

FREE!



NAVIGATE →

P3zine

Issue 26 | April 2009

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

EXCLUSIVE!

RED FACTION GUERRILLA

Exclusive hands-on preview & interview

PLUS!

MASSIVE REVIEW
**CHRONICLES
OF RIDDICK:
ASSAULT ON
DARK ATHENA**

PREVIEW!

**Operation
Flashpoint**

PREVIEW!

**Call of
Juarez 2**

REVIEW!

**Guitar Hero
Metallica**



CONTROL →





NAVIGATE →

|02

Welcome to P3Zine



Say hello to another cracking issue of P3Zine. This month we have a trio of in-depth previews in the shape of Red Faction: Guerrilla; Operation Flashpoint: Dragon Rising; and the of so cool Call of Juarez 2. In addition we have first-looks at Wolfenstein, Dante's Inferno and Final Fantasy XIII.

Keep clicking through and you'll arrive at the reviews section where we have The Chronicles of Riddick: Assault on Dark Athena and Guitar Hero: Metallica for your delectation.

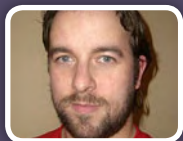
As ever, if you like what you see, don't forget to send the issue on to your mates, and do let me have your feedback...

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



Chris Schilling
Better Red than dead



Steve Hill
Chronicling Riddick



Steve Boxer
Calling Juarez

DON'T MISS!

This month's highlights...

The latest & greatest titles on PS3



Red Faction: Guerrilla

Exclusive hands-on preview & interview



Operation Flashpoint 2

Hands-on preview



Call of Juarez 2

Looking mighty fine



Guitar Hero: Metallica

Rock & roll baby

QUICK FINDER

Every game's just a click away

Wolfenstein
Final Fantasy XIII
Dante's Inferno
Red Faction: Guerrilla
Operation Flashpoint: Dragon Rising
Call of Juarez:

Bound in Blood
The Chronicles of Riddick: Assault on Dark Athena
Guitar Hero: Metallica
Burn, Zombie, Burn
PowerUp Forever

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 27 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.



CONTROL →





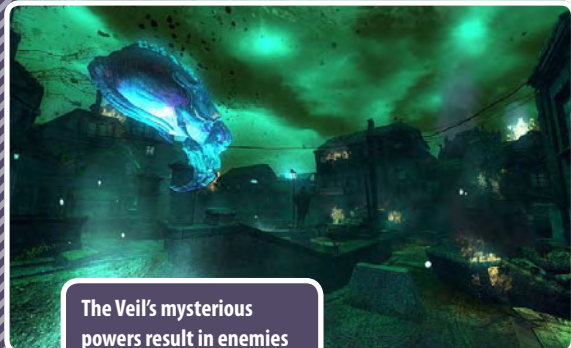
Publisher: Activision
Developer: Raven Software
Heritage: Marvel Ultimate Alliance, Quake 4
Link: www.wolfenstein.com/home/agegate?ref=home
ETA: July

There'll still be plenty of 'traditional' Nazi villains to shoot – at least before things start getting seriously supernatural.



"With huge mutated bosses and ever-more-enormous guns, this is less World War II and more World War Wow"

Resistance meets Killzone? These AI allies are no match for the Heavy Troopers.



The Veil's mysterious powers result in enemies quite unlike any other in a World War II shooter.

Wolfenstein

FIRST LOOK

A Nazi bit of business

What's the story?

It's 1943, and the Nazis are still convinced that dabbling in the occult is the best way to take over the world. Fresh from beating them in Return to Castle Wolfenstein, BJ Blazkowicz sets out to prevent this new threat – a force known simply as 'the Veil', whose power the Nazis are trying to harness so that they can crush Europe under their collective jackboot.

Why should we be excited?

Raven's shooter mixes old-school mechanics and charm with new-school tech to bring us something that feels both oddly nostalgic yet will get even the most hardened action-junkie's pulse pounding. While it's still got a tinge of the classic one-man-against-overwhelming-odds tale, BJ joins forces with three different factions who can help him get one step closer to the Nazis, use their weapons against them, or upgrade his existing armoury. It seems the Veil can benefit you too – a collectible amulet allows you to use its power to spot hidden enemies and briefly slow down time, which allows BJ to take down several Nazis in one go.

