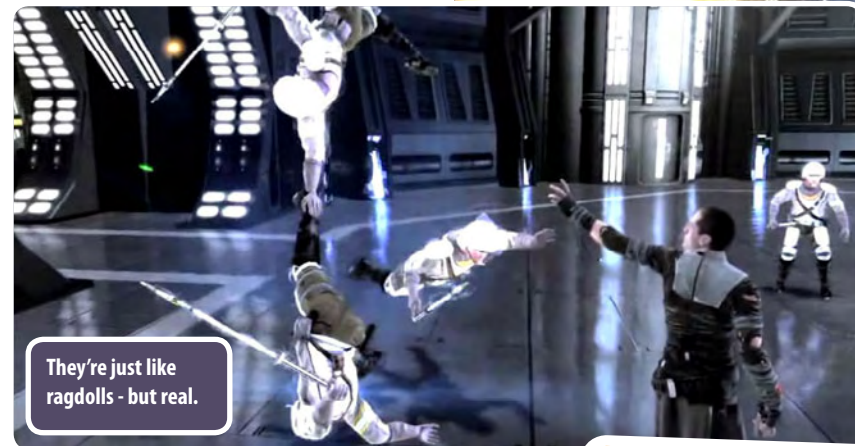
clinging onto each other for dear life.

Letting you live out your evil ambitions, we're certain the game's plot will be a talking point to all Star Wars fans, but it's the incredible amounts of realism and physics that have gone into the environments that make this so impressive.

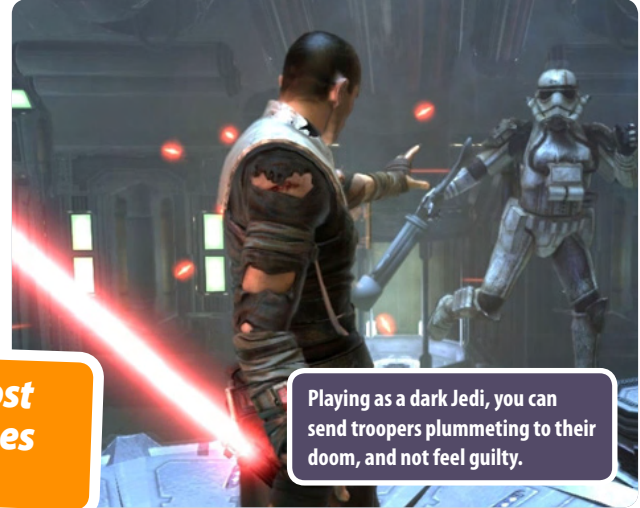
One of, if not the most impressive games on the horizon, this should go straight to the top of your most wanted list. ●



The way the enemies hold onto each other for dear life is hilarious - in an evil kind of way.

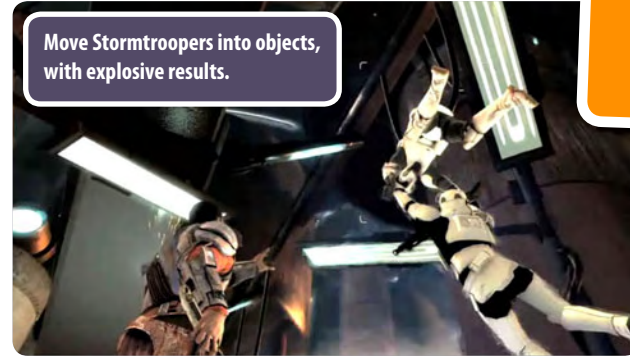


They're just like ragdolls - but real.



Playing as a dark Jedi, you can send troopers plummeting to their doom, and not feel guilty.

"One of the most intriguing games we've seen"



Move Stormtroopers into objects, with explosive results.

P3Zine **STAR WARS THE FORCE UNLEASHED**

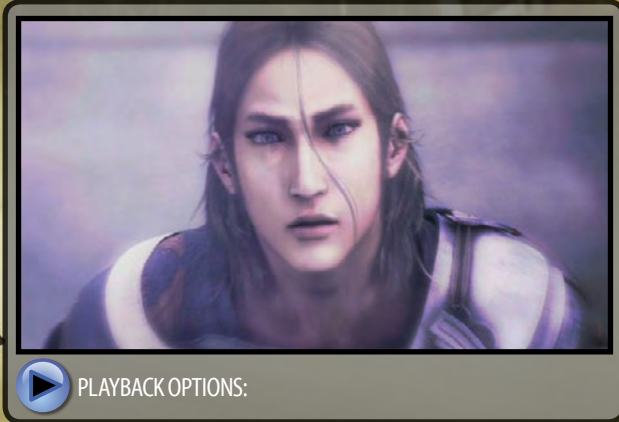
PERCENTAGE COMPLETE **FIRST IMPRESSIONS**

60% 80%

Impressive... most impressive.

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LOST ODYSSEY™



"Fresh, Powerful and Epic"
360 Magazine

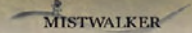
1000 years of memories lost. It's time to discover them.

From the famed creator of Final Fantasy, Hironobu Sakaguchi, comes a revolutionary RPG experience rich in depth, emotion and cinematic gameplay. In an age that has harnessed the dark power of magic, you are the mysterious, immortal Kaim – on a quest to reclaim 1,000 years of lost memories. Unlock a past infused with love, betrayal, and war to reveal the path to reclaim your life and rescue the world.



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xbox.com/lostodyssey



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Jump in.





Publisher: EA
Developer: DICE
Heritage: Battlefield
Link: <http://www.battlefield.com/badcompany/>
ETA: 2008

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

Battlefield: Bad Company

Levelling the playing field. Literally.

The number of times we've lost our temper with a Battlefield game stretches into the astronomical. We respawn. We walk outside. We get shot in the head by some bloody sniper perched atop a minaret on bloody Backstab. Repeat ad infinitum.

It's a frustrating situation, that's made all the more annoying by the fact the players are taking advantage of the game. Hiding behind objects that in real life, bullets would fly straight through, but in the game they just bounce off. Crouching behind stone walls that inexplicably deflect even a tank's main gun. For Battlefield: Bad Company, however, that's all about to change. The playing field has now been levelled. Literally.

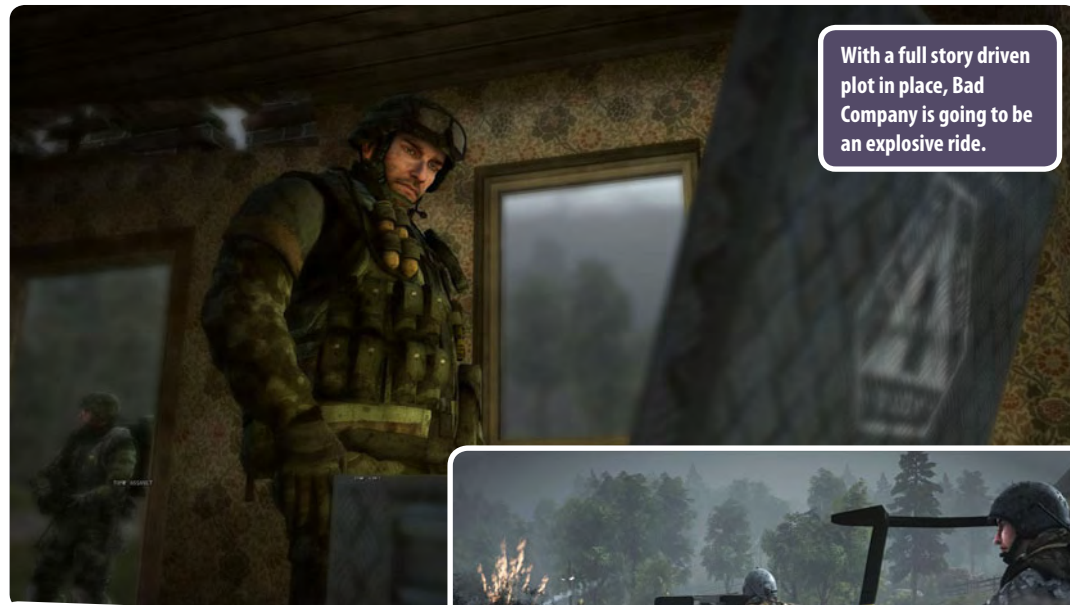
In Bad Company, our earlier situation goes a bit more like this. We spawn. We walk outside. We get shot in the head. We respawn again, but this time, we equip our rocket launcher. We fire a rocket into the

base of the minaret, and watch as the whole thing comes tumbling down, sniper and all, burying the cheating arse inside.

