

**FREE!**



NAVIGATE →

Issue 14 | May 2008

# PS3zine

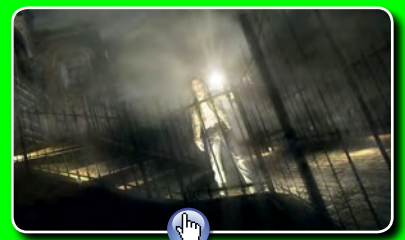
Free Magazine For PlayStation 3 Gamers. Read it, Print it, Send it to your mates...

**PLUS!**  
**METAL GEAR  
SOLID 4**

**PREVIEWED!**



**QUAKE WARS**  
*Fragging good fun*



**ALONE IN THE DARK**  
*Spooky in Central Park*



**HAZE**  
*Preview & Interview*

# Only on PlayStation 3!

**Top 10 PS3 only games revealed inside...**

**REVIEWED!**

**Time Crisis 4**  
Get ready for more  
arcade-style gun toting



**REVIEWED!**

**Gran Turismo  
5 Prologue**  
Engines at the ready...



**FREE BOURNE  
MINI-MAG!**

**EXCLUSIVE!**  
Unravel the conspiracy



CONTROL →







# Welcome to P3Zine



PlayStation 3 is getting stronger and stronger by the day, and to celebrate its growing prowess we've pulled together the hottest ten titles that are exclusive to your console of choice. Each and every one of these titles won't be available to 360 fanboys anytime soon...

Talking of soon and exclusive to PS3 we have a quick peek at the latest news on Metal Gear Solid 4: Guns of the Patriots; along with an in-depth hands-on preview and developer interview for the much anticipated Haze.

As ever, keep your feedback coming - we really do read every e-mail...

Enjoy the issue.

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

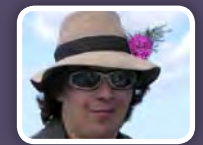
Dan Hutchinson, Editor  
p3zine@gamerzines.com

## MEET THE TEAM

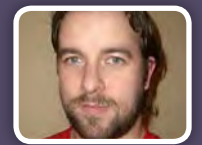
There's nowt they don't know about PlayStation



**Steve Hill**  
Hot on the heels of Haze.



**Ian Morris**  
Condemned to a life of sequels.



**Chris Schilling**  
Looking forward to GTA IV...

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

**Only on PlayStation 3!**  
Top 10 PS3 only games revealed inside...

**Time Crisis 4**  
Lock and load!  
The arcade classic is back...

**Gran Turismo 5 Prologue**  
Pretty. Very, very pretty

**Bourne again**  
Inside the Conspiracy

**Haze**  
Plus! Hands-on preview

**Quake Wars**  
In-depth preview inside...

**Alone in the Dark**  
Conspiracy in Central Park

## QUICK FINDER

Every game's just a click away

1942 Joint Strike	Race Driver: GRID
Section 8	Just Cause
Faith and a .45	Quake Wars
Kung Fu Panda	Alone In The Dark
Street Fighter 2 HD	Haze
Wolf of the Battlefield:	GT 5 Prologue
Commando 3	Time Crisis 4
	Condemned 2

**MORE FREE MAGAZINES! LATEST ISSUES!**

**DON'T MISS ISSUE 15 SUBSCRIBE FOR FREE!**

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

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

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

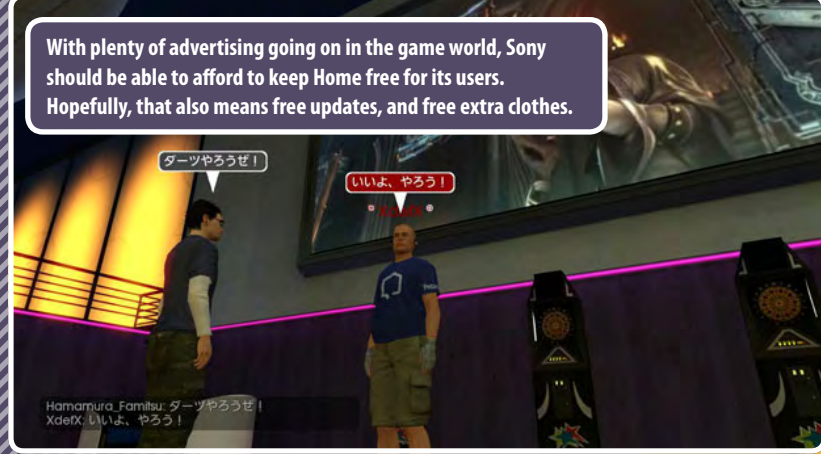




**Publisher:** SCEE  
**Developer:** SCEE  
**Heritage:** Wipeout, 24: The Game  
**Link:** <http://uk.playstation.com/games-media/games/detail/item73986/Home/>  
**ETA:** July



As you can no doubt tell from this screen, Home's looking gorgeous. We wouldn't mind living here in real life.



With plenty of advertising going on in the game world, Sony should be able to afford to keep Home free for its users. Hopefully, that also means free updates, and free extra clothes.

**"Home is one of the most intriguing prospects on the PSN"**



The bowling alley lets you chill out with your friends and enjoy a quick game. We just hope they don't charge you per play.

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

**FIRST LOOK**

# Home

*Why don't you come on over?*

## What is it?

If you've ever played Second Life, you'll feel instantly at... erm... home, in Home. A virtual world that lets you meet up with friends, own your own house, play mini-games to pass the time, or even go to the cinema, Home is one of the most intriguing prospects on the PSN, and its release date's drawing ever nearer.

## So, what's new?

Since the last time we reported on Home, a whole bunch of new screens have been released in conjunction with the launch of the official Japanese site, and they show just how well Home has been progressing. But whilst visuals are impressive, it's the functionality that matters, and it's this that's got us most excited. With each game rumoured to have its own "hub" in the world, you'll be able to travel from section to section, and take part in all sorts of uniquely themed activities in each game's world - currently rumoured by Kotaku are a 2D Uncharted platformer, and a 3D Warhawk War Room, complete with

a holographic battle map, where you and your friends can plan every move before entering the fight.

## When do we get to see more?

Currently rumoured to enter open beta in May, with a full launch this July, Home should be hitting our hard-drives in the not too distant future. How much of a success it is depends almost entirely on how well each game supports it, but we're certainly looking forward to finally earning some trophies, with the launch of the long-awaited Accomplishments system.



"SLICKER, MORE AGGRESSIVE AND TWICE AS PLAYABLE"  
MONKEY

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

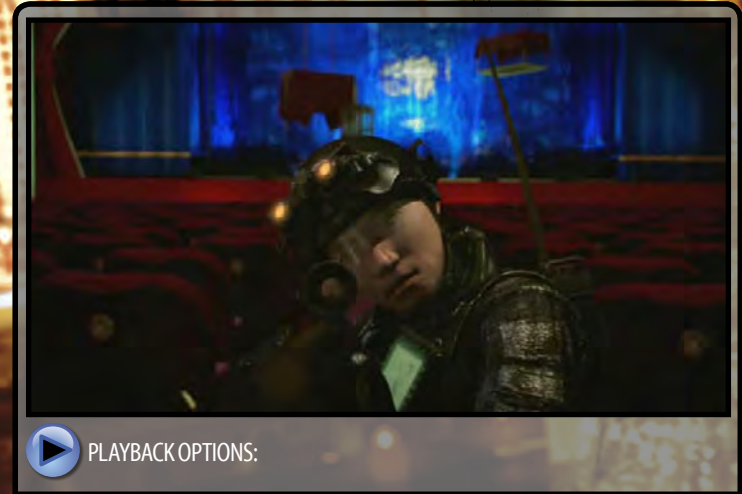
"THE COMPLETE PACKAGE"  
PSW

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:

GUINNESS  
WORLD  
RECORDS  
GAMER'S  
EDITION

Rainbow Six: "Best selling squad shooter"  
Guinness World Records Gamer's Edition 2008

16+  
www.pegi.info

PC  
DVD  
ROM

XBOX 360 LIVE

PLAYSTATION 3

UBISOFT

www.rainbowsixgame.com

© 2008 Ubisoft Entertainment. All Rights Reserved. Persistent Elite Creation. Ubisoft, the Ubisoft logo, Ubi.com and the Soldier Icon are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Rainbow Six, Red Storm and Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company. "3" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox Live, and the Xbox, Xbox 360, and Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "Guinness World Records Gamer's Edition" logo © 2008 Guinness World Records Limited.

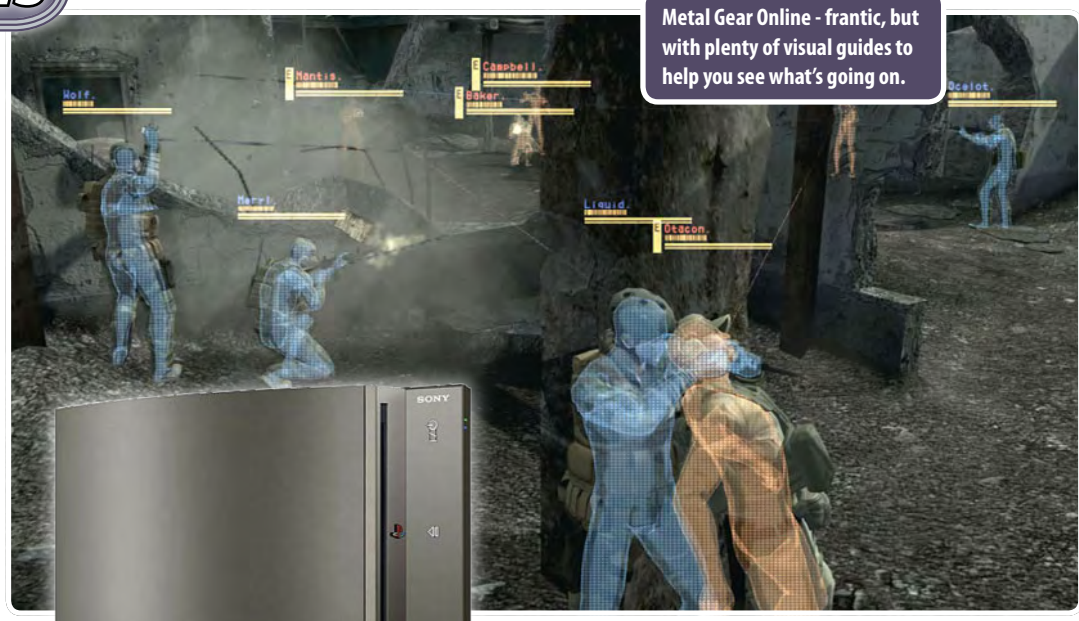




## METAL GEAR SOLID 4 GUNS OF THE PATRIOTS

**Publisher:** Konami  
**Developer:** Kojima Productions  
**Heritage:** Metal Gear  
**Link:** www.konami.jp/  
kojima\_pro  
**ETA:** June 12th

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of MGS4

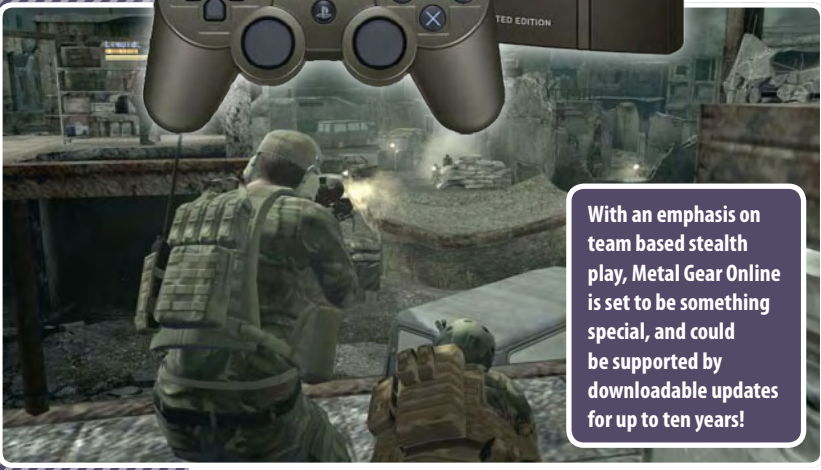


Metal Gear Online - frantic, but with plenty of visual guides to help you see what's going on.



Ooh, shiny. We like the gunmetal effect, though we can't help but think it could be a bit more... fancy?

*"With sixteen players duking it out online, there'll be a heavy emphasis on team-based stealth play"*



With an emphasis on team based stealth play, Metal Gear Online is set to be something special, and could be supported by downloadable updates for up to ten years!

# Metal Gear Solid 4

FIRST LOOK

*A limited edition for the final instalment*

## We know what it is, so, what's new?

As the final instalment of the Metal Gear Solid series, you wouldn't expect it to go out with anything less than a bang, and to that extent, no less than three bundles are planned for the Japanese launch. A normal edition, with Metal Gear Online starter disc will sit side by side with a collector's edition, and even a limited edition PS3, that comes complete with a collector's copy of the game, and a limited edition Dual Shock 3.

## Hold on, Metal Gear Online?

The online component of MGS4, Metal Gear Online is everything you could hope it would be. Letting up to sixteen players duke it out online, there'll be a heavy emphasis on team-based stealth play, requiring you to sneak up on other players rather than run in all guns blazing. It should provide something fresh and original compared to most other multiplayer titles out there, and with downloadable content set to be released shortly after the launch, you can be sure of a fully fleshed online experience.

## When do we see more?

Metal Gear Solid 4 launches worldwide on the 12th of June, and although we're not certain whether the UK will see the limited edition PS3, we'd kill to get our hands-on one. Happily though, a European beta test for Metal Gear Online is rumoured to be starting shortly, possibly tied in with a pre-order campaign. Keep your eyes peeled.



# INCOMING

Another magnificent seven riding into town...



## 1942 Joint Strike

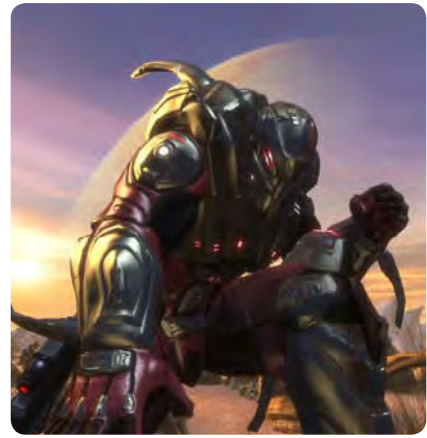
**Publisher:** Capcom | **ETA:** Summer

The first "re-imagined" PSN game this month, 1942 Joint Strike is looking amazing. A 3D makeover of the classic 2D vertical-scrolling shooter, 1942 was a classic in its time, and a game that's still more than playable today – hopefully, with the added gorgeous graphics, the gameplay will stay intact.

## Section 8

**Publisher:** Gamecock | **ETA:** '09

From the makers of Fear: Extraction Point comes Section 8, a futuristic Sci-Fi FPS. Focusing on the eighth armoured infantry, a unit nicknamed Section 8, the US army code for a soldier who's been discharged due to being mentally unfit, this shooter is sounding interesting to say the least.