Throw in huge mutated bosses and ever-more-enormous guns, and this is less World War II and more World War Wow.

When do we get more?

The game's going to be released 'when it's done', but we're expecting to spend some more time with it in late May/early June. We'll bring you our hands-on impressions shortly thereafter.

Anything else to declare?

The game uses the id Tech 4 engine, with a modified version of the engine for the multiplayer mode, which is the same as the one used in Enemy Territory: Quake Wars.



OUT 3RD APRIL

NINJA BLADE

A MODERN-DAY NINJA FOR A 21ST-CENTURY ENEMY



PLAYBACK OPTIONS:

'A SLICK NINJA GAIDEN CLONE THAT'S BEEN PULLED OFF RATHER NICELY'
OFFICIAL XBOX MAGAZINE

'ACE! IT LOOKS SUPERB AND HAD A GREAT FEEL TO IT'
NEWS OF THE WORLD



AN ARSENAL OF WEAPONS BEYOND BLADES | UNRELENTING ACTION FROM STREET TO SKYSCRAPER | STUNNING IN-GAME CINEMATOGRAPHY

© 2009 FromSoftware, Inc. All rights reserved. Ninja Blade is a trademark of FromSoftware, Inc. © 2009 Microsoft Corporation. All rights reserved. Xbox, Xbox 360, Xbox LIVE and the Xbox logos are trademarks of the Microsoft group of companies.



FROM SOFTWARE

Jump in.





Publisher: Square-Enix
Developer: Square-Enix
Heritage:
Final Fantasy series
Link: www.square-enix.co.jp/fabula/ff13
ETA: TBA

PREVIEW FEEDBACK!
Click here to tell us what you think of Final Fantasy XIII



FFXII's battle system invigorated the rather staid combat mechanics of most RPGs, though traditionalists were up in arms. Can XIII's approach keep everyone happy?



XIII's graphics look spectacular, particularly on the more elaborate moves.



Enemy design is suitably weird and wonderful.

"Male character Snow rides into battle on a motorbike. Meanwhile, protagonist Lightning carries a sword which is also a gun"

Final Fantasy XIII



Lucky for some?

What's the story?

Only just about the biggest Japanese-developed release of the year, that's all. It's the story of a race called the fal'Cie, a giant floating city named Cocoon, a rebellion by the humans living in said city, and eventually a war between the fal'Cie and humanity. Into which steps Lightning, a sort of female Cloud Strife, who is tasked against her will to bring down Cocoon. Expect internal conflicts, epic sweep and lots of numbers appearing over characters' heads.

Why should we be excited?

After XII's revolutionary but divisive battle system, we're back in turn-based territory, though the approach taken here is far from traditional. The popular Active Time Battle mechanic returns, but it's enhanced by tweaks which allow you to stack attacks and unleash them simultaneously, allowing characters to chain combos for devastating damage. And rather than MP, the actions you use in combat are determined by 'cost points'. Despite the return to a more strategic, command-based system, the transitions between world exploration and battle sequences and back again are all but seamless.

When do we get more?

There's a demo out in Japan next month. Otherwise it's anyone's guess as to when it reaches UK shores.

Anything else to declare?

Male character Snow rides into battle on a motorbike. Meanwhile, protagonist Lightning carries a sword which is also a gun. A double dose of awesome, then, and there's plenty more where that came from...



GUITAR HERO®

WORLD TOUR

UNLEASH YOUR INNER ROCKSTAR!