You see, as you may have heard us mention (once or twice) over the past few months, in Battlefield: Bad Company, 90% of the battlefield is destructible. Everything, from houses to trees, and from bridges to walls can be detonated, crushed, smashed through and generally blown to smithereens.

And as we all know, blowing things up is fun, and it's just one of the things that makes Battlefield: Bad Company such a hot prospect. Smashing a tank through a wall, over the top of an enemy is a liberating experience, and is something you'll be finding yourself doing a lot.

But perhaps the most interesting of all is the way the destruction affects the gameplay. Whereas in other games, you could really manipulate the game by taking advantage of the environment,



With a full story driven plot in place, Bad Company is going to be an explosive ride.

"In Battlefield: Bad Company, 90% of the battlefield is destructible"



Driveable vehicles are back, as you'd expect, though this time with extra destruct-ocity.



Bullets tear chunks out of walls, and rockets bring them crashing down.

>Battlefield continued

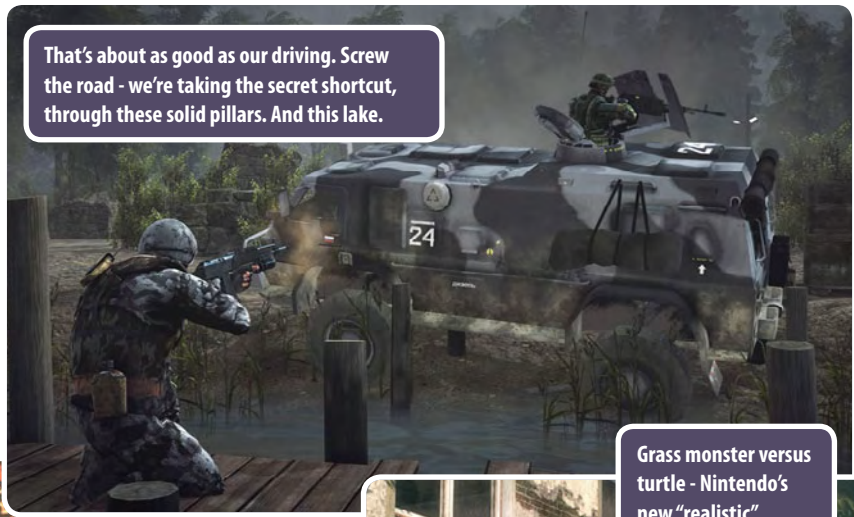
hiding behind trees, or sniping through a window, here, you're never safe, and this changes the atmosphere a lot. Having to constantly keep running, with no real safe spots for sniping is sure to make the game a lot more fast paced, and watching bullets rip through trees, walls and people relentlessly certainly adds to the tension.

For the first time in a Battlefield game, Bad Company will actually play host to a fully featured single-player mode, charting the story of B-Company, who became known as Bad Company, thanks to their affliction towards all things gold. Set in a Eurasian conflict, the missions here will stick to an explosive storyline, and set the player a number of goals to complete, as opposed to the just-like-online-but-with-bots missions we saw in Battlefield 2.

But despite all the good things we've said, we do still have our reservations about Bad Company. The fact it's been pushed back several times already doesn't exactly bode well, and the vague 2008 release date doesn't fill us with confidence either. With the odd frame rate problem also rearing its ugly head, we'll be waiting with bated breath, hoping the game can be polished sufficiently before its launch. Whenever that may be, in "2008". ●



It's going all COD4 on us here...



That's about as good as our driving. Screw the road - we're taking the secret shortcut, through these solid pillars. And this lake.



Explosions are a key part of the Battlefield experience, and look as juicy as ever here.



Grass monster versus turtle - Nintendo's new "realistic" Pokémon was always destined to fail.



The graphics are absolutely gob smacking in places, with the destructible environments simply adding to the visual brilliance.



Bringing a building down's a satisfying experience - knowing there was a goddamn sniper inside makes it even sweeter.

"Having to constantly keep running is sure to make the game a lot more fast paced"

P3Zine
BATTLEFIELD BAD COMPANY

PERCENTAGE COMPLETE **FIRST IMPRESSIONS**

68% 80%

If it can overcome the slowdown, it could be something special

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▶ **PLAYBACK OPTIONS:**



DEAD SPACE

Publisher: EA
Developer: EA Redwood
Heritage: The Simpsons Game, The Godfather
Link: <http://deadspace.ea.com>
ETA: October 31st

HANDSON

Dead Space

In space, no one can hear you soil yourself

Say what you will about EA and their yearly incarnations of sporting franchises, but it seems that in recent times, the company's begun something of a transformation. For starters, it's finally started developing entirely new IPs, and it's this that we're most excited about. Granted, so far, there have probably been more misses (The Simpsons Game), than hits (Rock

Band), but this new wave of IP, with the substantial financial backing of EA, is enough to get us to sit up. Leading the original charge, Dead Space is the one we're probably most excited about.

Set four to five hundred years in the future, Dead Space takes place in - you guessed it - the vast reaches of outer space. Putting you in the boots of Isaac Clarke, a young systems



Sci-Fi porn. We wouldn't go there.

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

engineer, the game begins as Isaac sets out on a routine maintenance mission, to repair a deep space mining ship that's lost contact with the Earth. However, when you board the ship, you quickly realise that there's more to the mission than was

first thought, as you find the entire crew of the Ishimura murdered by some mysterious alien life form - their corpses left littering the vast, dark corridors of the gigantic vessel. A few seconds later, and you're plunged into a fight for your own



Keeping the environments interesting for twenty hours was always going to be a challenge, but Dead Space looks up to the challenge.

"Combat is a sick, visceral and gruesome experience"



The welding mask Isaac wears makes him all the more creepy.

DEAD SPACE

>Dead Space continued

survival.

Dead Space is a terrifying survival-horror game, and with the game taking place almost exclusively in the corridors of the Ishimura, the combat has a real claustrophobic feel to it. Your enemy aboard the ship is the crew, or the remains of the crew, who formerly staffed the doomed mining ship. Killed, and then possessed by some alien life form, the foreign body transforms the crew's corpses into vicious monsters, which even a headshot can't kill.

And it's the way you have to fight these alien beings that will provide a large part of the horror. With encounters taking place in enclosed spaces, and total dismemberment being the only way to ensure victory, combat is a sick, visceral and gruesome experience, not only because of the proximity, but also because of the weapons.

You see, in Dead Space, Isaac isn't a space marine - he's not a soldier, so he's not equipped with that kind of weaponry. Instead, you'll have to make use of the objects you find around you, and craft the weapons yourself. So while you might be hard pushed to find a bazooka on board a mining ship, you can easily come up with all manner of devices derived from circular saws, plasma cutters, and various other sharp things you really wouldn't want to be on the receiving end of.

While you could be forgiven for worrying that Dead Space may get a bit repetitive, taking place aboard just the one ship, we've heard that the game will take some 20 hours to complete, and Ishimura has been described as being the size of a small city. With a unique, and intriguing storyline in place, some interesting weaponry mechanics, and some of the goriest dismemberments we've seen in a game, Dead Space could be the gaming equivalent of Saw - click through to the next page to read our interview with the game's producer, Glen Schofield... ●

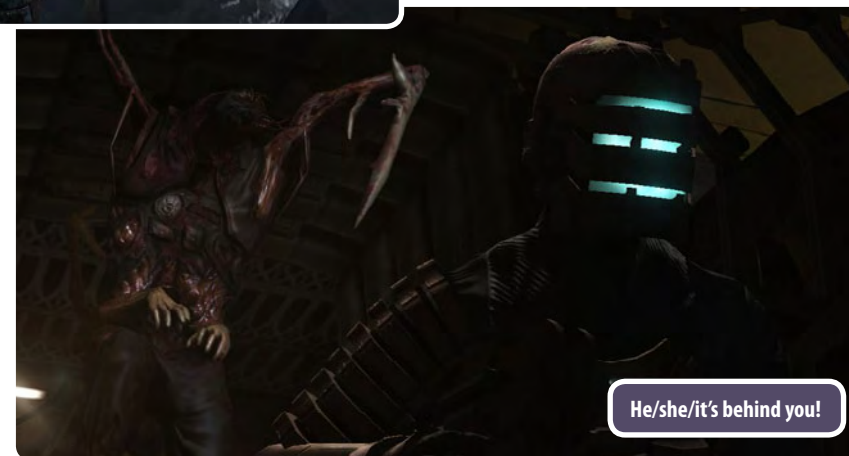
"You have to make use of the objects you find around you, and craft weapons yourself"

Will we get to explore the planet below? Not likely, but it'd make for a cool sequel.