## Faith and a .45

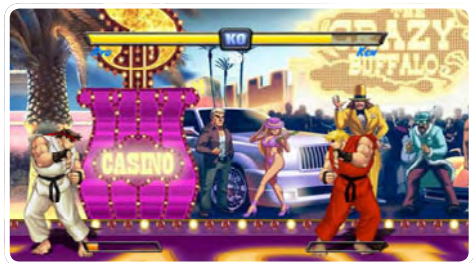
**Publisher:** TBA | **ETA:** '09

One word – wow. From the makers of Total Overdose and Chili Con Carnage comes Faith and a .45, a co-op adventure set in 1930's mid-depression America. With some beautiful visuals, and promising early footage, we're keeping our fingers crossed that this one finds a publisher soon.

## Street Fighter 2 HD

**Publisher:** Capcom | **ETA:** Summer

While the Xbox 360 version allegedly crumbles under the 360's download size limits, the PSN remake of the classic beat-em up is still on track to be delivered in glorious HD and full 1080p. Promising full online play, alongside the graphical overhaul, this is going to be taking up a lot of our time this summer.



## Kung Fu Panda

**Publisher:** Activision | **ETA:** May 2008

Ok, we know movie-to-game conversions are usually about as fun as a root cavity, but there's something that attracts us to Kung Fu Panda. Whether it's the fact we've been watching the hilarious trailer over and over for the past few days that's clouding our judgment remains to be seen...

## Wolf of the Battlefield: Commando 3

**Publisher:** Capcom | **ETA:** Summer

Another remake of a classic Capcom arcade game, Commando 3 is a semi-top-down co-op shooter, for up to four-players, either online, or on the same console. Letting you drive vehicles, use all sorts of mad weaponry, and generally wreak havoc together, this could be a great PSN game when it's released.



## Race Driver: GRID

**Publisher:** Codemasters | **ETA:** Summer

This looks absolutely gorgeous. A new racer from Codemasters, GRID takes the racing game, and re-writes the rule book. Giving Gran Turismo a run for its money in terms of both quality, realism, and variety, this is one we'll be keeping a really close eye on. Plus, it has damage modelling too!



## IN THE PIPELINE

SPRING	SUMMER	AUTUMN	WINTER
LEGO: INDIANA JONES ETA: May	HAZE ETA: May	KILLZONE 2 ETA: September	RESISTANCE 2 ETA: November
GTA IV ETA: April 29th	MGS4 ETA: June 12th	LITTLE BIG PLANET ETA: September	BORDERLANDS ETA: December



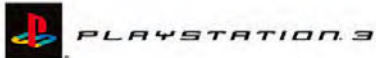
E M B R A C E T H E D A R K



PLAYBACK OPTIONS:



darkSector



Dark Sector © 2008 Digital Extremes, London, Canada. Dark Sector and the Dark Sector logo are trademarks of Digital Extremes. Digital Extremes and the Digital Extremes logo are trademarks of 1085522 Ontario Ltd. ALL RIGHTS RESERVED. Published by D3 Inc. under license from Digital Extremes. All other trademarks are property of their respective owners. PS, PLAYSTATION and PS3 are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. All other trademarks, logos and copyrights are property of their respective owners.





## JUST CAUSE

**Publisher:** Eidos  
**Developer:** Avalanche Studios  
**Heritage:** Just Cause  
**Link:** None  
**ETA:** Autumn

### HANDSON

# Just Cause 2

### Why are we writing a preview of this? Just 'Cause...

In 2006, there weren't that many games around that were quite like Just Cause. Giving you an open world to run round in, consisting of some 1,024 sq km of tropical island paradise, Just Cause was a real tour-de-force for the PS2, pushing the hardware to its very limits. But while the game was huge, it certainly wasn't without its shortcomings. With a hit-and-miss combat system, and some poor vehicle handling, our main problem was that the island just felt... well... empty. Thankfully, having listened to consumer feedback, and made the

necessary adjustments, Avalanche have been striving away on a sequel to Just Cause for some time now, taking into account all the criticism they received, and coming up with a solution to their problems. The result? Chaos.

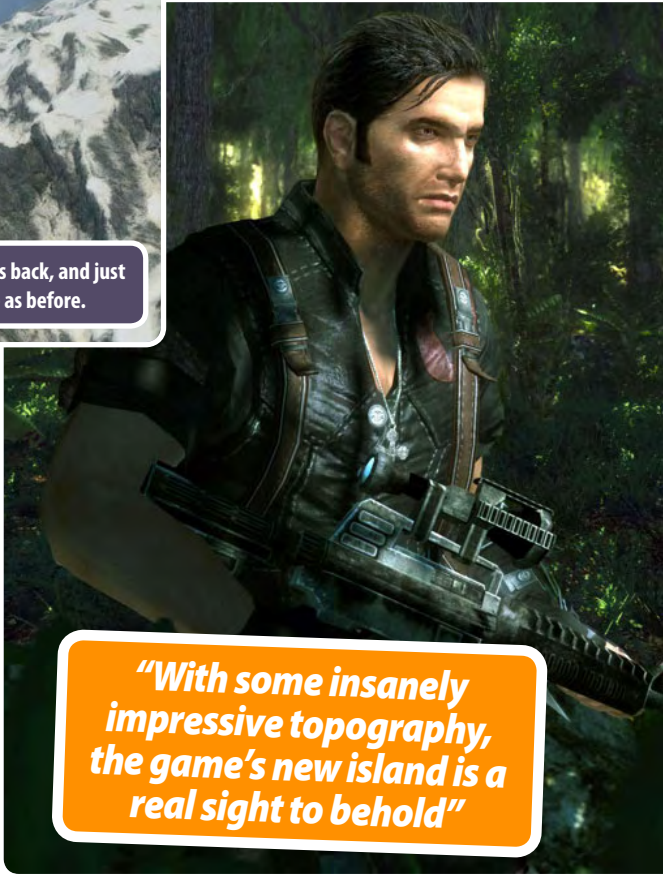
Just Cause 2 puts you back in the shoes of Rico Rodriguez, everyone's favourite cheesy secret agent, who's called back into action to hunt down and kill his mentor and former friend, Tom Sheldon. As luck would have it, Tom just happens to be hiding out on the beautiful island paradise of Panau, which makes a perfect

setting for the new game.

With some insanely impressive topography, the game's new island is a real sight to behold. Consisting of a real mix of geographical features, from mountains to deserts, Just Cause 2 has put a stop to the original's repetitive environment in one fell swoop, and in case you needed reminding, it's looking gorgeous. Just taking a look at the shots surrounding these pages shows just how detailed everything's become, from the characters, to the weapons, and even the environments themselves, and this >



Skydiving is back, and just as extreme as before.



*"With some insanely impressive topography, the game's new island is a real sight to behold"*

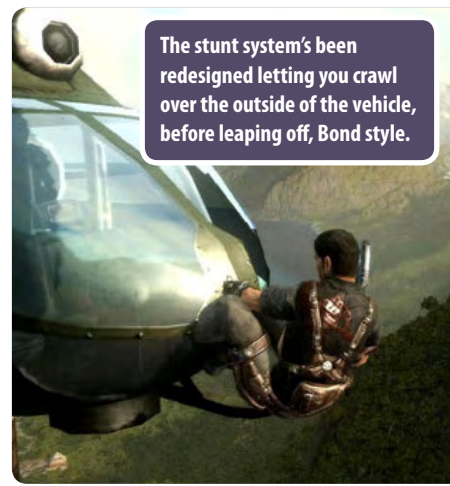
**PREVIEW FEEDBACK!** Click here to tell us what you think of Just Cause 2



Thankfully, the enemy AI is a lot better this time round, with enemies taking cover and not just soaking up your bullets.



A bigger island means more baddies. And that means more guns. Just check out this rocket launcher.



The stunt system's been redesigned letting you crawl over the outside of the vehicle, before leaping off, Bond style.



## JUST CAUSE

### >Just Cause continued

all leads to a better, more compact experience.

To counter the feeling of the island being empty, in Just Cause 2, there are over 1000 smaller "Chaos" events for you to complete, which replace the crummy side-mission system of before. These range from simple tasks like stealing a government official's car, to destroying a structure of military importance, and due to their sheer quantity, you'll never be far away from the action.

One of the best parts of the original Just Cause was the massive selection of drivable vehicles, and this is something the developers have improved drastically for the second instalment. Now, rather than handling the same on every surface, the vehicles will control differently on snow, ice, mud, or normal roads, meaning you'll have to choose the right vehicle for the job. With

everything up to and including a Jumbo Jet available to hijack, there'll be no shortage of interesting things to drive either, and brilliantly, each vehicle, and weapon is fully upgradable, with a choice of 2000 parts on offer!

Possibly most importantly, however, the combat itself has also been given an overhaul for Just Cause 2, and this is the real music to our ears. No longer will the enemies be mere cannon fodder - instead, they'll duck and dive for cover, work together as a team, and even call in reinforcements, such as paratroopers, or helicopters!

With a wide range of weapons on offer, from laser guided rocket launchers, to sticky remote-detonated C4, there'll be all sorts of ways to cause Chaos on Panau this Autumn. "But why would we want to do that", we hear you ask? Just 'Cause! ●

**"Each weapon is fully upgradable, with a choice of 2000 parts on offer"**



Big explosions all around, and don't they look pretty?



Rico looks a bit older this time round - hopefully, that's indicative of a more developed plot.



Brilliantly, the jungle all looks a lot more realistic this time round, as opposed to the "cluster of trees" look of last time.



Words can't do this justice. Just look at how beautiful it is.



If you can see it, you can hijack it - anything is drivable in just cause 2, from Jeeps to Jumbo Jets!

P3Zine  
JUST CAUSE

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



One trip to paradise you won't want to miss.





**Publisher:** Activision  
**Developer:** Splash Damage/Z-Axis  
**Heritage:** Wolfenstein: Enemy Territory/ Dave Mirra  
**Link:** www.enemyterritory.com  
**ETA:** When it's ready

**PREVIEW FEEDBACK!**  
Click here to tell us what you think of ET:QW

**HANDSON**

# Enemy Territory: Quake Wars

*Hit hard. Hit fast. Hit Strogg*

If there's one thing you may be thinking the PS3 doesn't need more of, it's online shooters. With Vegas and its sequel filling up the stealth play ranks, UT3 taking the honours for fast-paced action, and Resistance doing a good job of plugging the rest of the gaps, the PS3's online line-up seems pretty solid. It's lucky for us then that no matter what type of shooter you like playing, Enemy Territory: Quake Wars should have something that'll appeal to you, thanks to its unique brand of Battlefield-esque gameplay.

Made by British software house Splash Damage, the same people behind the free Enemy Territory mod for Wolfenstein, Quake Wars takes the Enemy Territory concept, and places it into the Quake universe. Letting you play as the Strogg, or the Global Defence Force, you'll be fighting alongside up to sixteen other players, as you blast your way across a variety of mission-based maps, striving to push back the enemy forces, and secure the victory for your team.

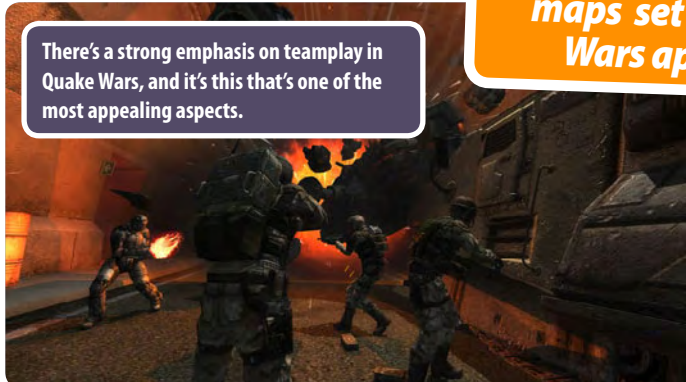
And in actual fact, it's the mission-based maps that are what

really set Quake Wars out from the crowd. Whereas games like Battlefield have you simply trying to hold onto a certain number of flags until the enemy's score has depleted, in Quake Wars, you'll be either completing missions, or trying to prevent their completion, depending on your team's role on the map. These objectives can range from anything from building a bridge, to escorting your team's mobile command centre, and once they've been completed, they can't be "reversed" by the other team. This leads to some incredibly tense stand-offs, as the two squads fight desperately to either complete, or prevent a goal, safe in the



There'll be plenty of vehicles available for you to use, such as this cool Strogg flying beastie.

"The mission-based maps set Quake Wars apart"



There's a strong emphasis on teamplay in Quake Wars, and it's this that's one of the most appealing aspects.



Certain classes can construct huge artillery batteries on the map.







## > ET:QW continued

knowledge that once it's been completed, your team is either one step closer towards victory, or their ultimate failure.

To spice things up a bit, certain objectives in each mission can only be completed by a certain character class, of which there are five to choose from; engineer, soldier, covert ops, field ops and medic. This means that in order to, say, hack a computer system, you'll have to have an engineer in the right place, at the right time (or at least get him there), but that's not to say there isn't plenty for the other classes to do in the meantime.

As the battle wages on, you'll be constantly being fed new missions through your HUD, specific to your character class. Whether this is simply healing a team mate as a medic, or constructing an artillery

battery if you're playing field ops, completing these objectives will not only help your team progress towards victory, but also gain you XP, and level up your character.

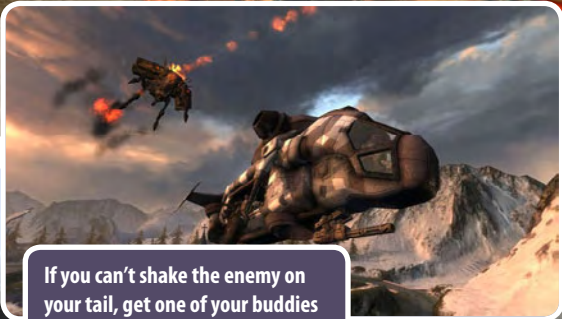
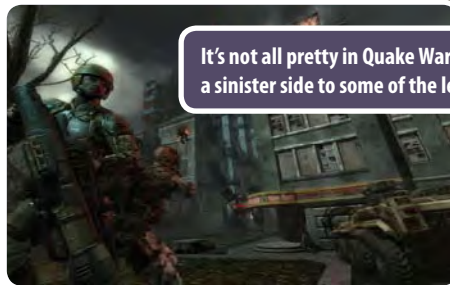
The PS3 port is being handled by Z-Axis, the people who used to be behind the Dave Mirra games before they were swallowed by Activision, and then suddenly closed recently. Still, we've been promised that everything from the PC version will be making the leap over here, including some minor tweaks to make the gameplay flow better. With the game looking gorgeous (nearly as good as the PC version does with everything whacked up to max), you can be sure of this taking up a lot of our time when it's released "when it's ready". ●

**"Everything from the PC version will be making the leap over to PS3"**

This bit certainly looks quite Quake-y. Watch out for the Strogg!



It's not all pretty in Quake Wars - there's certainly a sinister side to some of the levels too.



If you can't shake the enemy on your tail, get one of your buddies on the ground to take him out



It's always the way, isn't it. You're just out enjoying yourself on the lake, driving round in your little boat when some big bully shows up.