WIRELESS GUITAR CONTROLLER:

Re-designed for the ultimate playing experience, including:

- Neck slider for nailing the most intense solos
- Dedicated star power button and re-designed controls for improved gameplay
- Interchangeable faceplates for customising your look*
- Also compatible with Guitar Hero® games for the Xbox 360®



WIRED MICROPHONE:

- Sing along using the mic and infuse your own style into the music

**ROCK OUT ON THE GUITAR CONTROLLER
OR ADD A DRUM KIT CONTROLLER AND A MIC
FOR THE BAND EXPERIENCE**

WIRELESS DRUM KIT:

The most authentic drums available, including:

- Quiet surfaces so you can hear the music
- Pressure-sensitive pads allow creation of a wide range of sounds
- Authentic arrangement of the pads to mimic an actual drum set with raised cymbals



PLAYBACK OPTIONS:



Create your own rocker, choose from your favourite Guitar Hero icons or take the stage as the biggest rock stars around.



Compose, record, edit, and share your own music online. Download and play community-created content for free! **



Rock out solo, with another guitarist or with a band. Kick it up with 4 vs. 4 Battle of the Bands play. **

COMING AUTUMN 2008

*Additional faceplates sold separately **Some features may be limited in the Wii™ and PlayStation®2 Guitar Hero World Tour games



PlayStation 2

PLAYSTATION 3



Wii



Guitar Hero® World Tour © 2008 Activision Publishing, Inc. Guitar Hero, Activision and RedOctane are registered trademarks of Activision Publishing, Inc. Patents Pending. "12", "PlayStation" and "PLAYSTATION" are 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. Wii AND THE WII LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks and trade names are the properties of their respective owners. All rights reserved. Activision makes no guarantees regarding the availability of online play, and may modify or discontinue online service in its discretion without notice, including for example, ceasing online service for economic reasons due to a limited number of players continuing to make use of the service over time.

ACTIVISION
activision.com



CONTROL →



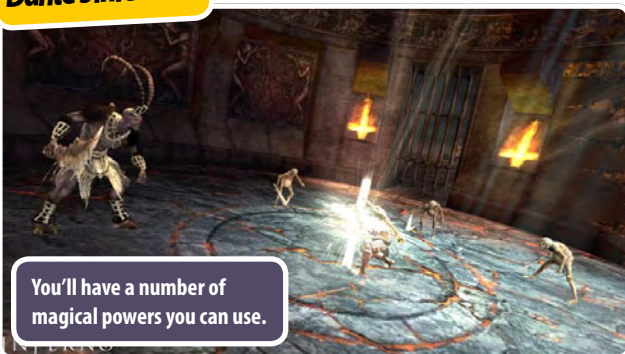
It's early days yet, but an encouraging sign is that the developer aims to have the action locked at 60fps.



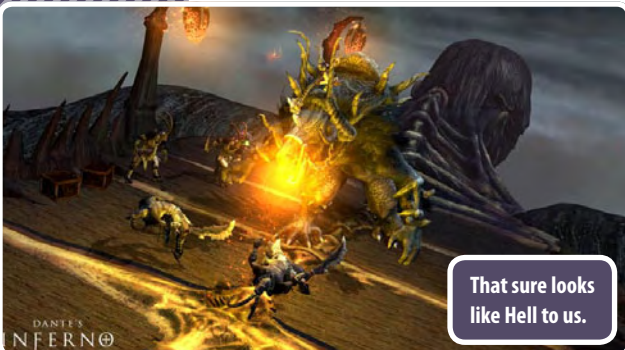
**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Dante's Inferno

*"Dante's Inferno
controls very similarly to
God of War, but EA won't
mind the comparison"*