Spider thing, spider thing, does whatever a spider thing can.



The odds might be against you a bit here.



He/she/it's behind you!

P3Zine

DEAD SPACE

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Should fill a horror-shaped void in our game collection

DEAD SPACE

Getting grizzly with Glen

They say in space, no one can hear you scream, so you can imagine how closely we had to lean to hear the soft words of Glen Schofield, Executive Producer of Dead Space.

For those who don't know, can you sum up in ten words or less

what Dead Space is all about?

A very scary, horrific and innovative sci-fi/survival horror game.

What would you say has been your main source of inspiration for Dead Space?

I've been a sci-fi/horror fan my whole life. Watching every sci-fi movie,

playing games and reading books have inspired my career. I started off as an illustrator - my first degree is a Bachelor of Fine Arts, and I've created tons of sci-fi pieces and even worked on a sci-fi cartoon - The Adventures of the Galaxy Rangers. So I never set out to make a game based on just one inspiring book, movie or game. I just said I want to make a sci-fi survival horror game because I just love this genre.

One of the most interesting aspects of Dead Space is that, as you're an engineer rather than a soldier, you'll be forced to take what you can find aboard the abandoned mining ship, and repurpose it into weapons. Could you explain how this works?

The ship is a mining ship, so it's not all full of guns, but it does have cutters and saws and explosive

devices around. Isaac uses these as his weapons. And with the upgrading system you can trick them out the way you'd like to play. This has allowed us to think differently and design some sick weapons. Just wait till the first time you use a cutter to completely dismember an enemy. It's insanely fun and satisfying. I bet that sounds a bit insane. But try it.

The combat sounds utterly brutal, with the player being forced to bludgeon their



"Just wait till the first time you use a cutter to completely dismember an enemy"



Melee attacks with chunky mining equipment are just as brutal as you'd imagine.



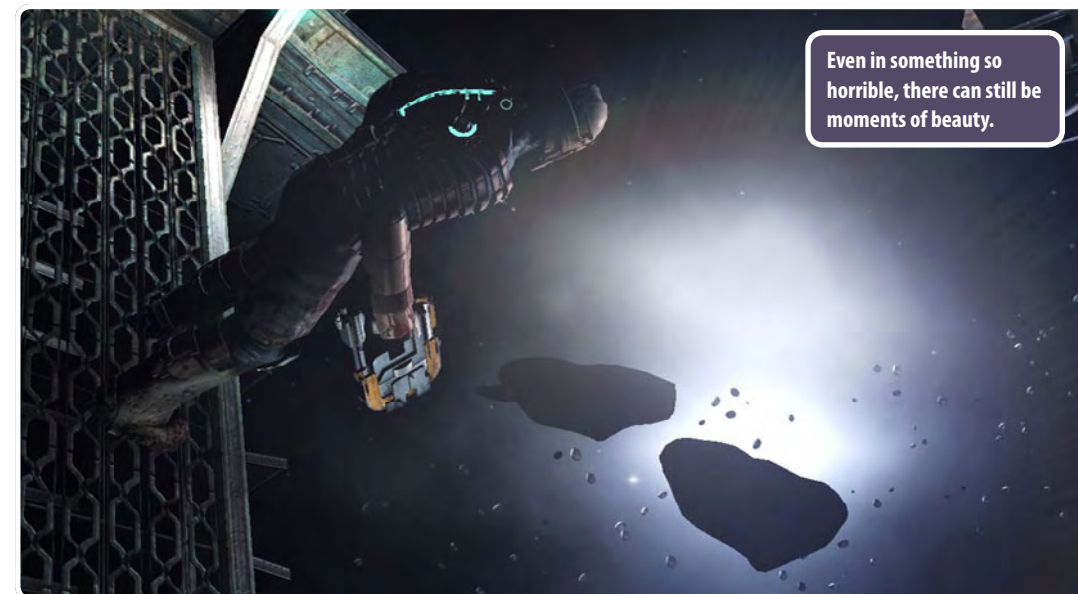
> Interview continued

enemies at close range rather than taking them down with a clean shot - can you talk us through why you made the choice to go for such up-close-and-personal combat?

Well, we actually have both up close bludgeoning and shooting. But even the shooting is extremely brutal because you are usually in close proximity to the Necromorph enemies and the main way to kill them is to dismember them. We have this insane stomping of a creature when it's on the ground. It's pretty damn satisfying to pop his head or smash off a limb after he's taken half your life or scared the crap out of you. It's visceral and in a sick way, extremely satisfying.

Why was the decision made to go with a third person perspective over a first person? Do you feel this separates the player from the action?

I feel it's actually much more visceral to see your player character ripped apart. It adds to the shock and horror. I love playing third person games and it's always been the vision of this game. We have never even thought for a moment to make it first person. And we have done quite a few other innovations to keep it a very personal experience. But once you see some of the paired attacks and deaths you'll know why. They're really cool in an extremely horrible way.



Even in something so horrible, there can still be moments of beauty.

Does the whole game take place aboard the one spaceship? If so, how much of a challenge has it been to create a range of varied locations to explore?

It takes place mostly on the ship which is creepy as hell, but there are other places too. It has been a bit of a challenge to keep it varied but on a ship as big as the Ishimura, it really hasn't been that hard. We have some amazingly fresh, new and awe inspiring locations and many are much bigger than you'd think. We studied and researched vessels like ocean liners, oil rigs, aircraft carriers, subs, mining operations, and other such places in our effort to make the game environments varied, realistic and completely believable.

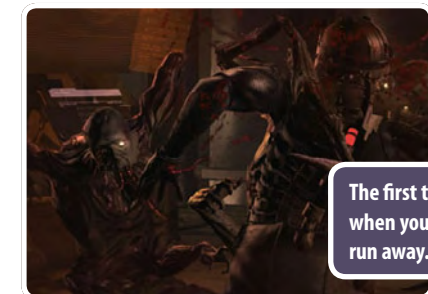
And finally, when can we expect to see more of Dead Space?

The game will be in stores on

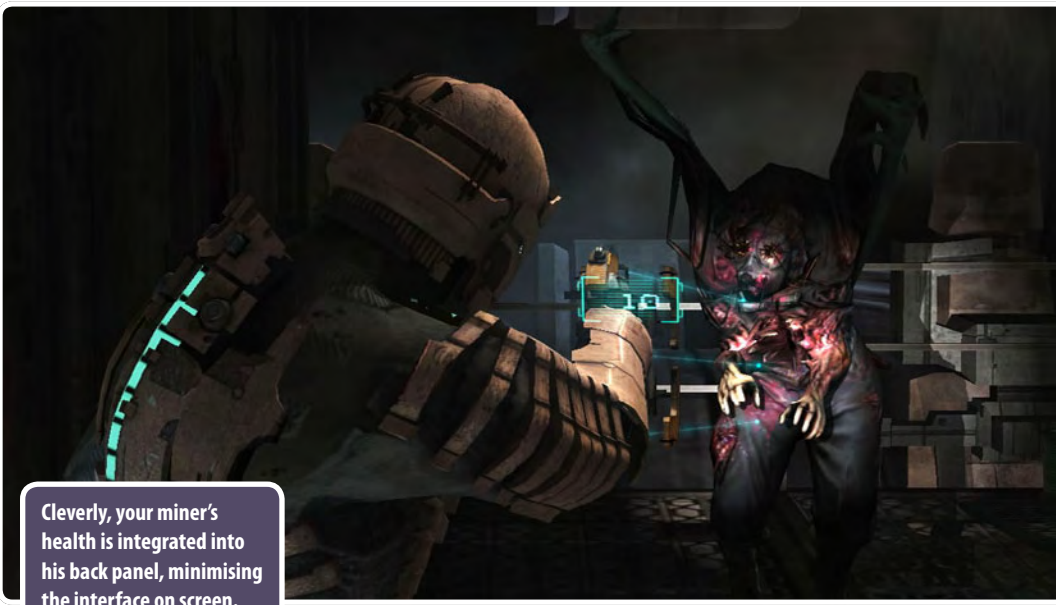
Halloween, October 31. I'm positive you'll be seeing screenshots and teasers throughout the year. This isn't the last you'll hear from me, I promise you that! ●



Publisher: EA
Developer: EA Redwood
Heritage: The Simpsons Game, The Godfather
Link: <http://deadspace.ea.com>
ETA: October 31st



The first thing you'll want to do when you find these beasties is run away. But where can you go?