As always, there's bound to be a huge rush for the air units.



Shooting down a river in an inflatable dingo has to be one of the cooler things to do in Quake Wars.



PERCENTAGE COMPLETE FIRST IMPRESSIONS



The PS3's been needing a Battlefield type game for some time





**ALONE  
 IN THE  
 DARK**

**Publisher:** Atari  
**Developer:** Eden Games  
**Heritage:** Test Drive  
 Unlimited  
**Link:** [www.centraldark.com](http://www.centraldark.com)  
**ETA:** June 20th

**PREVIEW  
 FEEDBACK!**  
 Click here to  
 tell us what  
 you think of  
 Alone in the  
 Dark

**HANDSON**

# Alone in the Dark

*What's lurking in the dark, hidden away, at Central Park?*

If the official Alone in the Dark website is to be believed, there's something sinister going on in New York City's Central Park. In over 150 years, the 843 acres of Central Park have remained untouched, despite the exponential growth of the city. And while New York's debt approaches an all time high of \$4.8 billion, Central Park has remained untouched - despite numerous approaches to build on it, and its phenomenal real estate value of \$528 billion. According to Alone in the Dark's developers, Eden Software, that's enough of a reason to be suspicious, and the perfect starting point for a survival horror game.

If there's one thing that quickly becomes clear with Alone in the Dark, it's that realism is the key. Just taking a look at the game's official website reveals a whole host of articles making claims about the "Central Park Conspiracy", backed up by numerous real life articles from reputable sources. It's an impressive research feat for any game, but the amount of work that's gone into making the Central

Park Conspiracy seem believable is nothing compared to the amount of work that's gone into creating an atmosphere of realism in the game itself.

Set almost entirely in or around Central Park, Alone in the Dark is full of phenomenal set pieces that will leave your jaw on the floor. Whether it's running through the remnants of a subway train that's falling from a cliff, or surviving the collapse of an

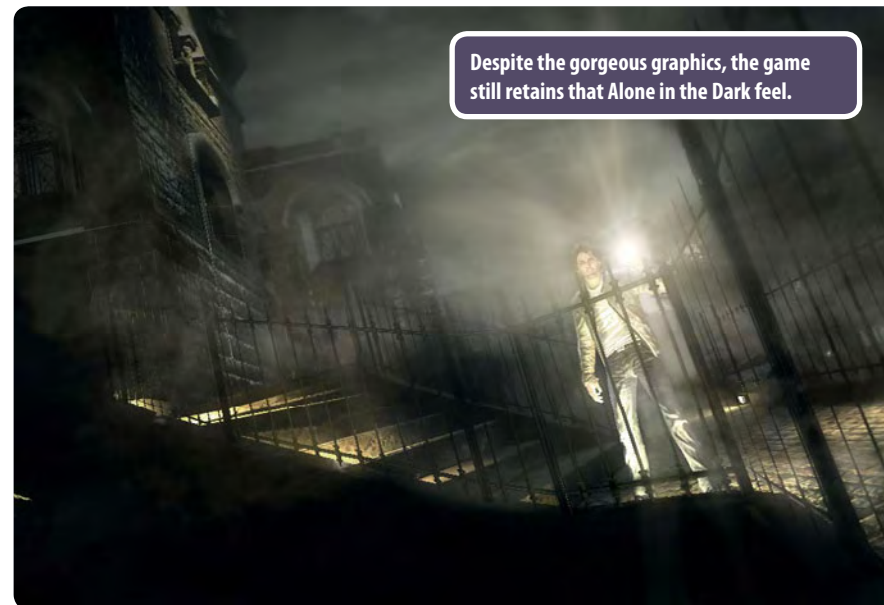


*"The phenomenal set pieces will leave your jaw on the floor"*

Here's Paranormal Investigator Edward Carnby. He's alone. And he's in the dark. Fancy that?



Making use of objects in the game world is one of the key features here - this fire extinguisher can be used either to break down the door, or spray at the fire. We think Ed made the right choice here.



Despite the gorgeous graphics, the game still retains that Alone in the Dark feel.







## > Alone in the Dark cont...

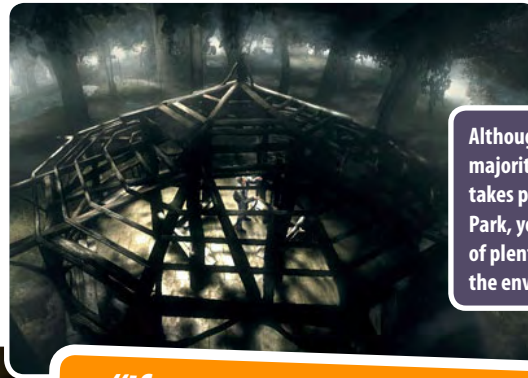
entire hotel, Eden Games have gone out of their way to keep your pulse racing throughout, with great effect.

However, what's possibly even more impressive is the way that you interact with the environments. Objects in game are controlled with the right analogue stick, and this allows for an incredible level of control. If you want to hit an enemy with a chair leg, simply move the right stick quickly in the direction you want to strike. However, things get really interesting when you realise if you move the stick slowly, you can use the leg to reach things that are too far away, or manipulate objects that you couldn't otherwise reach. It's a small touch, but it's innovative, and it provides the framework for a number of puzzles which can only be solved through some logical, real-world thinking.

Objects too, deform as they would in real life, with metal doors bending when struck, and tables splintering. Electric wires can be moved to touch metal grates; tables can be flipped over to become makeshift shields; petrol can be left in a trail, then set alight, and even more brilliantly, practically everything wooden can be burnt, and then used as a makeshift torch. If you can do something with an object in real-life, the chances are you'll be able to do it in-game, and it's this aspect that the developers

are most proud about - really forcing you to think, and make use of the limited selection of items you've got to get through each situation.

With an emphasis on real-world thinking, Alone in the Dark looks set to bring a new meaning to survival. Hopefully, we won't have to wait too long to get our hands on it. ●



Although the majority of the game takes place in Central Park, you can be sure of plenty of variety in the environments.



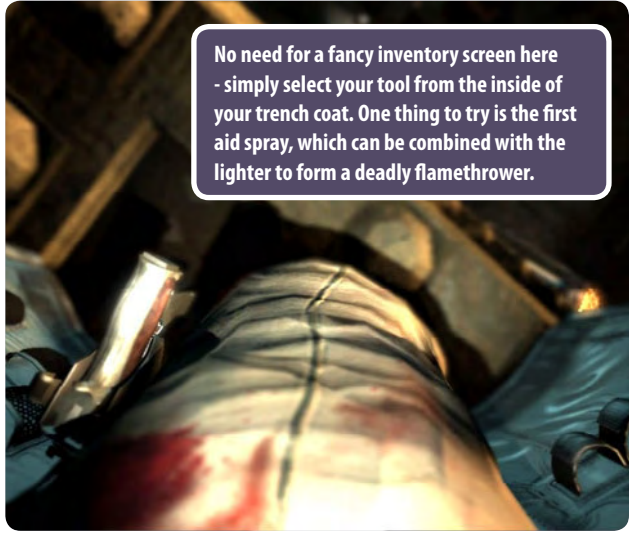
As well as lighting the area, a flaming chair also makes a fantastic bludgeoning instrument.

**"If you can do something with an object in real-life, the chances are you'll be able to do it in-game"**

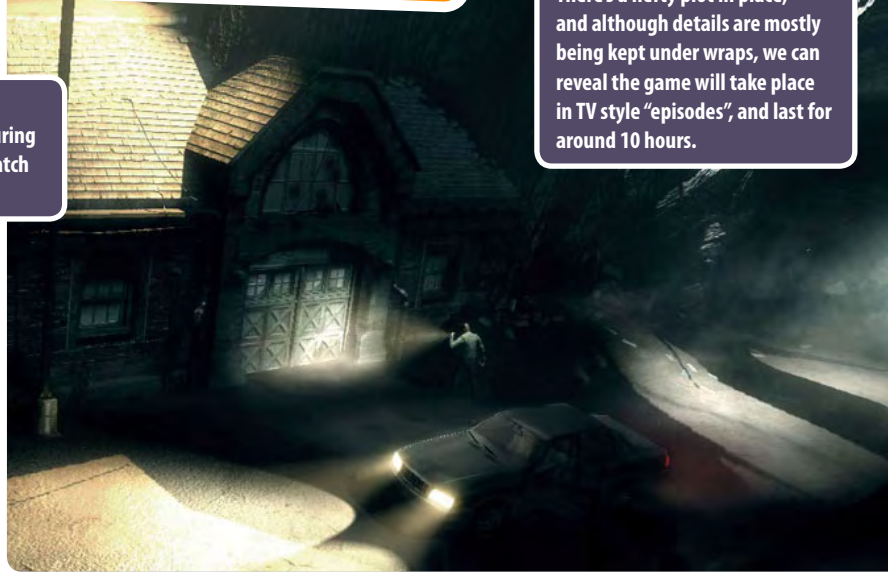


Set pieces make up a large part of the gameplay, ensuring you'll never have long to catch your breath...

There's a hefty plot in place, and although details are mostly being kept under wraps, we can reveal the game will take place in TV style "episodes", and last for around 10 hours.



No need for a fancy inventory screen here - simply select your tool from the inside of your trench coat. One thing to try is the first aid spray, which can be combined with the lighter to form a deadly flamethrower.



**P3Zine**  
**ALONE IN THE DARK**

**PERCENTAGE COMPLETE** **FIRST IMPRESSIONS**

80% 90%

Survival horror just turned next-gen



HAZE

**HANDSON**

**Publisher:** Ubisoft  
**Developer:** Free Radical  
**Heritage:** Timesplitters,  
 Second Sight  
**Link:** www.hazegame.com  
**ETA:** May 2008

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

# Haze

*Taste the sweet, sweet Nectar...*

**A** little bit of what you fancy doesn't do any harm at all. However, too much of a good thing can be a problem, potentially turn you into a feral, hallucinating, indiscriminate killer. That good thing is Nectar, the mysterious 'nutritional supplement' that fuels the private military contractors of Mantel Global Industries.

It's South America in the year

2048, and a guerrilla faction calling themselves The Promise Hand are apparently up to no good, led by the charmingly named Gabriel 'Skin Coat' Merino, so-called due to his alleged penchant for flaying his enemies and turning them into menswear. As for your good self, you are Mantel trooper Sergeant Shane Carpenter, accompanied by three squad-mates (AI, online, LAN or splitscreen)



The faceless Mantel troopers are oblivious to the obscurity of war.



Offroad Xtreme!

**"A soldier ripped to the gills on Nectar will be oblivious to the horrors of war"**

dispatching rebels with a pocket full of bollocks and a gullet full of Nectar.

The perfect drug for combat, a soldier ripped to the gills on Nectar will be oblivious to the horrors of war – postmodern irony alert - seeing it as little more than a bloodless videogame. Playing as a trooper, you can give yourself a little boost of Nectar to increase your performance, but if you use it too much you'll overdose, losing the ability to tell friend from foe, and finding it difficult to control your trigger finger.

The rebel fighters are able to exploit this shortcoming in three imaginative ways. Smashing an individual trooper's back-mounted Nectar pack – either through sniping or meleeing – sends him loopy, as does slathering a knife in Nectar and stabbing him or throwing it >



Rebels are so hard they don't need helmets.



Weapons can be fleeced from the twitching corpses of the fallen.



## HAZE

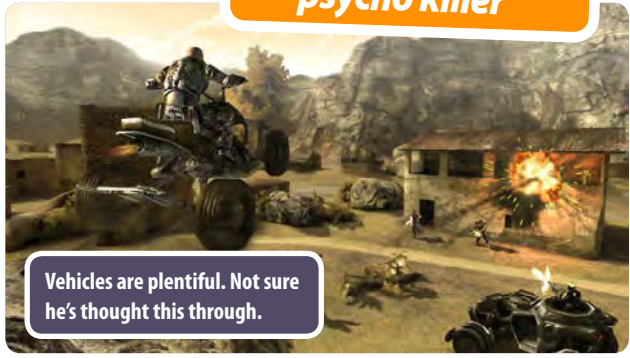


A cloud of Nectar gas sends the troopers loopy.

*"Turn anyone in the vicinity into a psycho killer"*



Squad tactics are rudimentary but often effective.



Vehicles are plentiful. Not sure he's thought this through.



Respect to the brave Mantel troopers.



Hurrah for the noble rebel uprising.

### >Haze continued

at him. And the pièce de résistance is the Nectar grenade: by dousing a normal grenade in the spilt Nectar of a dead trooper, it can then be used to unleash a cloud of Nectar gas, turning anyone in the vicinity into a psycho killer.

Over the course of Haze, you'll get to experience combat from both sides of the divide, as in a major twist Sergeant Carpenter switches allegiance after he discovers the filthy truth behind Nectar addiction. This about-turn is relayed via a lengthy cut scene in which Carpenter discovers a crate full of the twisted corpses of his comrades. It's strong stuff, but following a keynote address to his fellow troopers, you all shed the chains of government

oppression and become noble freedom fighters.

We've had a quick dabble on both sides of the divide, and suffice to say it's all highly entertaining stuff. Playing as the rebels, we took the wheel of a jeep as our three squadmates clung on, meting out justice to the Mantel troopers. By no means easy, it eventually involved more elaborate tactics than driving into the middle of their base with all guns blazing. We also played the container ship level, made trickier by the ship listing in the water, which not only made us nauseous but caused grenades to roll back towards our feet. We then switched sides to play as a trooper in multiplayer, and took a big old swig of Nectar. We were promptly asked to leave...●



Massive outdoor battles are commonplace.

P3Zine  
HAZE





# HAZE

*Derek Littlewood pools his knowledge*



**F**ree Radical's highly anticipated Haze is almost here. Project lead Derek Littlewood peers through the mist.

**Haze is another first person shooter, but would you say it's more serious than the Timesplitters games, which were a bit cartoony? Haze seems more macho.**

Macho isn't a word I'd particularly apply to it, but I think it's a bit darker in tone. It is more serious in tone and I think it's actually got something to say. It's trying to communicate a bit of a message to the player.

**Is there a deep allegory? What is Nectar in the scheme of things? Is it just**



The west London School run became increasingly precarious.

**something you've made up?**

It's not mainly about drugs; that's the thing that people interpret when you start talking about Nectar. What Nectar does is provide a tool for us to put across a message. When you start playing the game, you play as a Mantel trooper, you've got the power-up button, dead bodies fade away, it's very much like a videogame, the killing is very consequence-free. As you progress through the game the player's perception of that changes. That journey that you go on, that is the message that we're trying to put across.

**How come Rebel fighters have the ability to feign death?**

It's not a new idea but I think the way it works within Haze is unique because it feeds back into the

story. Mantel troopers have this censored view of war, which makes dead bodies fade away. That's the thing we're exploiting, so it actually reinforces the narrative, which makes it a very strong idea.

**There seem to be a lot of massive open-air areas, it's not just running down corridors.**

When you've got four characters in your squad to start with you're always going to need slightly more open environments. There is a range, there are some more



*"It's very much like a videogame, the killing is very consequence-free"*



## > Interview continued

claustrophobic environments like the container ship, the interior of that is much tighter. We wanted to have a good range of different scale environments; we wanted to make the large open environments properly large, properly open. The scale of the environments is bigger than anything we've done before, definitely.