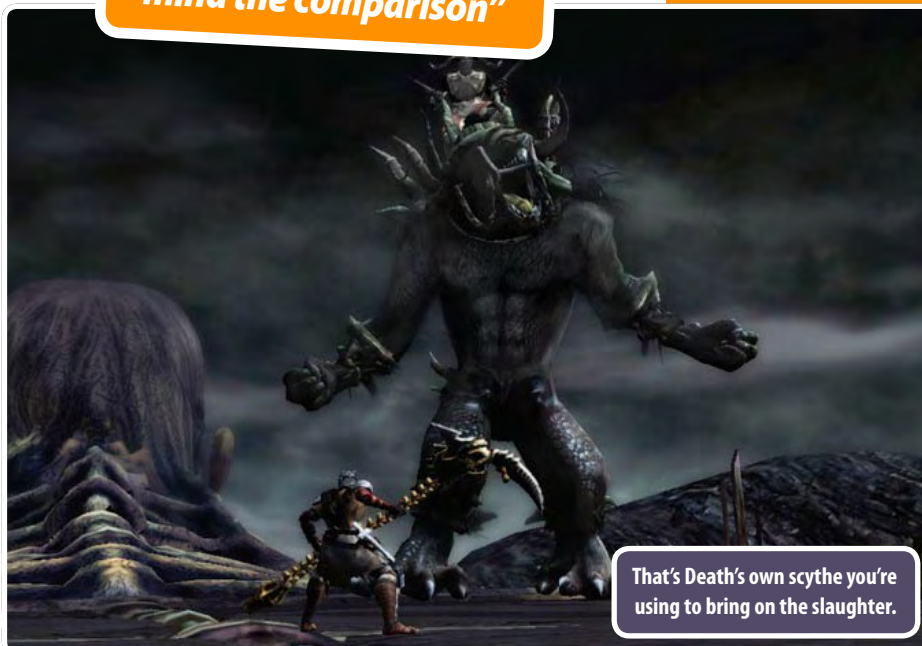
You'll have a number of
magical powers you can use.



That sure looks
like Hell to us.



That's Death's own scythe you're
using to bring on the slaughter.



Dante's Inferno

FIRST
LOOK

Burn, baby, burn

What's the story?

Well, kudos to EA for thinking outside the box with this one, as there aren't many games based on 14th Century Italian epic poems (unless Rockstar is planning a Grand Theft Decamerone). Yet one glance at Dante's Inferno, and it seems Dead Space developer EA Redwood Shores, fresh from pilfering ideas from Resident Evil 4, has another influence in its sights. Yep, it's all looking very God of War so far, but given that Dead Space out-scared Resi, we wouldn't bet against the apprentice giving the master a run for his money here, either.

What do we know?

There's a little bit of artistic licence taken here with the plot, but the basics remain the same – you play as Dante, who's venturing through the nine circles of Hell to rescue the soul of a pretty maiden (it's always about a girl, isn't it?) Anyway, sensing that being guided through Hell by a fellow poet wouldn't necessarily make for an entertaining game, EA has ramped up the action, throwing plenty of huge beasts at Dante, which he has to tackle in true Kratos style – i.e. by hacking them to bits. It controls very similarly to God of War, but EA won't mind the comparison – it's just hoping it can topple even the operatic extremes of Sony's game. And if it manages that, we're in for a treat that will put the 'e' in 'epic'.

When do we get more?

It's not due until next year, but early impressions are very positive indeed.

Anything else to declare?

Hell will be created by a team which includes level designers who worked on Oddworld: Stranger's Wrath and Metroid Prime. With a pedigree like that, Kratos might well be nervously glancing over his shoulder.

INCOMING

Another secret six heading your way...



Scratch: The Ultimate DJ

Publisher: Genius | ETA: June

A good job that colon's there, otherwise we might have got the wrong idea. No, Scratch is a new spin (literally) on the rhythm-action genre, arriving with a turntable peripheral featuring an analogue wheel, cross fader and sample buttons. It's had input from Beastie Boys DJ Mix Master Mike, while Beasties track Intergalactic features alongside hits from Kanye West, Run DMC and – fulfilling their contractual obligation to ruin as many music games as possible – The Black-Eyed Peas.



Syberia 3

Publisher: Microids | ETA: June 2010

Okay, it's some way off yet, but we couldn't help but get excited about this forthcoming new entry to the acclaimed adventure series. It's being released simultaneously on PS3 and PC, and will apparently allow players on both formats to collaborate and increase each others' chances of reaching the end of the game, by combining their own abilities to progress.

Free Realms

Publisher: Sony Online Entertainment | ETA: Q3

Sony has big plans for this social MMO, which endeavours to offer a 'safe', family-friendly environment to encourage parents and kids to play together (assuming both parties are happy spending hours glued to the TV). It's a whimsical, light-hearted universe which features asides ranging from pet raising to car racing and that old family favourite, Goblin-battering. It's in the beta stage now, and doesn't look that far off completion.