Cleverly, your miner's health is integrated into his back panel, minimising the interface on screen.

"We have this insane stomping of a creature... It's visceral and in a sick way, extremely satisfying"

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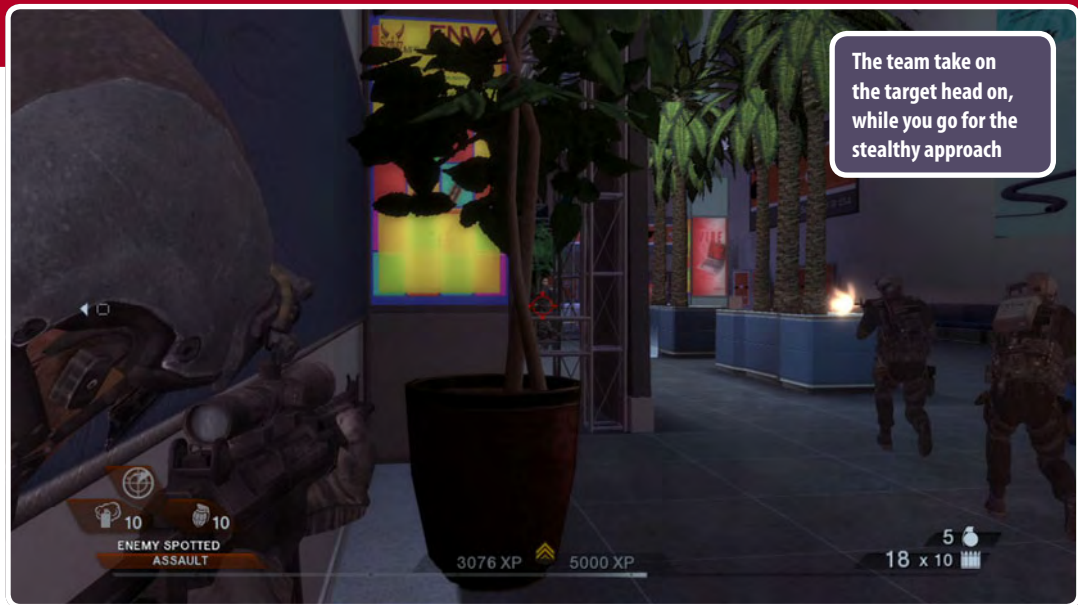
Rainbow Six Vegas 2

More guns blazing in the gambling capital of the world

Fundamentally, Rainbow Six Vegas 2 is a game with few surprises. It takes all the good work done by its predecessor, tidies up a few issues here and there, then concentrates heavily on making the multiplayer elements even better than they were in the previous game.

That being the case, Vegas veterans are going to be able to dive into this game right from the off.

The only immediate difference is a brand new 'sprint' button located at R2, which lets you dash from point A to point B - fairly useful for dodging between different areas of cover, and more than a little reminiscent of the same feature in Call of Duty 4. A blind-fire option also allows you to spray bullets from cover without putting yourself in danger. Very similar indeed to Gears of War and Uncharted: Drake's Fortune, but it



The team take on the target head on, while you go for the stealthy approach

works well enough.

There is a saying that familiarity breeds contempt, and the fact that the single-player game is so similar to the original Rainbow Six Vegas is something of a disappointment. Additionally, the fact that the

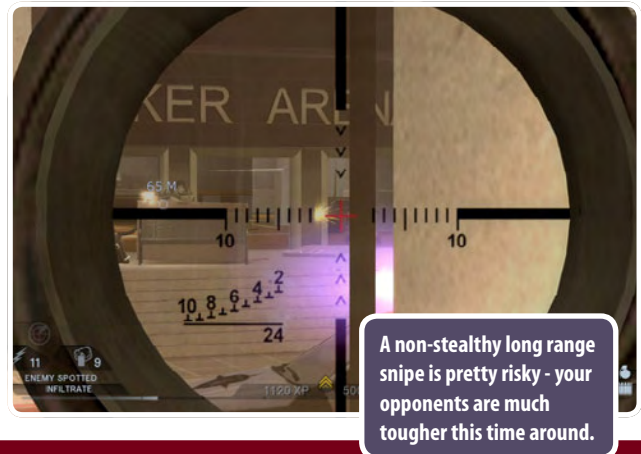
Next Gen?

Powered by Epic Games' Unreal Engine 3, you'd think that this would be one of the best-looking games on PS3. Unfortunately, it's not a patch on the previous Rainbow Six Vegas release, looking far simpler with less ambitious environments. Unbelievably, the glitz and glamour has deserted Las Vegas. The game claws back some points with its brilliant customisation and online features though. Multiplayer is where it's at with this release.

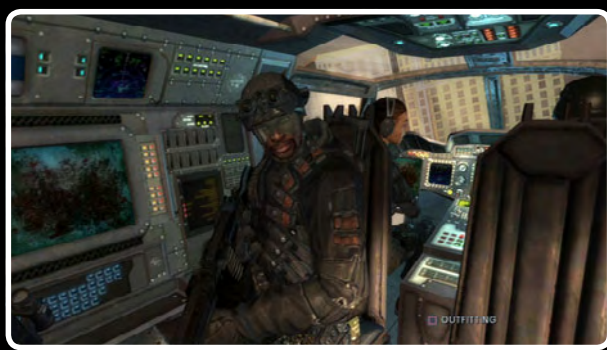


Subtle graphic effects kick in when the gunfire really gets going.

"Vegas veterans can dive into this game right from the off"



A non-stealthy long range snipe is pretty risky - your opponents are much tougher this time around.



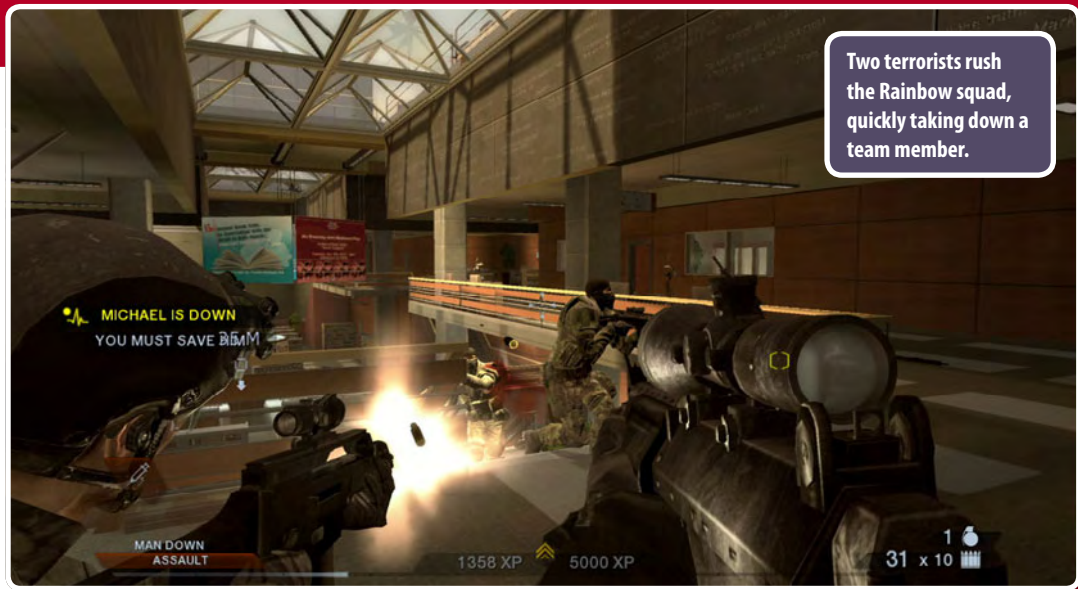
>R6V2 continued

glamorous, glitzy casino settings of the first game have given way to a far blander array of office blocks, warehouses and rooftops also serves to make the game look far less appealing. Ubisoft is selling the sequel as some kind of graphical leap over its predecessor, but we're struggling to see that at all. Indeed, it's probably the blandest-looking Unreal Engine-powered game we've seen to date.