### Haze is a PS3 exclusive. Was that always the plan?

As a company, we've always got good results out of PlayStation hardware. Like any console, the PS3 has certainly got its quirks, there are certainly things I'd improve about it

in an ideal world. Like working with any piece of hardware, once you learn your way around those quirks, you can get good results out of it.

### People are talking Haze up as maybe the game that will sell the PS3. Is that any pressure on you?

I think we put a fairly high degree of pressure on ourselves to start with. We always want to make the best game we can. People always want to attach labels like that to titles like this game that are solely coming out on one platform. As far as we're concerned we're just trying to make the best game we possibly can. ●



Rebels versus Troopers. Where have we heard that before?



More problems at Heathrow's new Terminal 5.



It's all about vehicle-mounted machineguns these days.

## HAZE

**Publisher:** Ubisoft  
**Developer:** Free Radical  
**Heritage:** Timesplitters, Second Sight  
**Link:** [www.hazegame.com](http://www.hazegame.com)  
**ETA:** May 2008

*"The scale of the environments is bigger than anything we've done before"*





# Ten Hottest PS3 Games Of 2008

***With the last twelve months representing a solid rather than spectacular start for PS3, it's the line-up for the rest of 2008 that's had everyone predicting that this is Sony's year. The phenomenal range of multiformat titles appearing on PS3 is one thing, but it's the exclusives that set Sony's console apart from the competition - and here are ten of the very best heading your way. Remember: every single one of these can only be bought on PS3...!***

## 10 inFamous

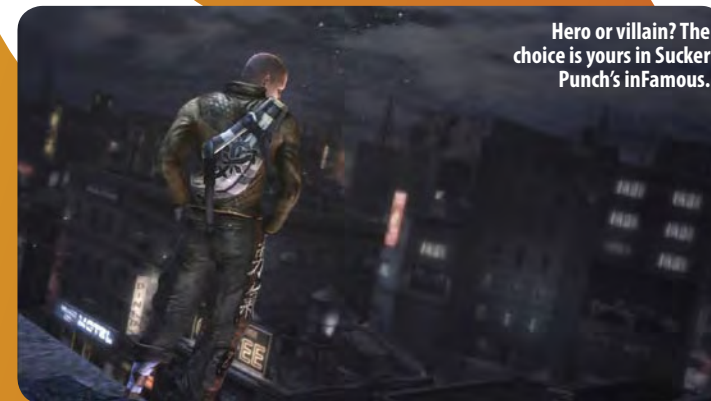
OUT WINTER

### THE LOWDOWN

The latest from Sly Cooper developer Sucker Punch Productions is a third-person action-adventure with sandbox elements, not dissimilar to the 360's Crackdown, but more reminiscent of PC MMO City of Heroes. It's a game about moral choices, with the player able to mould their character into a true hero or an anti-hero figure. You have a series of superpowers at your disposal, being able to fly and conduct electricity, and also to perform super-jumps, among other abilities. Sony has been keeping quiet about this, but it looks like the wraps may be coming off within the next month or so...

### WHY IT'S HOT

Sucker Punch is a hugely skilled developer, as the underrated Sly Cooper games prove, while its earlier Rocket: Robot on Wheels garnered real critical acclaim. This is its first game for Sony's new console and should have a polish and graphical quality befitting a first-party release. The game's terrific teaser trailer made it look very appetising indeed, and with plenty of time until release to get things running perfectly, we're confident it'll be one of the best PS3 games this year. As we say, Sony will be unveiling this before June, so expect to get very excited about inFamous very soon indeed.



Hero or villain? The choice is yours in Sucker Punch's inFamous.

### EXCITEMENT LEVEL

Until we see a little more, we don't want to get our hopes too high. But the developer's pedigree and the intriguing premise get us hot under the collar.





Q Games is making a name for itself with easy-to-play but innovative PSN titles. PixelJunk Eden should continue that trend.

eden

## 9 PixelJunk: Eden

OUT  
Q3 2008

### THE LOWDOWN

The PlayStation Network is one of the PS3's unsung heroes, providing some top-quality downloadable titles for very low prices. The PixelJunk titles (particularly the second - the amazingly addictive tower defence game Monsters) are among the best games on the service, and this third game in the series looks to be the best yet. It's certainly one of the most unique looking PS3 titles we've seen, though its abstract feel shares a little with both Everyday Shooter and f10w. It's a game about collecting pollen and transferring it to create new life in the game world. And though it may not sound like it, creator Dylan Cuthbert has suggested that Eden has similarities with the Mario platformers.

### WHY IT'S HOT

The PixelJunk games have a very interesting development mantra. The design is focused on four tenets: simplicity, familiarity, originality and 1080P. And each game has a development cycle of six months and no more. It's an unusually rigid approach, but one which has reaped considerable rewards already, and looks to be doing so again with both this and the forthcoming PixelJunk: Dungeons, which should also be with us before we ring in 2009. If Eden plays as well as it looks - and those gorgeously stylised visuals are poetry in motion - then we're in for a very reasonably-priced treat.

### EXCITEMENT LEVEL

We're looking forward to getting our hands on Eden to find out exactly what it's all about. Expect this number to rise then.



## 8 Buzz! Quiz TV

OUT  
SPRING

### THE LOWDOWN

So far the PS3 has made do with the excellent SingStar for current-gen party thrills, but that's all set to change with the arrival of Quiz TV in just a couple of short months. The Blu-Ray disc that the game comes on holds a whopping 5000 questions, split into five different 'channels' for players to choose from, while it looks like you'll be able to download 'tens of thousands more' over time via the PSN. And that's just for starters...

### WHY IT'S HOT

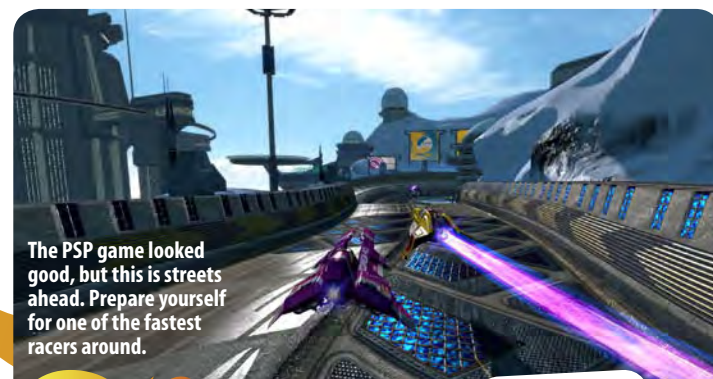
We've been looking for an excuse to dust off those red-button controllers, though with any luck we'll be able to throw them away and use some brand new wireless ones instead - surely a fresh new look for the buzzers is in order? But besides that, the reasons to get excited about Buzz! Quiz TV are plenty. That vast array of questions is one, the possibility of many, many more to be made available in special 'quiz packs' for download is another. But Quiz TV will also let you compete online - instead of competing against your relatives, make a family team and challenge other groups across the globe with the game's online play. Or you can even write your own quizzes - these can be uploaded to the brand new MyBuzz website, where you can download them to play on your own PS3, or even allow other PSN users to sample your questions.



With a slightly cooler and more stylish presentation, Buzz could well be the party game of choice for PS3 owners this year.

### EXCITEMENT LEVEL

Amazing online functionality, and the questions will never get old. This could be massive.



The PSP game looked good, but this is streets ahead. Prepare yourself for one of the fastest racers around.

## 7 WipEout HD

OUT  
MAY

### THE LOWDOWN

The original WipEout was one of the PlayStation One's defining titles, used heavily in the console's marketing to establish this hip new brand. The incredibly fast futuristic racer featured some of the best 3D visuals of the time, with a superb contemporary soundtrack that helped it appeal outside the traditional gamer demographic. WipEout made gaming cool. And now it's back. This isn't a brand new game, but a HD revamp of the PSP's WipEout Pulse, running in full 1080p HD and at sixty frames per second. Regardless of its origins, it'll be one of the best looking games on the console, with every texture and building model being given a hi-res makeover.

### WHY IT'S HOT

For anyone who experienced the original - or even the recent handheld games - the chance to play a WipEout game (which has always primarily been an amazing sensory experience) on a large screen in full high-definition sounds too good to be true. There's definitely going to be some future downloadable content too, though that's not yet confirmed - expect some new tracks and ships, and maybe even a new game mode or two. And it looks likely that it'll cost just £14.99 from the PSN, which sounds pretty bargainous to us.

### EXCITEMENT LEVEL

One of the best future racers, looking and sounding better than ever? Sold.







Haze looks a little more serious than the light-hearted approach we normally get from Free Radical, with a storyline that sounds highly intriguing.

## 6 Haze

OUT  
MAY

### THE LOWDOWN

Ubisoft's shooter is one of the few third-party exclusives coming to PS3 and it's looking very impressive indeed. It's from Free Radical Design, developers of the TimeSplitters series, so its core FPS mechanics will almost certainly be well up to scratch. It's set in the year 2048, and sees you controlling a soldier from a Private Military Corporation, sent to fight a brutal rebel faction in an unnamed country in the middle of a vicious war. You won't only have your guns to rely on either - you'll be provided with vehicles to get around faster, and the mysterious Nectar - a performance enhancing substance which grants its users special powers.

### WHY IT'S HOT

Free Radical is one of the most consistent developers in the industry, and Haze looks comfortably up to its usual standard. Its stunning environments are streamed in without a pause, meaning players shouldn't experience any loading times between levels - quite a technical achievement. We're really looking forward to seeing the Nectar effects too - taking the medication will not just imbue your soldier with certain enhanced skills, but also affect how the world looks, too. There are plenty of online options, too - including a four-player co-operative mode. Given how much expertise FRD has in creating compelling multiplayer experiences, we'd say that this is probably where Haze will be at its very best.

### EXCITEMENT LEVEL

Yet another PS3 treat for May - and this could be the best of an already impressive bunch.



## 5 Home

OUT  
SEPTEMBER

### THE LOWDOWN

Okay, strictly speaking it's not a game, but Sony's forthcoming online service, which gives all users their own virtual space, has the potential to revolutionise online gaming. The idea is that you can 'meet' people online and invite them to play games - certain titles will have their own specific rooms, and a host of existing titles will have Home-based improvements. For example, the Resistance room will allow you to listen to various bits of radio chatter between allied forces, while Uncharted's portal lets players walk through the levels as their Home avatar.

### WHY IT'S HOT

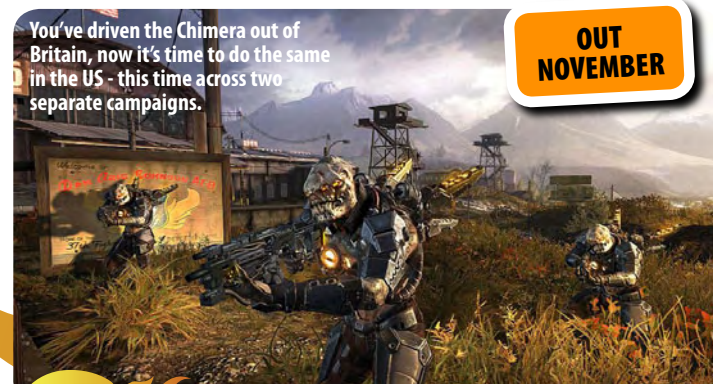
Well, for starters it looks a lot cooler than something like the PC's Second Life - its virtual world is cleaner, crisper and hopefully less full of weirdos. It's all hugely accessible, and the additional options it provides for certain games makes it potentially more interesting and flexible than Xbox Live. One of our favourite ideas is the Warhawk War Room, where you can enter with a group of friends and discuss online strategies - but not only that, you'll be able to demonstrate your battle plans with a small sandbox featuring models of tanks and planes that you can push around. The arrival of Home should also finally see the much-rumoured 'accomplishments' make their debut with trophies appearing in the online house.



Our only concern with Home is whether it'll be quick and easy enough to set up online games. Fingers crossed Sony gets the balance spot on.

### EXCITEMENT LEVEL

We've already been waiting too long for Home - now all these new features are making the delay even harder to take.



You've driven the Chimera out of Britain, now it's time to do the same in the US - this time across two separate campaigns.

OUT  
NOVEMBER

## 4 Resistance: Fall of Man 2

### THE LOWDOWN

Until Gran Turismo 5: Prologue, Resistance was the PS3's fastest-selling title. Launching with the console, Insomniac's shooter was a thoroughly enjoyable FPS that didn't quite live up to loftier expectations. Its 40-player online matches have kept many fans amused while waiting for the inevitable sequel, and thankfully that's going to be here before the year's out. This time it's set in the US rather than the UK, though you'll still be playing as Sergeant Nathan Hale. It turns out that Hale isn't the only one who's resistant to the Chimera virus, and a task force of those immune to the disease is set up, called the Sentinels. The Chimera return, launching a full-scale aerial assault on both the East and West coasts of the United States - as usual, it's up to you to destroy them all and save the world.

### WHY IT'S HOT

The extra time the developer has spent with the PS3 hardware since Resistance has obviously reaped dividends - Ratchet and Clank Future: Tools of Destruction is one of the best graphical showcases on the console, and Resistance 2 is already looking much better. Not only that, but there will be two separate campaigns, one of which will support eight player online co-op. And as if forty online players wasn't enough, there are ambitious plans to have sixty-player matches this time round.

### EXCITEMENT LEVEL

Those multiplayer options are seriously impressive, and the solo campaign looks like a big improvement on the first, too.







Hopefully the Helghast AI won't be quite as dense as in the first KillZone - though they may well overwhelm you in numbers here.

## 3 KillZone 2

OUT  
SEPTEMBER

### THE LOWDOWN

Arguably the one game on our list with the most riding on it, KillZone 2 is the follow-up to what was a fairly average PS2 shooter. Yet it has built up a significant amount of hype about its release. The reason for this is that E3 video three years ago which showed footage of the game - purportedly in-game visuals, but in reality nothing of the sort. Though Sony was heavily criticised for the misleading clip, it definitely set the ball rolling - but it wasn't until two years later that people really started sitting up and taking it seriously. The video shown at E3 2007 didn't look a million miles away from that early 'target footage', and KillZone 2 looked like it might finally live up to the billing.

### WHY IT'S HOT

For starters, it looks amazing. One of the original game's strongest points was its visuals, and so it's no surprise that Guerrilla has fashioned what looks like an incredibly atmospheric setting - that of the Helghast's home planet, Helghan. Yes, you'll be taking on the gas mask-wearing antagonists in their own back yard this time, and with an atmosphere prone to electrical storms, expect scorched skies filled with rumbling clouds, and forks of lightning regularly cascading down. As long as Guerrilla can create a compelling story, then we think KillZone 2 stands a strong chance of being the best FPS this year.

## EXCITEMENT LEVEL

Ridiculously good-looking, and hopefully it'll play just as well, too.