It also happens to be absolutely rock hard. Get caught out of position just once and you're history. The enemies in this game have superior AI to their counterparts in the first RSV6; they're better equipped with thermal vision and night goggles and they appear to be far better shots too. On the one hand, this does eliminate all arcade FPS

pretensions from the game and forces you to think tactically. On the other hand, it breeds an over-reliance on your teammates. Weirdly, the enemies have far more trouble killing them, so you just tend to force your squad to go out into the open and kill off most of the opposition for you.

So the initial prognosis for this most highly anticipated of games is not good, but it has to be said that Ubisoft has worked extremely hard to make the multiplayer element of the game even better than it was in the first Vegas. For a start, the single-player game seamlessly merges with both offline split-screen and online co-op. This means that you get a bonus, intelligent



Two terrorists rush the Rainbow squad, quickly taking down a team member.

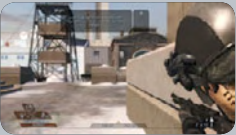
teammate that can join in with you at any time. And bearing in mind how rock hard the game is, that's a big bonus. The only

slight annoyance is that co-op is limited to just two gamers, not the full four of the previous Vegas outing. Secondly, there's an extremely

"The enemies have superior AI to their counterparts in the first RSV6"

FLASHPOINTS

It's virtually Vegas baby!



ORIGINS
The initial training mission is set five years in the past and helps put some of the events of Rainbow Six Vegas 1 into context...



ROOFTOPS
The perfect hunting ground for snipers. The only problem is that you're the target. One wrong move and you're dead.



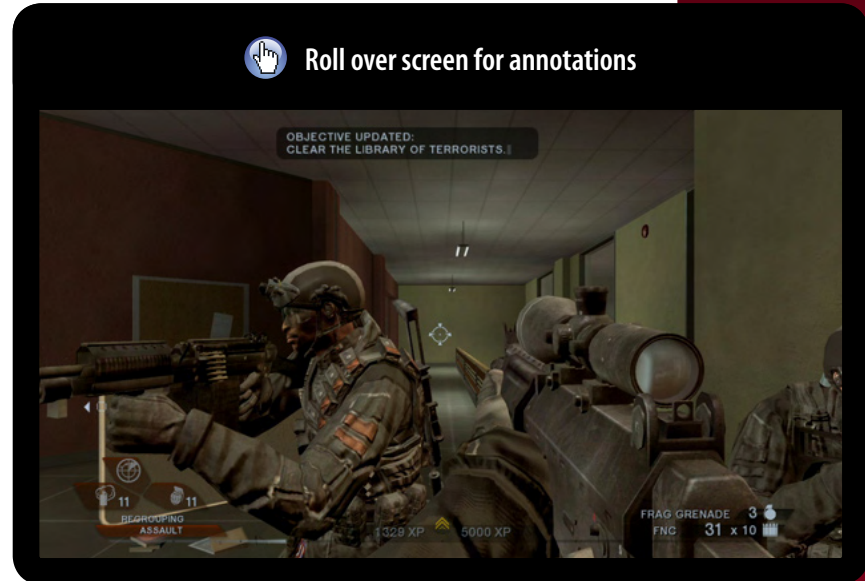
WAREHOUSE
Thousands of square-feet of storage space, crammed with highly trained mercenaries armed to the teeth.



CONVENTION CENTRE
Home of the video games-related CES show. A massive showfloor to do battle on. Visit the Ubisoft business stand!



THE LIBRARY
A terrorist's playground, with multiple levels and many hiding places. Attack from the skylights while your team goes in at the ground.

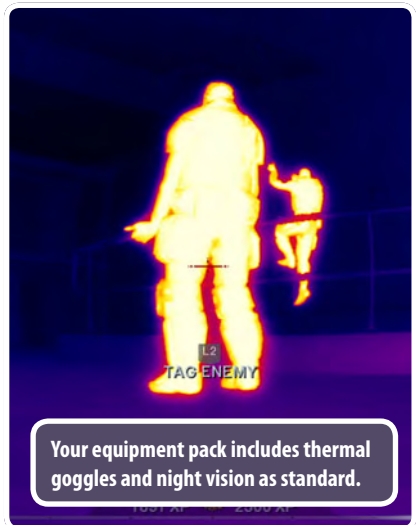


Roll over screen for annotations



"The customisation element is superb"

Treat all blind corners with extreme caution - hit the L1 button to duck into cover.



Your equipment pack includes thermal goggles and night vision as standard.

PULSOMETER *Signs of life*

Define the look of your soldier. Very cool indeed. Share the single-player game on or offline. Superb. In single-player, the game is monstrously hard.

Graphics aren't a patch on the first RSV game. Experience unlocks new bonus weaponry.

CH-CH-CHANGES

How Ubi has tweaked the Vegas formula



- Environments
- Customisation
- Better Multiplayer

Environments

Gone are the glitzy casino environments of the first Rainbow excursion to the gambling capital of the world. Suburban districts, warehouses, and the Vegas convention centre form the basis of the new game. The maps are also optimised for co-op gameplay, with multiple entry points to key combat areas.

>R6V2 continued

strong focus on customising your in-game persona and ranking him up. An experience system has been added that sees you being awarded XP points for every kill you make - the harder the kill, the more points you get. Reach a certain points threshold, and you're awarded a new rank. Rank has its privileges, in this case taking the form of bonus unlockables you can use to customise your player.

Over and above that, there's also the ACES (Advanced Combat Enhancement and Specialisation) system, which opens up new weapons depending on the types of kill you're making. Concentrate on sharp-shooter sniper kills and more weaponry of that ilk is made available to you - you get the idea.

This customisation element is superb, and what's more it's persistent between both online, single-player and co-op games,

which gives it a big edge over the ranks/perks system employed in Call of Duty 4.

There's a whole host of other improvements and tweaks which help make this a worthwhile sequel: your teammates are now far smarter than they were (although still not smart enough to heal each other), you can now shoot through thin walls and other surfaces - another nod to the brilliance of CoD4. Combine all that with a multitude of new weapons, a new round of online maps and two new multiplayer game modes and you have a very worthy release.

'Worthy' is definitely the right word. There's a lot to enjoy here but this sequel is just not the earth-shatteringly cool game its predecessor was. Multiplayer support is second to none, but you can't help but get the idea that it's come at the expense of the single-

player mode, which at times feels frustrating, bland, unforgiving and repetitive. A definite must-buy for PSN online gamers, but solo gamers may want to think twice. ●

Richard Leadbetter

P3Zine Verdict

A brilliant game for co-op and multi-player gamers, but

- Nicely integrates single-player, co-op and multiplayer
- Ranking system
- Graphics are a touch disappointing

86%



Army of Two

Sometimes, two heads really are better than one...

Publisher: EA
Developer: EA Montreal
Heritage: SSX Blur, Boogie, Army of Two
Link: www.armyoftwo.com
OUT NOW

In the future, according to EA, wars won't be fought by Armies. Instead of recruiting countless soldiers to join their ranks, the world's super-powers will instead rely on Private Military Corporations, or PMCs to do the dirty work for them. Paying their operatives handsomely, these PMCs are elite fighting units, who send in men to get the job done quickly, cleanly, and quietly. Or do they?

Of course, this being a game with a near-future storyline, a plot with

several levels in the middle east, involving chemical weapons, and a cast of muscle bound meat-head characters, you may have already guessed that things aren't exactly as they seem, but thankfully, Army of Two doesn't play all of its cards at once, and instead reveals its plot slowly, over time. Teasing you with hints that things may not be what they seem rather than blowing the whole thing open, the storyline of Army of Two is well crafted, and one of the high points of the game.

Designed from the ground-up for co-op play, the co-operative side of Army of Two runs deeply through each of its missions. If you're lucky enough to have a friend in the same room, or online, you can recruit them to join your war on terror, in either the split-screen or online modes, but if you're a Billy no-mates, you'll have to make do with a co-op AI partner filling in for you.

But luckily, the co-op partner's AI is actually really impressive, such that they will drag you into

YOU'VE GOT A FRIEND IN ME

Sticking together in Army of Two



Leg Up

Health Care

Aggro

Leg Up
There are many ways to stick together in Army of Two, and giving your partner a handy leg up onto a platform is just one of them. If you're playing with a friend, they'll most likely return the favour, but sometimes the AI just leaves you standing there!

Roll over screen for annotations



Watch each other's backs, and you might survive.



He's glowing a bit red, so that means he's a bit aggravated. Only slightly, though.



The co-op nature of the game, and the little one-liners your buddies rasp at each other makes the game that much more fun



Sadly, the cutscenes are the only time you'll see anything get destroyed.

"With two players Army of Two really shines"

>Army of Two continued

cover when you get injured, pick off enemies expertly, and use cover intelligently. Yes, it's not as much fun as having a friend play, but it's still good for those without a network connection, or who simply have no friends.

With two players, however, Army

of Two really shines. In each of the levels, there are numerous points where you'll have to call on your partner to help, from giving them a leg up, to having them man a turret, but thankfully these rarely disrupt the overall flow of the gameplay.

One of the biggest co-op facets

of Army of Two is the aggro system, and this too works quite well, even if it is completely unrealistic. By firing constantly at enemies, and generally making a nuisance of himself, your co-op partner can fill his "aggro" meter, which basically symbolises how annoyed the enemies are with

him. The higher this gets, the more focused the enemies are on him, which often leads to you being able to simply walk straight up to an enemy and kill them, while they simply stare past you, more concerned with your aggravated friend. It's a bit disappointing that there are certain enemies that can only be killed by using this technique, but it's a fun little co-op addition nonetheless.

However, as impressive as the >

FREEZE FRAME

A frame by frame guide to Army of Two



5 MINS
You're quickly introduced to Army of Two by its obnoxious colonel.



20 MINS
Stepping into the missions for the first time.



35 MINS
Headbutting enemies to kill them will never get old.



40 MINS
And you can do it to your partner too without damaging them!



60 MINS
Treat yourself to an upgrade mid-mission. Does this mask suit me?





The ragdolls go completely over the top when enemies get killed, often resulting in multiple somersaults from a single slap.



Melee attacks rock - none more so than this lethal clothesline.

Next Gen?

In all honesty, there's not all that much that makes *Army of Two* next-gen. With a complete and utter lack of physics, and some disappointingly limited split-screen graphics, the only real next-gen part of the experience comes with the mildly impressive visuals. That, and the fact that your team-mate's AI isn't too shabby...



>Army of Two continued

co-op is, we just couldn't shake the feeling that the environments are far too static. There's hardly any

destructible objects - even TVs and chairs can withstand a pounding, and that often breaks the immersion. Even more disappointing is the covering mode, which is less of a mode, and more of a just "crouch behind a wall and hope for the best". Rather than being sticky cover, *Army of Two* lets you move freely while crouching down behind a wall, and although it still works relatively well, we'd prefer something a bit more like *Gears of War*.

Our only other major criticism of *Army of Two* is with the level design, and this is also related to how static the environments feel. All too often, the objectives you're looking for seem completely hidden and are synonymous with the background. One early objective sees you looking for a chain, which you can tug on to bring a balcony crashing down,

but it took us a good five minutes of searching before we finally found it. If you choose, you could flick up the GPS, which would show you where the objective is, but you really shouldn't have to. The special co-op moves too, like the aforementioned leg-up, are often restricted to only a certain part of a wall or building, and this just adds to the linear feel of the game, and is somewhat disappointing.

However, even with the disappointing level design, *Army of Two* still stands out as an incredibly fun game to play, and one that's also one of the better co-op experiences we've seen (though it's still probably second to *Resistance*). Whether you've got a willing friend or not, there'll be something to hook into here. ●

Ian Morris

PULSOMETER *Signs of life*



"One of the better co-op experiences we've seen"



P3Zine Verdict

- + Great co-op
- + Good story
- Linear, static levels

Great two-player action, but too linear in places

81%



Publisher: Capcom
Developer: Capcom
Heritage: Gundam/
Japanese shooters
Link: <http://www.lostplanet-thegame.com/>
OUT NOW

Lost Planet: Extreme Condition

Akrid infestation on ice

Capcom's reputation among PlayStation3 gamers is sky-high at the moment following the release of the two-million selling Devil May Cry 4, a glorious arcade-style release that features ultra-smooth state-of-the-art visuals and some stunning gameplay. Unfortunately, the Japanese company has chosen to

follow-up this excellent release with a fairly poor conversion of the so-so Xbox 360 title, Lost Planet: Extreme Condition.

Released well over a year ago on the rival Microsoft platform, Lost Planet is basically a Japanese shooting game by the numbers. Incorporating the usual

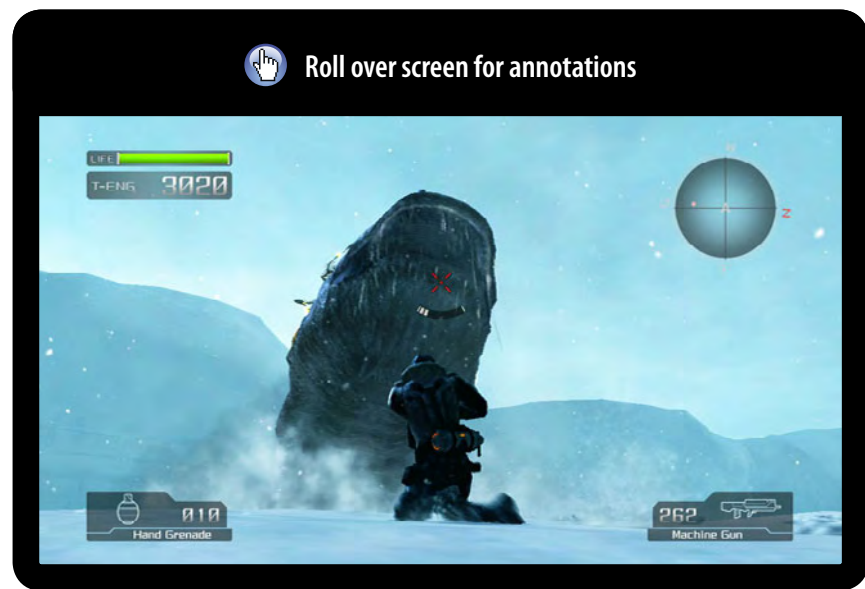
"The boss characters are brilliantly conceived"



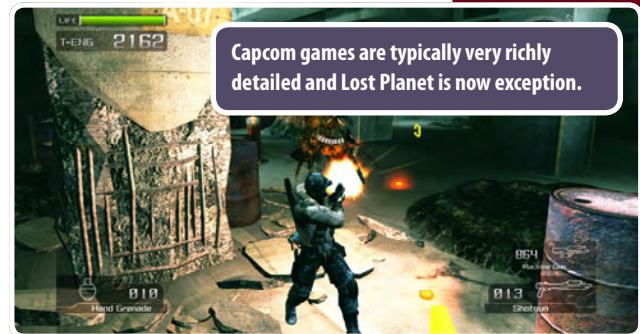
One of Lost Planet's myriad sub-bosses gets a hail of gatling gun fire to the face.

mainstays of stupidly large amounts of enemies on-screen, enormous bosses, and the obligatory collection of 'mobile suit' mechs, your job is to progress through the frozen wastes of the game, destroying all in your path. Lasers, machine guns, gatling guns, sniper rifles and grenades are the tools of the trade that help you get the job done.