## 2 LittleBigPlanet

OUT  
SEPTEMBER

### THE LOWDOWN

The barest squeak away from our number 1 slot, this ingenious creation from British developer Media Molecule could be the most innovative game you'll play all year. It doesn't really sit easily in any pigeonhole - about the closest comparison is to a 2D platformer - because its approach is just so different to anything that's gone before. The game features a series of levels, each with a set of objects that behave as their real-world counterparts would. It features some of the most complicated physics we've ever seen, as you and your buddies work together to try to get past all the obstacles and reach the goal at the end of each stage. Pile up small objects to climb up to unreachable areas, roll down hills on mini-skateboards... it's like a virtual playground.

### WHY IT'S HOT

The main reason LittleBigPlanet floats our boat isn't the stages the developers have put in there - it's the ability to create your own levels that we're excited about. With an incredibly flexible yet intuitive creation system, you can position items anywhere you like, create and add your own backgrounds, skin certain items based on a generous number of presets - or even use your own pictures saved on your PS3's hard drive. After you've done that, you can upload your stage to the PSN and share it with others to be rated by fellow users, so it shouldn't take too long to find and download a particularly good piece of level design. Sony hopes that everyone will contribute towards making a huge LBP community - fingers crossed this comes off, because it could be one of the most amazing online experiences you'll ever have.



Even your 'sackboy' avatar's clothing can be customised - LittleBigPlanet should be an intensely personal experience for every player.

## EXCITEMENT LEVEL

If this catches on, then it could be one of the most influential videogames yet created. A potential masterpiece.



Snake's getting on a bit now, but he can still get around - especially with his new Octocamo suit which blends into the environment.

OUT  
JUNE 12TH

## 1 Metal Gear Solid 4: Guns of the Patriots

### THE LOWDOWN

It's the return of one of gaming's most iconic characters, and one of its most charismatic real-world personalities. This is the last Metal Gear Solid game for both Solid Snake and Hideo Kojima - and both are looking to go out with a bang. This time, a much older Snake has been sent to the Middle East to take out Liquid Ocelot, who is heading up a Private Military Company (all the rage these days) and about to start a very serious insurrection.

### WHY IT'S HOT

Kojima has spoken of the struggle his team have had in squeezing the game onto a 50GB Blu-Ray disc - suggesting there's a hell of a lot of content. Indeed, MGS4 is essentially two games in one, with Metal Gear Online forming part of the package. It's the single-player most people will be interested in, however, and this promises to tell a compelling, emotionally-charged story, with several flashback sequences explaining what happened in all the previous games. These are all skippable, but will fill in a lot of important background information, especially for those who haven't played the earlier games. Graphically, it looks utterly spectacular, and you can expect cutscenes with fight choreography that rivals the best Hollywood blockbusters, and a series of unforgettable boss battles.

## EXCITEMENT LEVEL

Game of the Year material - June can't come soon enough.





# Subscribe to P3Zine

## FREE! EVERY MONTH!

## The world's best PlayStation 3 mag!

**DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!**  
Over 40,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?



# www.gamerzines.com







# Time Crisis 4

Grab your gun, go to California and get yourself some terrorist ass.

**Publisher:** Sony  
**Developer:** Namco  
**Heritage:** Ridge Racer V, Ace Combat 6, Soul Calibur  
**Link:**  
[www.timecrisis-4.com](http://www.timecrisis-4.com)  
**OUT NOW**

Let's be straight here - Time Crisis is the gun game that started it all, properly. Before Time Crisis arrived, gun games were all about shooting ducks on Nintendo or blasting shoddy looking cowboys in camp, poorly scripted western themed arcade games, currently residing in Cornish amusement arcades. Of course, the shooting scenes in these games were as accurate as the shooting gallery at your local travelling gypsy

fair. Time Crisis ushered in a new style of gun game which featured scary terrorists and full-on armies instead of ducks, policemen or cowboys.

And, thanks to the G-Con gun peripheral, Time Crisis was deadly accurate and now, the best light gun ever has become even better on PS3. It's got recoil and is even more accurate thanks to the little plug in sensor that is attached to the PS3 USB socket - along with two cubes which neatly dangle from the sides



The bangs are big and the flailing enemies very satisfying.

**"The best light gun ever has become even better on PS3"**

of your TV. The set-up can be used on any screen, whatever size and - if you really feel the need - can be hooked up to a giant plasma or projector screen. The downside

In the arcade mode, you can see other team members.





## >Time Crisis 4 continued

of the new gun is that it's orange (government rulings) and makes the game cost more than a usual release - it's 64.99.

But before we get into that, let's talk about the plot. There's new terrorists - European ones this time - and they're attacking America.

It's rousing stuff and makes you feel every bit the Jack Bauer you always wanted to be, as long as you don't look at the giant, bright orange water pistol in your right hand. Or your name badge. You're Captain Rush and the terrorist organisation is called W.O.L.F. If that's not bad enough, you've got two E.U counterparts who, if we're honest, look like male models from a salon advert and also look like they like each other. It's a Japanese game, so expect dramatic voice-overs, dodgy translations and the odd non sequitur. Still, you've got a love interest called Beth and - important this - a new mode in addition to the flip screen arcade mode, which is an accurate (but short lived)

thrill-a-minute replica of the giant arcade machine. The new mode uses the two sticks on your gun which make Time Crisis behave like an FPS with added 'real gun' bits. Instead of watching a series of passing screens with targets, Rush strolls around harbours, airports and other terrorist (and bug) infested hide-outs with ease, strafing and sneaking as he goes. It's like Metal Gear at points, ducking under vans shooting ankles, blasting at bio-suited terror monkeys with gruff voices, all the while getting info updates and flirty updates from Beth. Beth is the call centre honey charged with bleating about the danger while being represented on-screen by a little anime portrait shot. Walking around in the new mode with the increasingly complex G Con3 (8 buttons, two sticks and a trigger) is a struggle at first. You



## THE G CON3

Guns & Ammo



## The Side

Side on, the G Con3 looks normal, if a bit bright. Note the black lead which limits how far you can go from your PS3. Why isn't it wi-fi or Bluetooth? The pad is wireless and even has Sixaxis. We're going to need to speak to Sony's Phil Harrison to clear this one up. Oh, hang on...

*"Makes you feel every bit the Jack Bauer you always wanted to be"*

Run out of bullets and you get a knife. We don't fancy your chances much...



Switch weapons and you'll get a brief glimpse of what you're 'really' packing. I.e: not the orange pistol.

## Next Gen?

Close up, the enemies look great and the animation is fantastic - it's based on the famed Havok engine beloved of anyone making games with realistic rag-doll physics. Closer still, the details on effects like the fire sprinklers shown here are something that you just wouldn't see on the PS3. Loading times are quick too - if you install the 2.5 gig game to your hard drive.





## >Time Crisis 4 continued

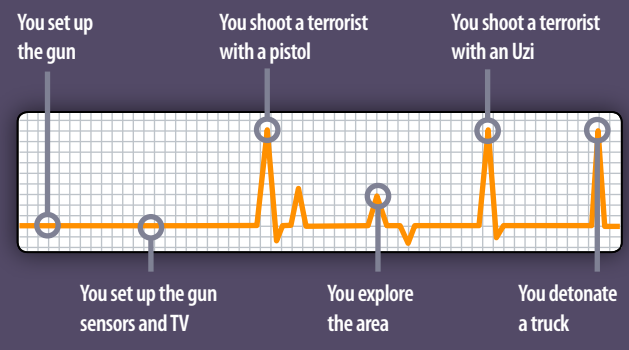
can move the camera independently of walking as usual, but the presence of the light gun feels strange - you look for a traditional cross-hair but then realise that you're playing a gun game and actually holding a gun, not a pad. Eventually, the use of the G Con3 becomes second nature but it's a bit of a military option getting it set-up and it feels a bit clunky given that it is attached to the PS3 with a USB cable. Surely, in this wi-fi world, Namco could come up with a wireless gun? Still, the added walking, strafing dimension makes Time Crisis 4 a must for fans and a feels much more of a game than a simple translation of an arcade machine designed to impress onlookers and gobble pound coins. The new mode is the meat of the game but, strangely, doesn't have quite the visual polish that you would expect. The harbour



level has sea that looks like it comes from a previous PS2 version of the game and backgrounds sometimes lack sparkle. Enemies are impressive, especially in close, knife based combat but you'll barely have time to look (or even think) before you pull the trigger. Puzzles are kept simple, given the tricky task in hand and the game eases you in, realising that you're not going to be performing head shots from the

start. The plot is exciting and, again, increasingly bizarre and cheesy but fans of Time Crisis know the drill and for those that don't, a quick look at trailers on the official site will tell you everything you need to know. If Dante from Devil May Cry worked for the FBI, he'd be a Time Crisis character, swirling around a simplistic and macho world with bravado, spurring catch-phrases at every dynamic turn. And that is Time

## PULSOMETER *Signs of life*

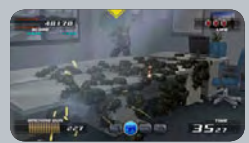


Crisis 4 - a fun shooter full of bravado and the kind of acting you see in a Steven Segal film, which is great but ultimately formulaic and a bit short lived. ●

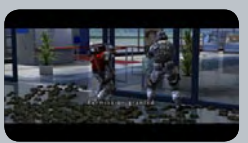
**Richard Melville**

## TERROR BITES

*Crisis? What crisis?*



There's not just enemy men out to get you, there's terrifying beetle critters too. Shoot, shoot, SHOOT!



They're all over the airport and will test your shooting skills. Best equip the machine gun.



Peering around corners is possible thanks to the dual-stick FPS controls which feature the odd cut to your character.



Messages pop up in anime style from your military commander and Mei Ling. And by Mei Ling we mean Beth.



In arcade mode, two players can compete and take on enemies as one unit.

## P3Zine Verdict

*Brash, loud and exciting. But limited for solo play.*

+ Great new controls

+ Good value, overall

- Visuals aren't up to PS3 standard everywhere

**77** %





# Gran Turismo 5 Prologue

*A playable demo worth paying for?*

**Y**ou can't help but admire Sony's audacity. With Gran Turismo 5 Prologue you are essentially paying £25 for what is in effect a playable demo; a mere sampling of content from the full game that's due sometime in the next year. While other companies are happy to release free demos online or multiplayer beta-tests, it's quite astonishing that with GT5 Prologue you're actually required to pay a fair old wedge of cash for it. But this

**"Gameplay and technology that stands alone"**

is Gran Turismo, this is Polyphony Digital - and as such you're getting access to gameplay and technology that stands alone in its sheer magnificence.

Right from the off, GT5 Prologue impresses with a level of quality rarely seen in any console game.

The Ferrari F1 car can only be bought when you've completed the single-player game. And it costs two million credits!



If you've downloaded the Gran Turismo HD sampler from the PlayStation Store, you'll have some idea of the beauty of the game's cars, the wonderful 1080p visuals and the super-smooth 60 frames per second update. GT5 Prologue steps things up to a new level with

## GRAN TURISMO LANDS IN LONDON

*England's capital sets new graphical standards*



**Circus skills**

**Getaway**

**Replay**

### Circus skills

Set in an area encompassing Trafalgar Square and Piccadilly Circus, Gran Turismo 5's interpretation of a section of the world's most famous city is easily the most graphical superb GT circuit yet seen, boasting an obscene level of visual detail.

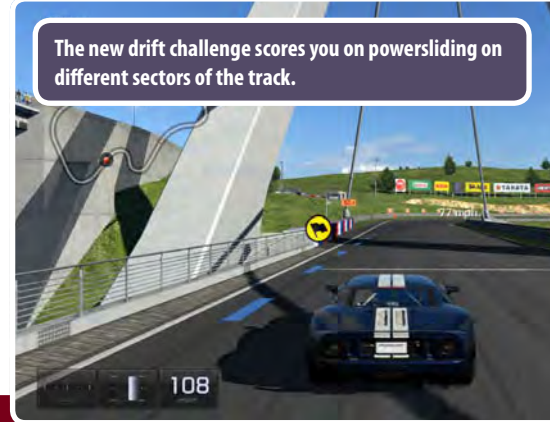
The Honda Integra Type R. The only choice as your first motor in GT5. Anything else is a waste of money.



The Ferrari 430 is just one of a range of Italian stallions you can add to your garage - if you can earn enough cash.



The new drift challenge scores you on powersliding on different sectors of the track.







A close-up of the maniacal Ferrari F40, one of the cars added to the UK version of the game.



Super-mini versus Lotus on the London circuit. This track does have some slowdown and screen tear when lots is going on.

## Next Gen?

Gran Turismo 5 Prologue's next gen credentials are beyond doubt - it's easily one of the most technically accomplished games seen on PlayStation 3. This shot of the London street racing track gives you some idea of the visual magnificence the game offers in 1080p at 60 frames per second. There's also support for uncompressed 7.1 surround sound too. The best argument for buying GT5 Prologue is its undeniable status as the most impressive technological tour de force for PS3.



### >GT5 Prologue continued

even more detail, far more ambitious circuits and the best, most realistic lighting effects seen in any console game. Just as a demonstration piece for the power of PlayStation 3 it's a wonderful piece of code, but more than that, Polyphony has managed to improve the core gameplay - the beautiful physics model that powers the game's handling system is even better than ever.

Content-wise, things look pretty good on paper considering that it is indeed a mere 'prologue'. There are 71 cars contained in the game - a broad cross-section of motors from the most basic to the most powerful supercars on the planet, along with six courses. These circuits each have two variations (either reverse versions or else slightly tweaked renditions with more corners) effectively giving you 12

different tracks to master. However, in practice, only a handful of the cars are actually practical for the tasks the game charges you with, and the circuit variations do little to stave off an inevitable sense of déjà vu as you battle through the many races on offer in the single-player mode. It's effectively just an enlarged

*"The physics model is even better than ever"*

## GRAN TURISMO: FINALLY ONLINE

Up to 16 players battle it out for racing supremacy



GT's beautiful presentation extends to the online races, which kick off showing your car being prepped by the engineers.



The race kicks off and the amount of automotive metal on-screen at any given point is astonishing.



Of course, with this many players taking part, the carnage when you reach the first corner is incredible!



Races are banded by the class of car participating. Enter a Class A race without a Ferrari or Nissan GT-R and you're hopelessly outclassed.



Some of the most intense racing actually comes with slower cars in smaller, more intimate races through the streets of London.

Roll over screen for annotations











# Condemned 2: Bloodshot

**Publisher:** SEGA  
**Developer:** Monolith  
**Heritage:** Condemned, F.E.A.R.  
**Link:** www.condemnedgame.com  
**OUT NOW**

*Will Condemned 2 be Condemned to the bargain bins, or a sequel worth having?*

If you've been a staunch supporter of the PlayStation brand, and don't own an Xbox 360, the chances are you may have missed out on the original Condemned. Part of the 360's launch line up (and certainly one of the stronger titles amongst it), the original Condemned was a disturbing ride through horror hell, as you played Ethan Thomas, a cop hot on the trail of a deadly serial

killer. Set a few years after the events of the last game, where Ethan is a broken, and bitter man, Condemned 2 again sees Ethan drawn back into the line of fire, to track down yet another group of serial killers. Yet this time, it's even better than before.