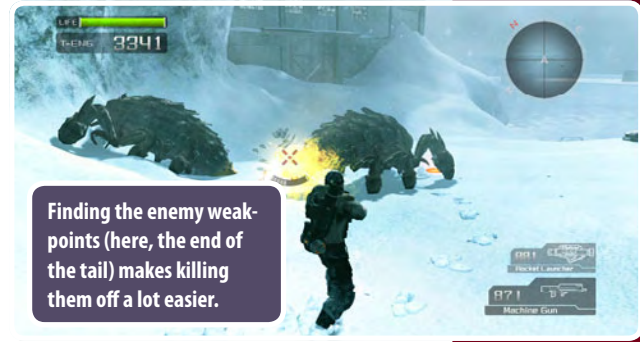
Adding an interesting twist to the gameplay is the bitterly cold ice setting. Not only are you battling to destroy the evil insectoid Akrid infestation and rival Snow Pirate operatives, you're also in a constant struggle simply to keep warm. This is achieved by destroying your opponents and absorbing their heat, or else by activating heat beacons that help maintain your ReadyBrek glow. Heat is also retained within



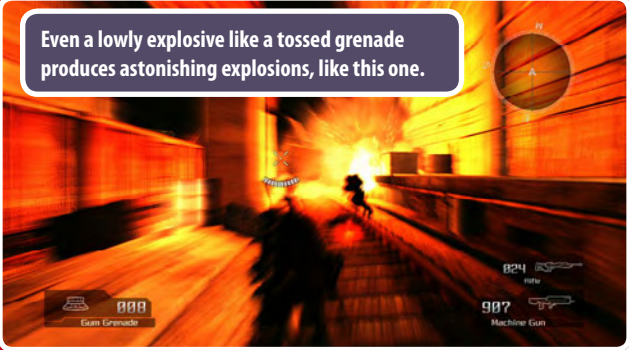
Roll over screen for annotations



Capcom games are typically very richly detailed and Lost Planet is now exception.



Finding the enemy weak-points (here, the end of the tail) makes killing them off a lot easier.



Even a lowly explosive like a tossed grenade produces astonishing explosions, like this one.



Lost Planet is a game that delights in overpowering the player with a number of massive creatures at any given time.

>Lost Planet continued

your suit and used to recharge your energy bar whenever enemy attacks successfully hit home.

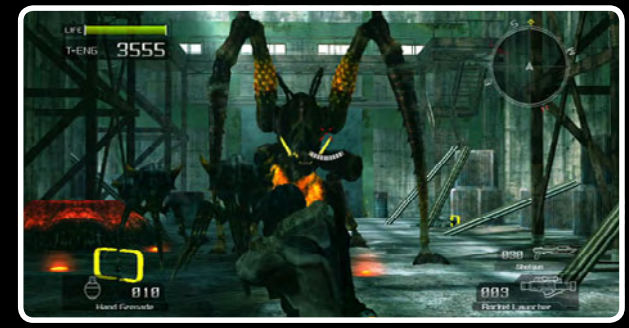
On paper this all sounds excellent, but unfortunately, Lost Planet simply isn't a particularly good game. While it's generally very good-looking, and possessed of some of the most brilliantly conceived, monstrous boss characters we've ever seen, the basic gameplay is extremely repetitive, with little in the way of advanced tactics required to progress. In fact, on a great many levels, the best recipe for success is simply to avoid engaging the enemy, simply running forward into the next area of the game map. As there's no experience system in play to reward you for killing things, there's nothing to lose aside from a few bonus points.

Question marks also need to be raised over the quality of the

conversion from the Xbox 360 original. That version had the same issues with variety and basic enjoyment, but at least it was technically sound. This definitely isn't the case on the PlayStation 3 game, which suffers from some truly horrific slowdown and jerky graphics whenever the screen fills up with enemies... which is just about all the time when you've reached the later levels. At points the slowdown is so bad, the game is rendered virtually unplayable. Bearing in mind how technically proficient Devil May Cry 4 is, just how Lost Planet arrived on PlayStation 3 in this 'Extreme Condition' is an absolute mystery. Yes, there is extra content for PS3 owners in the form of extra characters and a compilation of all the online maps released to date, but it's small compensation for a fundamentally

Next Gen?

Lost Planet: Extreme Condition is something of a mixed bag when it comes to the subject of whether it's pushing the PlayStation 3 hardware. Generally speaking, it's a great-looking game, and the boss characters in particular look like nothing else seen on the system. But the fact that the game is often so slow and jerky betrays the reality that it is little more than a poorly translated Xbox 360 title.



broken game.

In all then, a distressingly mediocre release from Capcom. While the competitive online modes help relieve the monotonous nature of the game, you simply can't avoid the fact that Lost Planet on PS3 could've been so much more - at the very least an improvement over the older versions on other platforms, as opposed to a retrograde step. ●

BATTLE OF THE PLANETS

Player vs Man and Monster



LEVEL 1, 6MINS 32SECS
The game has barely begun before this armoured monstrosity smashes its way into your



LEVEL 1, 12MINS 15SECS
Smashing through the glass roof, this beast's arrival coincides with the player getting his hands on his first rocket launcher!



LEVEL 2, 18MINS 10SECS
This gargantuan armoured Akrid has a vulnerable section in his tail. Skirt round to the rear and let him have it.



LEVEL 3, 15MINS 18SECS
It's not just about the alien insectoid menace. The Snow Pirates are well kitted-out too with their own mobile suits.



LEVEL 4, 22MINS 38SECS
Lost Planet starts out pretty easy, but by the time you reach this airborne boss character, the game becomes seriously challenging.

P3Zine Verdict

Graphically slick, but technical issues abound.

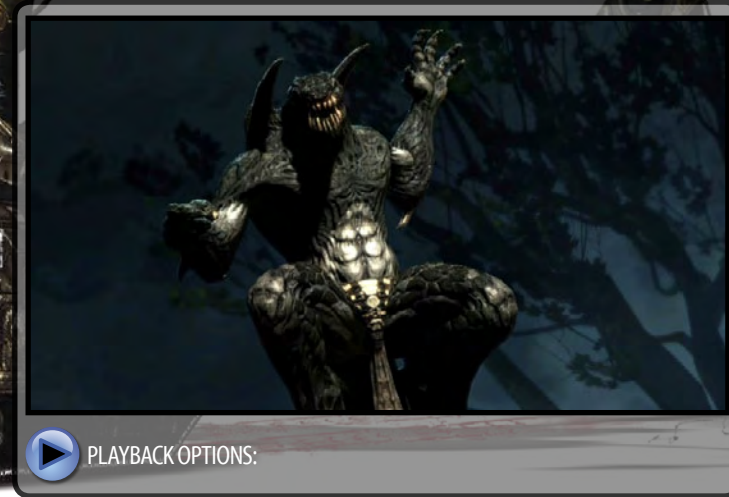
- + Some spectacular boss battles
- + Cool weaponry
- Too much slowdown

65%

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CONTROL →



PlayStation Network

Download 'em today!

Riff: Everyday Shooter

Publisher: SCEE
Developer: Queasy Games
Price: £4.99



f10w Expansion Pack

Publisher: SCEE
Developer: SCEE
Price: £1.99



electric guitar tracks that accompany each level, and its unique visual styling, making the game feel like a blend of Super Stardust HD, and Rez. And in our books, that makes it just about perfect. Were it not for the price, and the fact the game only has eight levels, this would score a lot higher. ●

P3Zine Verdict
Chill, relax, and kill

- + Great tunes
- + Great gameplay

87%

expansion lets you take another little creature through the murky depths of f10w, gobbling up beasties and evolving as you go, but to be honest, we've done it all before, and for the same price as the original game, this isn't really worth it. ●

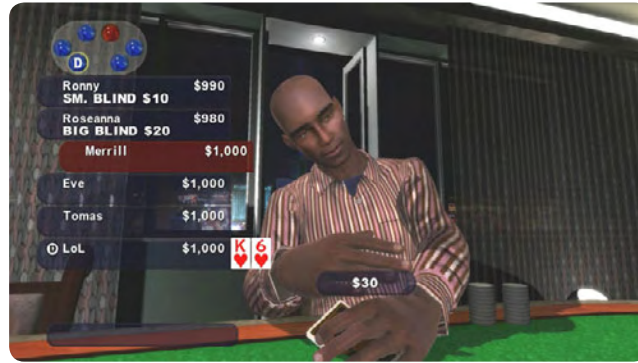
P3Zine Verdict
Murky

- + Good new creature
- Really not enough

65%

High Stakes on the Vegas Strip

Publisher: SCEE
Developer: SCEE
Price: £6.99



With some impressive graphics, and five types of poker on offer, High Stakes on the Vegas Strip may seem like good value for money. Indeed, the game also features a robust

online mode, but the offline mode is disappointingly limited. Thanks to its numerous poker modes, and six player online function, this may be of interest to poker fans, but if you haven't got an ineffable interest in playing cards on your PS3, you'd be best of steering clear. ●

P3Zine Verdict
For poker pros only...