Condemned 2 is really everything it sets out to be - it's gruesome, it's at times, genuinely unnerving, and above all else, it's very, very dark, in



We've seen scarier things than this on Broad Street at midday. Hey, maybe he just wants a hug?

every discernible way. Not only is the game itself, with its emphasis on sick hand-to-hand bludgeoning combat, an incredibly adult experience, but the actual environments themselves

seem a lot darker in tone, with many walls coated in a mysterious black goo, which seems to spawn monsters.

In a stark contrast to the first



For once, the PS3 experience is just as smooth as on other formats.



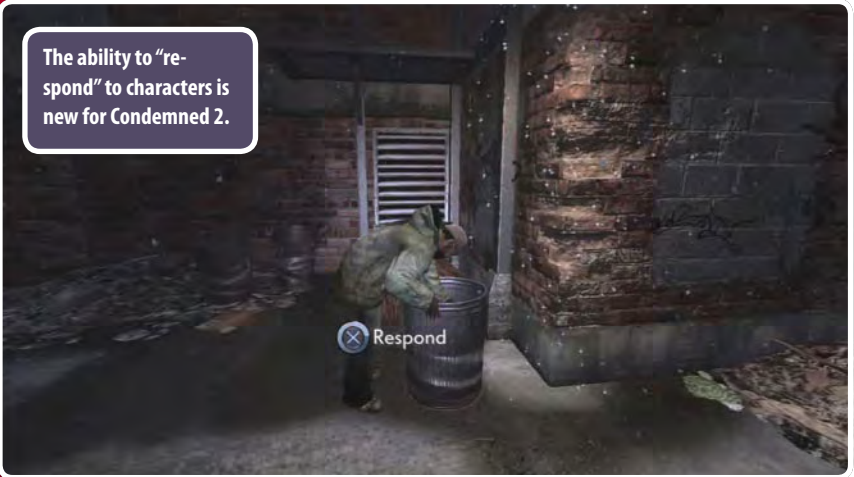
**"Gruesome, unnerving, and very, very dark"**

Guns are a rarity in Condemned 2, and come with just one clip of bullets.

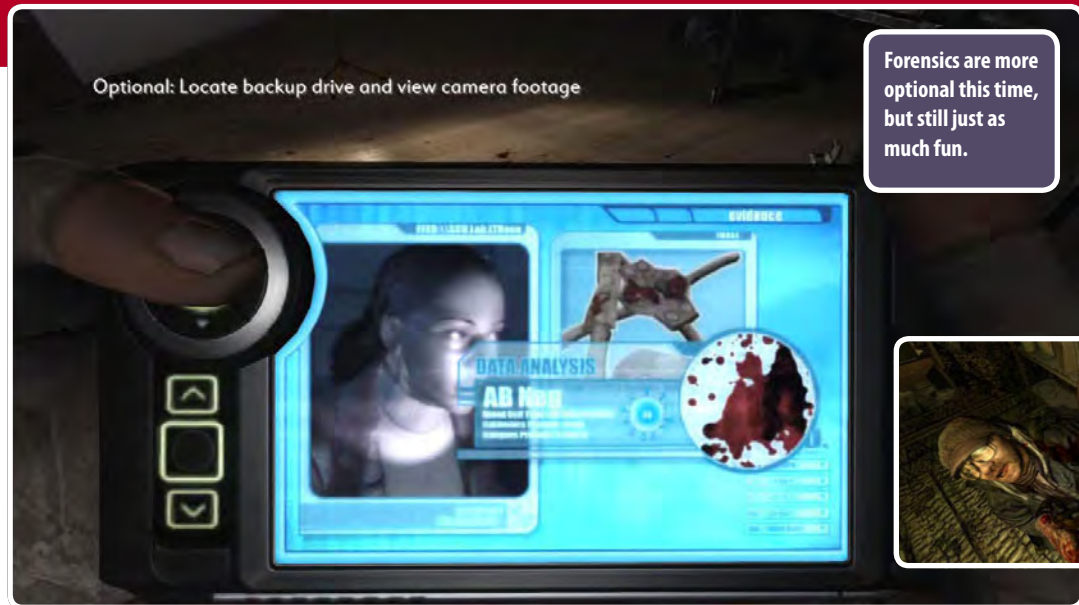


👤 Roll over screen for annotations



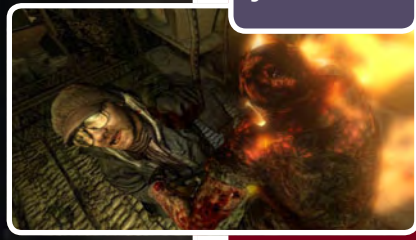


The ability to "re-pond" to characters is new for Condemned 2.



Forensics are more optional this time, but still just as much fun.

Being attacked by a flaming corpse is not good.



## >Condemned 2 continued

game, Condemned 2 seems to be a lot more about the paranormal, and this is, in fact, a good thing. Giving the game a much spookier feel, whilst also turning the game away from some the harsh realities of the original, the whole greater emphasis on paranormal activity actually

makes the game scarier, and adds a great deal of intrigue to the story, which would actually be quite weak without it.

However, possibly the greatest improvement to Condemned 2 is the combat, which now seems to flow a hell of a lot better. The

addition of new combos, such as the ability to do a one-two punch, followed up with a devastating third blow (accompanied by the relevant prompts on screen), speeds everything up a surprising amount,

and makes fighting with enemies a lot more interesting. The original's sickening environmental kills also make their return here, and are a lot easier to pull off, with the relevant hot-spots in the environment

## FREEZE FRAME

Wh-who are you? Wh-what do you want?



**5 MINUTES**  
This bum's the first guy you meet, but Ethan instantly insults him. That's not how you make friends...



**10 MINUTES**  
Before too long you're attacked by some weird dude, and then things start getting out of hand.



**60 MINUTES**  
A bit later, you're reunited with your former police buddies. This guy had scary eyes, so we just did what he said.



**90 MINUTES**  
Before long, you're back to your old ways, scanning bodies, and reporting evidence, like a good police man should do.

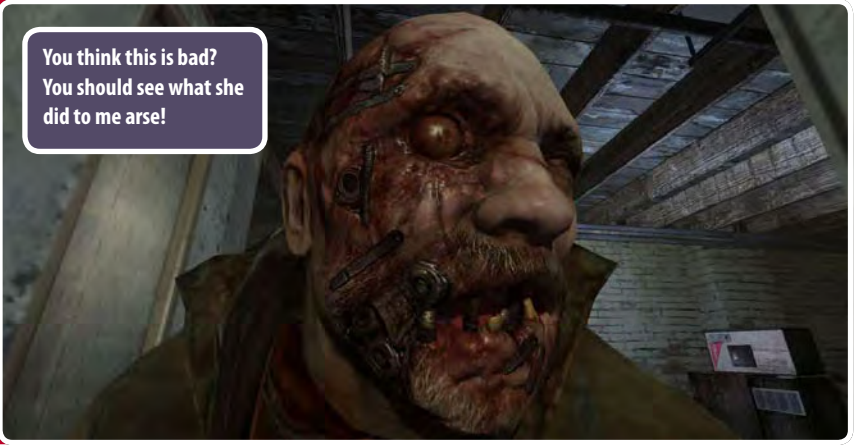


**120 MINUTES**  
Problem is, once you're sucked in this far, it's often quite hard to escape. Muhahahahaha! Ahem.

**"The greatest improvement to Condemned 2 is the combat"**







You think this is bad? You should see what she did to me arse!



Who knows what lurks around that corner? If it was a fluffy bunny, that would really surprise us.

**"Everything you could hope a sequel could be"**



Flaming man, flaming wood, or a flaming crowbar? Either way, it looks pretty deadly.

## NIP TUCK

*Dr., I think we've got a problem*



**Tools of the trade**

**Diagnosis, murder**

**The dues!**

### Tools of the trade

The forensics system was one of the most successful parts of Condemned, and we're pleased it's present and correct in the sequel as well. To initiate it, all you have to do is find something suspicious, and then choose to investigate.

### >Condemned 2 continued

marked with skulls from the second you start dragging your enemy towards his inevitable doom.

The level design, too, seems a lot better than before, with more scripted scenes breaking up the gameplay, though never enough to intrude on the sense of lonesome fear. Thankfully, the environments you'll explore are not only a lot more varied, but also a lot more cluttered than before, and as a result,

everywhere seems more realistic. As a secondary effect, this also means there are more weapons around, which makes it all the easier to defend yourself when a raging psychopath jumps out from behind that toilet...

Condemned 2 is really everything you could hope a sequel could be. It's bigger, better, bolder, and more action packed than the original, with a layer of polish, and combat that's

been tweaked to perfection. There's also no lengthy install to sit through before you can start playing, which, in these days of Devil May Cry 4, is something of a welcome change from the norm. And though its environments are decrepit, and its enemies are disturbing, something about Condemned 2 will keep you coming back for more.

**Ian Morris**



Hey, you've got a bit of goo on your chin... No, there's still a little more.

**P3Zine Verdict**

*A terrifying pleasure*

- + Excellent combat
- + Well designed
- Poor plot

**86%**



# PlayStation Network

Say hello to another duo of new games available for download today...



"We were looking forward to Pain because it looked like the perfect videogame"

## Pain

Publisher: SCEE | Developer: Idol Minds | Price: £4.99

We've been waiting for this one for some time, and not only because it was released on the US store several months before it's finally seen release over here. No, we were looking forward to Pain because, to us, it looked like the perfect videogame - a light hearted, tongue in cheek splat-em-up, that was everything Flatout's party mode provided, and more. Yet now the

final thing's here, we find ourselves somewhat disappointed.

Yes, the game is still the fun blend of immature, vulgar humour, random objects, with the unsurpassable joy of slamming your character's face through a plate glass window we expected, but the whole experience is somewhat dampened by the over complex controls. Had the game had a simple, one button control scheme, then it could have opened

itself to a whole new audience, but by making the most of every button on the face of the PS3, we think it's managed to overcomplicate things somewhat.

With four modes on offer, which mostly revolve around either smashing your way through various pieces of scenery, or throwing someone else through them, there's certainly plenty to do here, but the single play area, and the game's

insistence on trying to sell you extra characters for real-world money leaves this one feeling fun, but limited. ●

**P3Zine Verdict**  
*Could have been better*

- + Fun for a while
- Overly complex

**72%**

## Reel Fishing

Publisher: Natsume  
Developer: Victor Interactive | Price: £3.49



Never let it be said that Sony mistreats us Europeans. While America gets exclusives such as Everyday Shooter and Pain a good few months before us, Sony have let us get one up on our American neighbours, with the exclusive UK re-release of PlayStation One powerhouse, Reel Fishing. Oh. With a learning curve that's steeper than most cliffs, Reel Fishing doesn't exactly welcome you with open arms, and seems to have been designed almost exclusively for the "hardcore" fishing crowd, if such a thing exists. We'd suggest you put your pennies towards Pain instead, as that's by far the superior game. ●

**P3Zine Verdict**  
*It got away.*

- + Fish fans may like it
- Bottom feed

**40%**



# G.T. Eh?

Why PS3 owners are getting a raw deal on Grand Theft Auto IV

*"The question is, are you better off buying it on 360?"*



**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.

Since the release of GTA III, the names of Grand Theft Auto and PlayStation have been synonymous. It's been a hugely important franchise to Sony, helping to shift millions of PS2 units alone, on its way to becoming the biggest series in gaming. And, by the time you read this, it'll be a mere seven days away from release. So, you're going to buy the PS3 version, right? Well, if you don't own any other consoles, of course you are. But if you're one of the fortunates who owns both a PS3 and a 360, then that choice no longer looks like a wise one. Because, much as a publication focusing on Sony's console shouldn't really be admitting this, you'd be better off

buying it on 360.

Now before people go demanding my head, let me explain why this is the case. The first reason is admittedly more of an educated assumption than something based on absolute cold, hard fact, but doesn't anyone else find it a little worrying that everything we've seen so far about the game has been based on 360 code? Pretty much all the previews you've read, the shots you've seen, the videos the developer itself has unveiled - it's not been the PS3 version on show. Indeed, the suggestion was that Rockstar had found Sony's console more difficult to develop for, which in part led to the game's delay from October last year. While this can't be proven, it'd certainly fit with the excuses trotted out by other developers for shoddy PS3 ports in the recent past. Still, with no real evidence that there's anything particularly unusual going on, we're going to have to concede that any potential technical weaknesses are just that - potential. And besides, if anyone can create the perfect port, it's Rockstar.

What is a definite issue is the

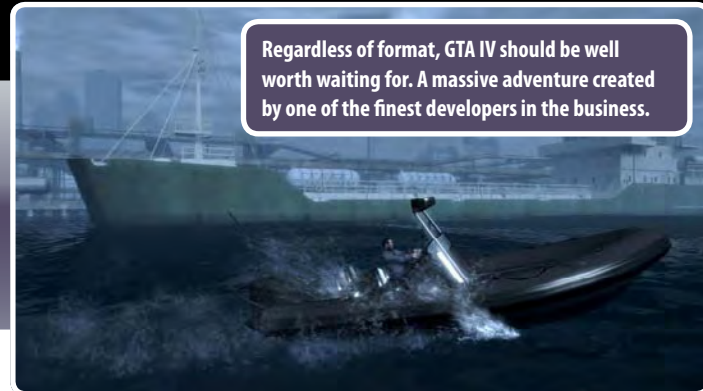
pricing. WHSmiths has already unveiled a poster with pictures of the boxart on both consoles - with a £39.99 pricetag under the 360 box and £44.99 under the PS3 one. Meanwhile, both Game and Gamestation recently confirmed their pricing would likely be the same. Again, there's probably a workaround - order it online and you'll likely find somewhere that's selling both versions cheaper, and for the same price. But that's not the point - to your average Joe on the street, GTA IV is cheaper on the 360. Advantage Microsoft, once more.

Yet the one thing which should really rankle for PS3 gamers is that 360 owners will be getting exclusive downloadable content for their version. GTA: Episode One (as it's been tentatively named) will be hitting the Xbox Live Marketplace in August. Now granted, GTA IV is a big, big game - one which most players will struggle to completely finish for a long time. With a hundred hours' worth of game including eight full hours of cutscenes, it should keep the average player busy well beyond August. But even so, it would have been nice to have the option of

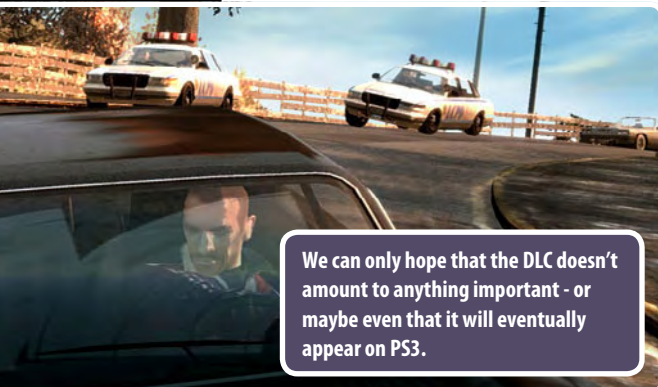
some extra content, and instead that's only going to be available to the 360 - depending on how many there are after Episode One, this could really hurt PS3 owners for some time to come.

Why Sony has allowed this to happen, I don't know. Perhaps they feel the bond between PlayStation and GTA is too strong for a few new missions or a five pound cheaper pricetag to make the difference. But in this fickle gaming climate, many multiformat gamers are going to make a choice that sees GTA moving away from what some would call its spiritual home. ●

Regardless of format, GTA IV should be well worth waiting for. A massive adventure created by one of the finest developers in the business.



The sales comparison between the two major formats will be of as much interest to some as the game itself. Expect the internet to go mental in a couple of weeks' time.



We can only hope that the DLC doesn't amount to anything important - or maybe even that it will eventually appear on PS3.







In P3Zine Issue 15

# Metal Gear Solid 4: Guns of the Patriots

**PLUS!**

**Haze**  
**LEGO Indiana Jones: The Original Adventures**  
**Sid Meier's Civilization Revolution**

## Issue 15 Out May 15th

**MORE FREE MAGAZINES! LATEST ISSUES!**

**DON'T MISS ISSUE 15 SUBSCRIBE FOR FREE!**

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

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

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

**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

*Call Duncan to discover how e-publications can work for you!*

Design: Tanya Oliver  
Contributors: Steve Hill, Ian Morris, Chris Schilling, Rich Melville

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from our website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.  
All contents © Cranberry Publishing Ltd 2007  
Company registration number: 4987058



# Want more PlayStation3?

# N4G THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers

<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

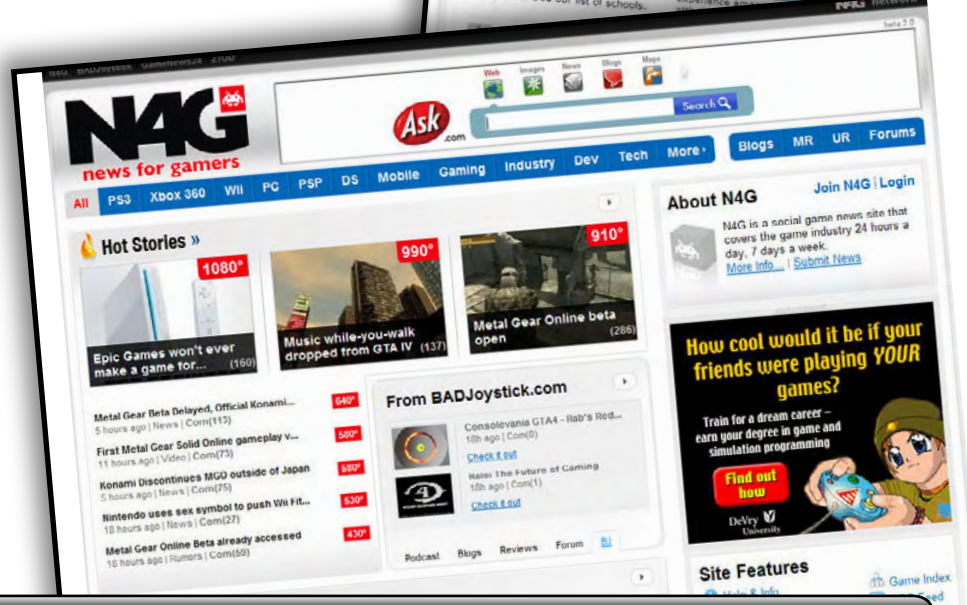
The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

You've reached the end of the main magazine. What would you like to do?

- Exit this issue and go and download another magazine?
- Exit this issue and subscribe FREE for future issues?
- Exit. Read The Bourne Conspiracy Supplement.







ROBERT LUDLUM'S

# THE BOURNE CONSPIRACY™

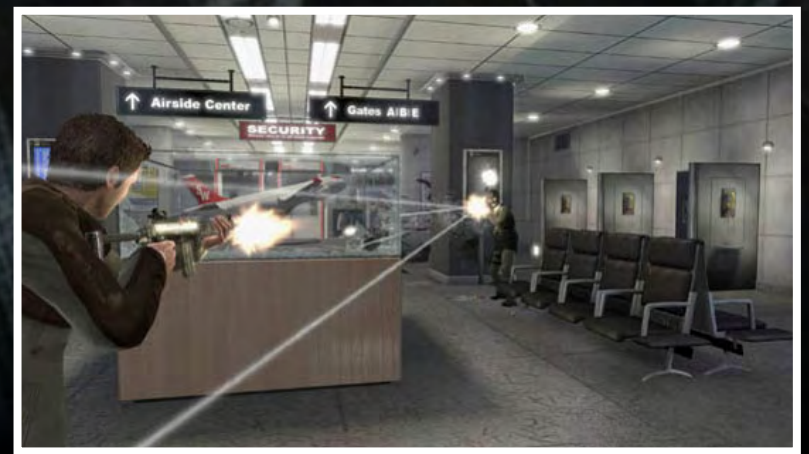
**EXCLUSIVE PREVIEW**

# THE BOURNE CONSPIRACY

**PLUS**

**EXCLUSIVE INTERVIEW**

We talk to Lead Designer Rory McGuire inside...







INTERVIEW



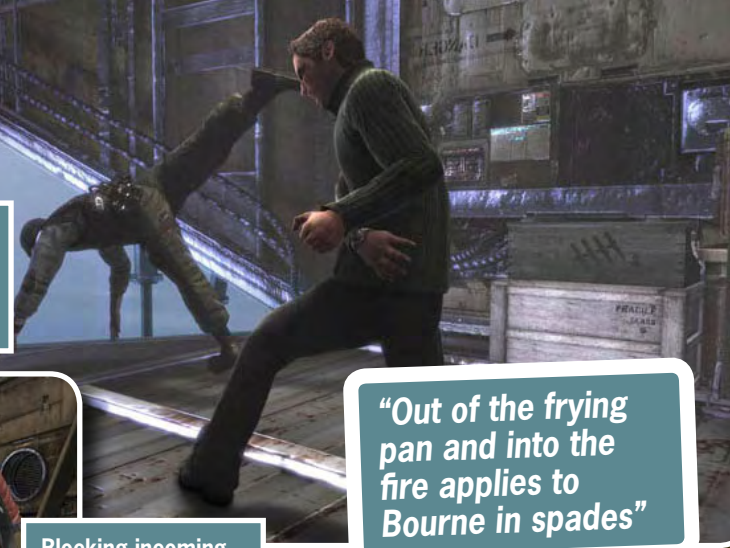
PROFILE

Rory McGuire is Lead Designer at High Moon Studios and the man behind Robert Ludlum's Bourne Conspiracy.

Bourne has plenty of melee moves to take the enemy down.

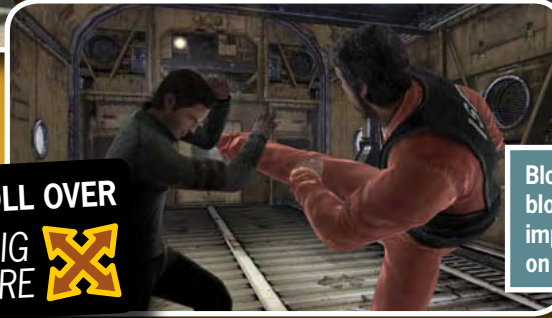


A well-timed attack will send your enemies flying.



"Out of the frying pan and into the fire applies to Bourne in spades"

ROLL OVER  
THE BIG PICTURE



Blocking incoming blows is as important as going on the offensive.

# Bourne to win

Lead Designer Rory McGuire waxes lyrical about Jason Bourne's first videogame adventure

**Are the events of the game more closely inspired by Robert Ludlum's original novel, or the Bourne Identity film?**

The video game is a companion to both the films and the books. It's essentially a third shelf, adding a video game based on Jason Bourne's mythology to the existing Bourne entertainment library. We've taken inspiration from both the films and books, redefining Bourne from a film and book action hero into a game character that players can become. In the game the notion of 'being'

Bourne is conveyed through the action, the experiences and sense of control players will feel in settings that are both recognisable and fresh.

**From the screenshots and footage shown so far, it looks like there's more gunplay in the game in comparison to the Bourne films - why is that?**

All the action in the game is defined around Bourne's signature abilities that make him the perfect human weapon. This is represented in the films through Bourne's hand-to-hand

combat skills, his ability to escape deadly situations and even his skill behind the wheel of a car. Bourne finds himself in these situations because in the films, he's a malfunctioning government agent on the run. He's also developed a conscience - a traumatic side effect of his past as an assassin and, at times, an indiscriminate killer. This is why firefight scenes are brief in the movies; he's not going to run around gunning down those hunting for him, especially considering that, for the most part, these are civil personnel like he used to be. Yet to us, even in those brief moments with a gun, Bourne still displays that same combat expertise. For the game, we created a framework for both fighting and shooting by letting players become both Bourne the hunted (i.e. the Bourne you know from the films)

and Bourne the hunter being sent on assassination missions for Treadstone. From a game play standpoint, this allowed us to create an action game that gives players the option of moving seamlessly between fighting and shooting. Ultimately, the design of the combat in the game and the arsenal and abilities given to players are well within the parameters of the character of Jason Bourne.

**The game spends some time exploring Bourne's past prior to events in Identity - will certain scenes have more resonance to those who are more familiar with the series?**

Working with the Ludlum estate and Tony Gilroy - the screenwriter on all three films - we expanded on the storyline of the books and films to uncover the events that led to Bourne's breakdown. In the game, players relive missions from Bourne's past as a fully functioning government weapon. Each mission, while fun to the player, is





→ INTERVIEW CONTINUED

in a sense a complete disaster. Bourne is given bad intel by his Treadstone handler Conklin, he's put in bad situations and he's always left fighting for himself without any plan to exfiltrate him. These situations force him to fight his way out, indiscriminately killing those in his way. For Bourne fans, it's a new chapter and experience in the history of the character they've come to know. For any action game fan, they're exciting missions where the objectives and situations are always changing, and the action is running at a constant high pace.

**How important was it to have the support of Robert Ludlum's estate holders? Did that allow you more freedom for what you could include in the game?**

It was critical to have not just involvement, but a good working relationship with folks at Ludlum



The bone-crunching sound effects will really make you wince.



"The goal was to consistently make the player feel like the star of the action"

The game moves from one-on-one fights to larger scale gun battles with amazing smoothness.

Entertainment. With Robert Ludlum's passing, they are the guardians of his creative vision for Jason Bourne. They gave us the right boundaries for the mythology Mr. Ludlum has created for this character and his compelling story. That enabled us to explore and become creative with what we could do within that space.

**After Matt Damon ended his involvement with the series, obviously it was impossible to have Bourne look like the actor. When he reconsidered his**

**position and signed up for a fourth film, did you consider approaching him again, or was the game too far forward at that stage?**

We wanted Matt Damon to portray the game character when

we first began development, but that was during the time when he was publicly questioning if he would even continue with the film franchise. We want to establish a game franchise for Jason Bourne. While naturally any future games are going to be dependant on the success of this first title, there still has to be a solid, consistent foundation for that. For us, first and foremost, that reality came through creating compelling gameplay defined around the most meaningful elements that typify Bourne. Ultimately, our goal is to immerse players in the character and his universe, to let them 'become Bourne'. Celebrity involvement very quickly took a back seat for us.

**The game has several brutal fight sequences, which were choreographed by the fight co-ordinator on the film series. Given that the interactivity required means it's impossible to**

**recreate the shaky-cam rapid-cut action of the movies themselves, how difficult was it to get the desired effect?**

Indeed, we spent time directly with Mr. Jeff Imada, the fight choreographer on the movies. He not only helped motion capture all our animations, but he also assisted in designing the fight system that we have today. Beyond just the movements that the characters execute, fight choreography is also central in the movies and they way they are framed. The handheld camera style of Paul Greengrass is really one of the essences of the Bourne franchise as a whole; and it's influenced moviemaking substantially in the years that have followed since *Supremacy* and recently *Ultimatum*. The goal was to consistently make the player feel like they were the star of the action when they were controlling the character; we wanted to make sure that the player didn't

WATCH THE TRAILER!

Click Play to see the game trailer now...

▶





## → INTERVIEW CONTINUED

feel like the only time the game was cinematic was during a cutscene. To capture that feel of the movies, the approach that we took was a philosophy of “The player always has a camera man following him” this philosophy guided all the time we spent working on cameras. As a result, we were able to get a very cinematic feel when the player was in-game and in control of Bourne.

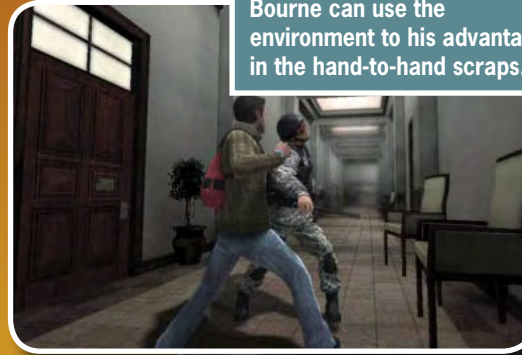
### **Tell us more about the Quick-Action Events - what sets them apart from the QTEs featured in other games?**

The approach that we took with Quick-Actions was that it was moments of action that normally most games would show in a cinematic we wanted to deliver in-game and with the player

participating in. When the player gets a quick action sequence, it's usually something incredibly over the top that is going to leave their jaw on the floor when they actually get to participate in it.

### **The game is split between hand-to-hand combat and gunfights, with Escape and Evade sections too - does the game lean more heavily towards one single aspect, or have you tried to mix it up as much as possible?**

One of the true strengths of the game is the seamlessness of the hand-to-hand and shooting. Not only the seamless transitions but the control that the player has when choosing who he engages. If an



Bourne can use the environment to his advantage in the hand-to-hand scraps.



It wouldn't be Bourne without a blistering car chase – and thankfully the game delivers on that front in spades.

enemy presents himself, it's ultimately up to the player how he solves a situation, he makes the choice whether it's going to be through hand-to-hand or weapon use. The player can choose to hang back or rush forward and engage them. We mix things up on the player for setups and the situations he runs into, but the player himself is also able to alter his strategy, depending on how he feels at any given moment.