- + Good online
- Not so good off

70%

Go! Sports Sky Diving

Publisher: SCEE
Developer: LightWeight Co
Price: £3.49



Un lucky enough to have been branded with the "Go! Sports" label (the same one that brought us the appalling Go! Ski), Go! Sports Sky Diving seems like a random enough concept, and the same is true for its execution. While

the graphics are nice enough, and you can rope four of your friends in to join you, either online or off, the game itself is so dull that there really isn't much point. Controlled with the Sixaxis' tilt-sensing abilities, it's up to you to either manoeuvre your man into various mid air formations, or land in the centre of a target on the ground, depending on which mode you're playing. Sadly, neither of these are really much fun. ●

P3Zine Verdict
Free falling

- + Four player is OK
- Uninteresting

50%

Network King

Why PSN rules the online roost



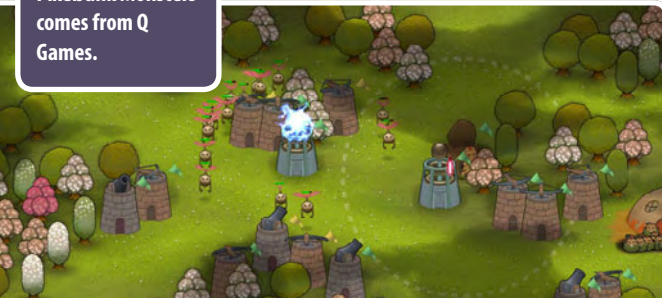
Chris Schilling

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.

An interesting comparison for you. Below are two lists - the first representing the top 10 most downloaded titles from PS3's PlayStation Network (announced by Sony at the Game Developers Conference), and the second showing the same list from Microsoft's Xbox Live Arcade service in 2007 (revealed in January).

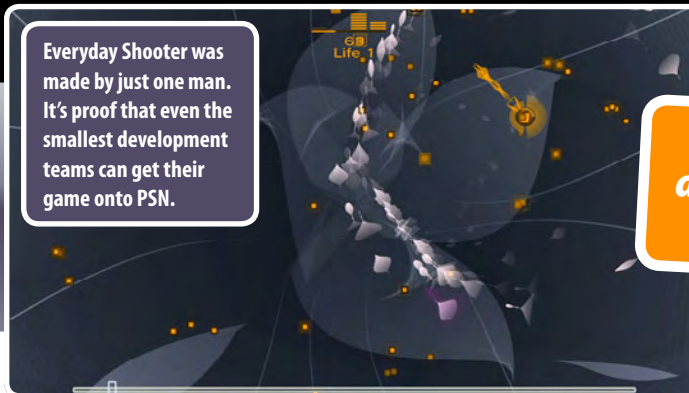
1. FLOW
2. MORTAL KOMBAT II
3. TEKKEN 5 DARK RESURRECTION
4. PAIN
5. WARHAWK
6. HIGH VELOCITY BOWLING
7. SUPER STARDUST HD
8. CALLING ALL CARS!
9. AQUATOPIA
10. EVERYDAY SHOOTER

Addictive tower defence game PixelJunk Monsters comes from Q Games.



1. TMNT 1989 ARCADE
2. WORMS
3. CASTLEVANIA: SOTN
4. UNO
5. BOMBERMAN LIVE
6. 3D ULTRA MINIGOLF ADVENTURES
7. SONIC THE HEDGEHOG
8. PINBALL FX
9. GEOMETRY WARS EVOLVED
10. TEXAS HOLD'EM

Now this might be just me, but the latter list seems significantly weighted towards older titles and more casual games than the former. You could argue that it merely shows that Xbox Live Arcade appeals to a different audience to PSN, but that's missing the point. Sony's list is the one which will make heartening reading to small independent developers, proving that even those ideas that might seem relatively niche can have huge success at the right price. Seeing the superb Flow in pole position is particularly satisfying, as is the appearance of Jonathan Mak's brilliant Everyday Shooter. If there's one list that's going to entice a new wave of game-makers to get creating for it, it's the



Everyday Shooter was made by just one man. It's proof that even the smallest development teams can get their game onto PSN.

"The freedom Sony allows its developers is reaping dividends"

PS3 one. And that's not the only significant advantage it holds.

Recently, Capcom expressed their frustration at Microsoft's 150Mb file cap for Xbox Live Arcade games, forcing the company to use lower resolution assets for their forthcoming Bionic Commando: Rearmed. No such issues on PSN, where gamers can play the game as it was intended. Furthermore, the PEGI ratings site recently revealed a few PSOne games we can expect to see in the next few months, with Wip3out, Everybody's Golf, Ridge Racer Type 4 and Vib Ribbon among the imminent goodies.

Perhaps most significantly, it's the freedom Sony allows its developers that is reaping dividends - Sony's Chris Eden, speaking at GDC, claimed "Sony want to manage, but not own the platform". It's a markedly different approach from Microsoft's almost control-freak tendencies - indeed, this more relaxed attitude led to Unreal Tournament III remaining a console exclusive for Sony, thanks to its permission for Epic to allow modification support

as part of the package.

With developers also able to set the price for their products, this freedom will undoubtedly lead to more experimental, original titles making their way to PSN. The PixelJunk series is a case in point - with the addictive Monsters following the unusual Racers, Q Games has two more titles already in the pipeline. The truth is clear - developing for PSN is fun, flexible and the potential is enormous. I'm sure I speak for a great many PS3 owners when I say I can't wait to see the results in the coming years.

PAIN is a little shallow, but immense fun.



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Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 0117 986 6550

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Design: Tanya Oliver

Contributors: Richard Leadbetter, Ian Morris, Chris Schilling,

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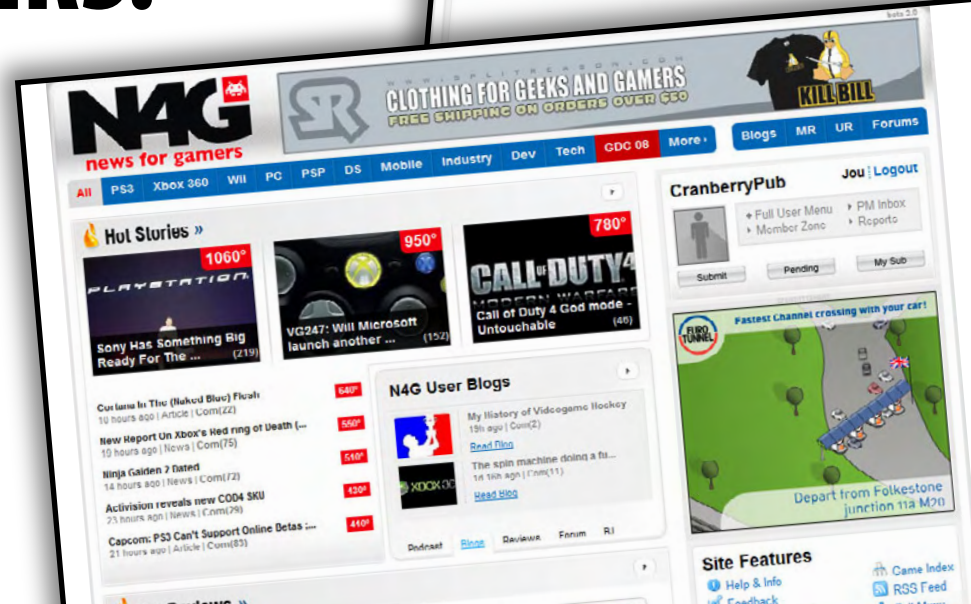
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