### **The pacing of the films is arguably what makes them so compelling - is that something you were particularly keen to get across in the game?**

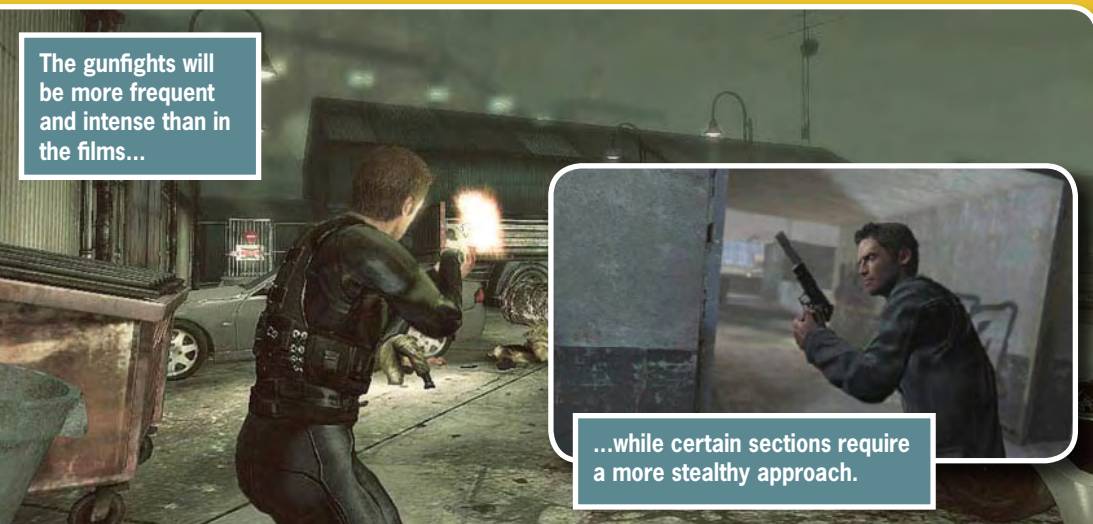
Absolutely. The pacing of the films is what makes them what they are. Bourne always has a threat behind him pushing him along (such as police or military). Additionally, he's always being presented with problems in front of him. The old cliché of “out of

the frying pan and into the fire” applies to Bourne in spades. The essence of the Bourne character in the books and movies, but what we captured in the game as well, isn't just that he's put into these situations, it's his ability to react to them. Playing as Bourne, the player will be put into these cinematic and tense situations, at times without a weapon and just their wits to get them past an embassy full of marines or half of the Parisian police force.

### **Finally, do you think Conspiracy might be the first step on the road to a whole new Bourne franchise?**

We have yet to announce anything for further titles, but both the books and the movies are a large franchise with multiple stories in their series. We hope that Conspiracy is as well received as the books and movies have been. ■

The gunfights will be more frequent and intense than in the films...



...while certain sections require a more stealthy approach.





**HANDS ON**

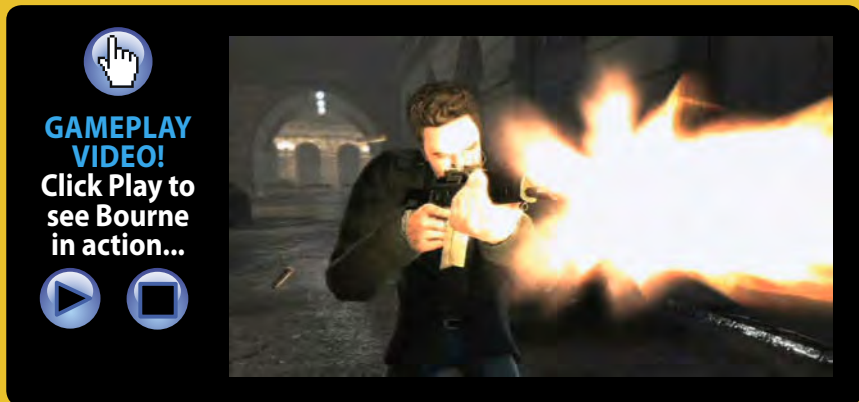
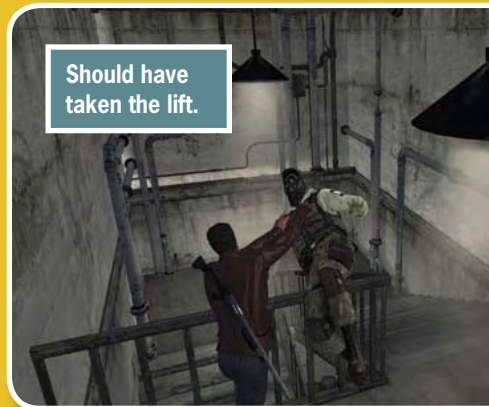
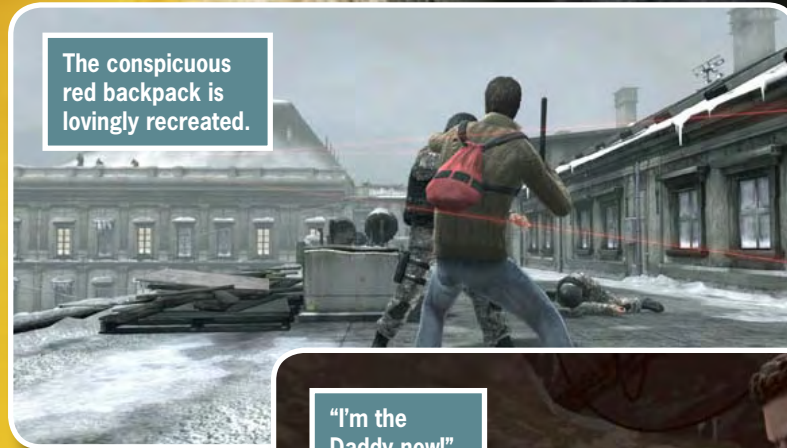
# ROBERT LUDLUM'S THE BOURNE CONSPIRACY

*He's Bourne again...*

In the space of five short years, the Bourne trilogy has seared itself indelibly into 21st century cinema, with Jason Bourne proving a prescient hero for an increasingly paranoid world. If for some reason you've never seen any of the Matt Damon films, imagine a harder-edged James Bond, with the raised

eyebrow replaced by a furrowed brow, the holiday brochure locales supplanted by bleak European cities, and the gimmicky gadgetry giving way to the techno stylings of 24. With more than a nod to the brutal thrillers of the 70s, such was the effect of Bourne's arrival that the other JB was forced to re-evaluate his act, →

ROBERT LUDLUM'S  
**THE BOURNE CONSPIRACY**  
Publisher: Vivendi  
Developer: High Moon Studios  
Heritage: Darkwatch  
Link: www.bournethegame.com  
ETA: June 27th 2008







→ **THE BOURNE CONSPIRACY CONTINUED**

culminating in Daniel Craig being repeatedly whacked in the bollocks in a pivotal scene in *Casino Royale*. The Bond films have of course spawned many a game, and the same fate was inevitable for Bourne. In fact you'd be hard pushed to think of a series that was better suited to a film adaptation. The amnesia-ridden lead character is a perfect blank canvas for the player, and he

**BOURNE TO WIN**  
*He's the man who can...*



- Fighting
- Shooting
- Driving

**FIGHTING**

*The kind of bloke who can start an argument in an empty room, Jason Bourne spends a large part of the game in hand-to-hand combat. Top grappling.*



Not the best person to subject to a bit of road rage.

**ROLL OVER THE BIG PICTURE**

With enough adrenaline, multiple takedowns are possible.

spends much of his screen time slapping enemies upside the head, shooting them, or using parts of the scenery in an inventive fashion. So it's no surprise, then, that *Conspiracy* is every bit the DVD bonus content, with the key difference being that you **are** Jason Bourne.

Incidentally, you're not Matt Damon, who had no part in the project. In fact, it's largely a clean slate in terms of film talent, although fight choreographer Jeff Imada is

involved, as is screenplay writer Tony Gilroy. While for the music, it's out with Moby, and in with superstar DJ Paul Oakenfold, who has recorded an entirely new score.

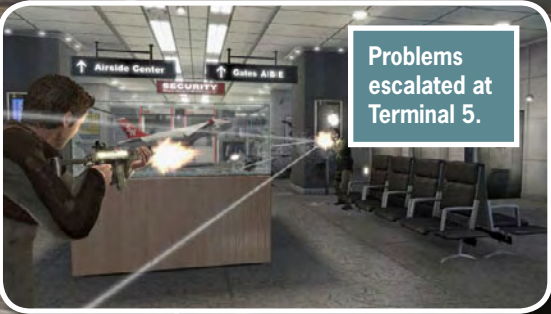
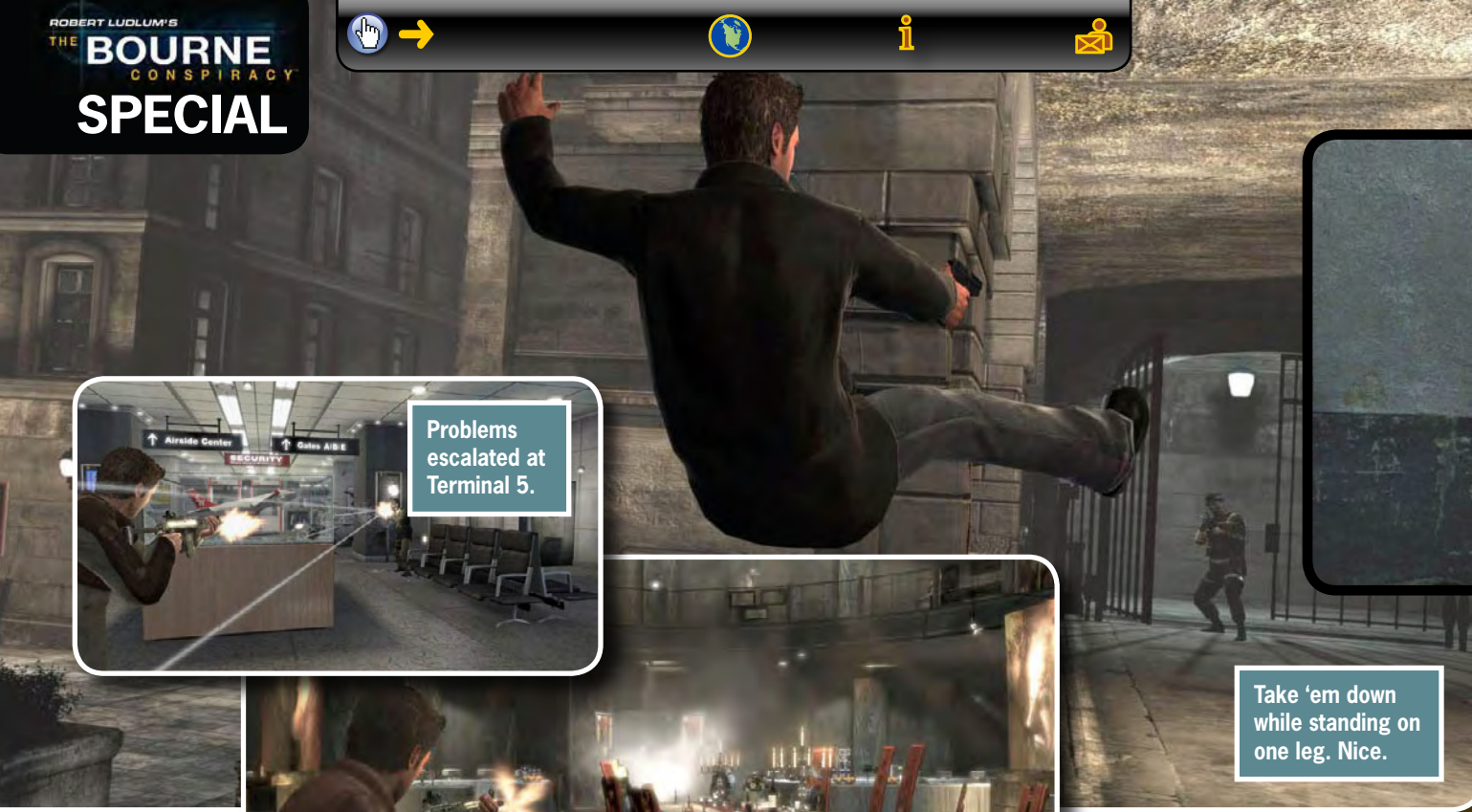
As for the story, it weaves around the fiction, with a few scenes lifted directly from *The Bourne Identity*, including the Mini Cooper car chase, and the attempted assassination of Wombosi. In fact, the opening levels build up to that key event, with the game kicking off two days before the beginning of the first film. And

pretty soon it does properly kick off. Initially, you get a chance to use your CIA-honed skills in a bar fight in Marseilles, batting away assailants with a flick of the wrist and a pummelling of the pad. With a light attack or heavy attack, various combos produce different responses, and each can be charged up to give your foe either a quick kick or full-on roundhouse. As you fight, your adrenaline bar fills up until you are able to carry out a takedown. It's here that Bourne gets really creative, with Jason using any part of the scenery to disable his enemy.

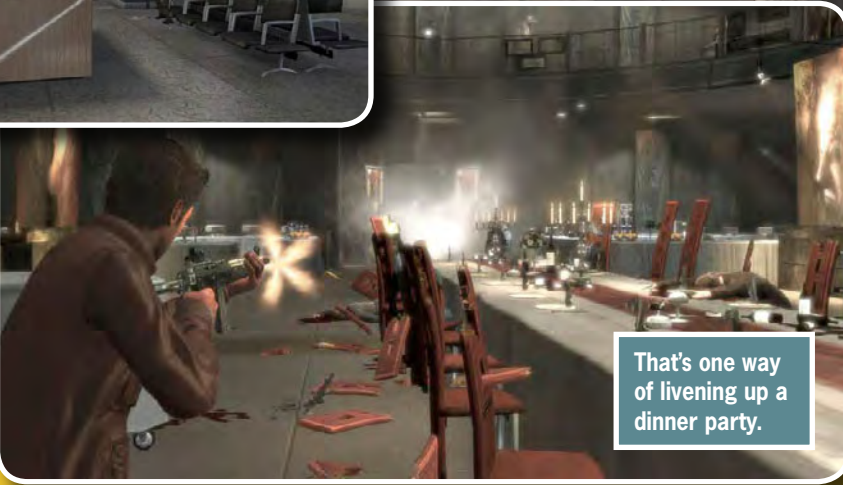
Fans of the film will recognise the →







Problems escalated at Terminal 5.



That's one way of livening up a dinner party.



Take 'em down while standing on one leg. Nice.



→ THE BOURNE CONSPIRACY CONTINUED

biro in the hand trick, along with the book in the face, but with over 250 animations included there are such delights as smacking enemies faces into a photocopier, drowning them in sinks or introducing them to the blunt end of vending machines. It really is some of the most brutal combat we've seen outside of a

traditional beat-em-up. No shirker when it comes to armoury, Bourne also progresses from pistol to shotgun to machine gun, taking on multiple enemies from the fleeting safety of anything he can find to take cover behind - there's a lovely touch where pretty much all cover in the game is fully perishable. Utilising the so-called Bourne instinct, by pressing the

relevant button, nearby enemies are highlighted and targeted, enabling you to rapidly pick them off without exposing yourself for too long. The gunfights are on the frantic side of mental, with an entire army of terrorists taking over an airport as you attempt to board a cargo plane, for instance.

Unsurprisingly, everything is presented in an extremely cinematic fashion, to the extent of Tomb Raider style interactive cut scenes. At a key moment, such as leaping out of the way of certain death, a button flashes up on screen, and you have the ungenerous part of a second to press it correctly in order to seal your fate. Thankfully, these are

easily surmountable and not frequent enough to erode the general sense of turbo charged progress.

With a healthy spread of levels promised, covering both new ground and old, Robert Ludlum's The Bourne Conspiracy is set to feature considerably more action than sitting in and watching the trilogy in its entirety. Although it has to be said, the latter option is much easier on the thumbs and heart rate. ■