Brutal Legend

Publisher: EA | ETA: TBA

Tim Schafer has often had critical acclaim, but his recent games – particularly quirky platform-adventure Psychonauts – haven't matched that with commercial success. Yet his next game could well be a crossover hit – the metal-themed third-person brawler combining Jack Black, axes and the power of rock to hilarious (and visually spectacular) effect. God of War with funnies? Bring it on.

Bayonetta

Publisher: Sega | ETA: TBA

Devil May Cry creator Hideki Kamiya has said that he wants his latest game to be 'sadistically hard', presumably in an attempt to one-up sword rival Tomonobu Itagaki of Ninja Gaiden fame. While it'll take some doing to beat Gaiden II in the difficulty stakes, we don't doubt his claim that Bayonetta will feature plenty of 'hardcore battle action'. More soon.



Trine

Publisher: Ascaron | ETA: Q2/3

Trine's concept sounds a little like 16-bit classic The Lost Vikings, with three swappable characters whose unique powers need to be used to progress. The Wizard can make objects hover, the Thief has a grappling hook which allows him to cross large gaps. Finally, the Warrior will be used to whack enemies into kingdom come.



IN THE PIPELINE

MAY

SACRED 2: FALLEN ANGEL
BIONIC COMMANDO

JUNE

GHOSTBUSTERS
OVERLORD II

SUMMER

KING OF FIGHTERS XII
BLAZBLUE: CALAMITY TRIGGER

SEPTEMBER

DIRT 2
G-FORCE

RED FACTION
GUERRILLA

Publisher: THQ
Developer: Volition
Heritage: Saints Row 2
Link: http://community.redfaction.com/age_gate.php
ETA: June

HANDSON

Red Faction: Guerrilla

Strife on Mars...

If Volition's vision of the future is to be believed, us humans have mastered terraforming, but we can't construct solid buildings to save our lives. Any kind of man-made structure in Red Faction: Guerrilla is fair game for protagonist Alec Mason, a hero of the popular genus 'shavenheadius spacemarinum'. From smashing up ramshackle enemy emplacements with a few hefty whacks of his sledgehammer, to dissolving 15-storey structures with a

mixture of remote charges and nano-rifle blasts, he's constantly surrounded by falling masonry. Still, it's good to see that the global recession doesn't apply on other planets, with an on-screen counter gleefully totting up the millions of credits' worth of damage you've inflicted.

All is not well as you arrive on Mars, with the totalitarian rule of the EDF causing a few problems for those simply trying to make their way on the red planet. An opening cinematic

"Any kind of man-made structure in Guerrilla is fair game for protagonist Alec Mason"



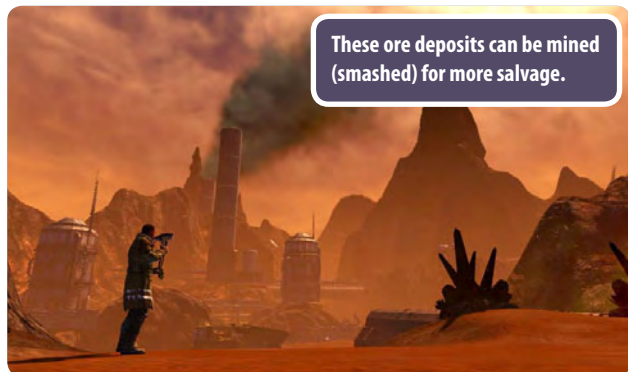
One man + upgraded Arc Welder = fried EDF troops. It's well worth hunting down extra salvage to beef up your weapons.

sees you welcomed into your new job as a miner by your brother Dan, who sets you on a simple mission to wreck some stuff and pick up the shiny salvage which represents your main source of income. His talk of EDF death squads strongly hint that Dan's not too long for this world, and sure enough, he's promptly shot to ribbons by an oddly stealthy enemy gunship. Being your typical grizzled

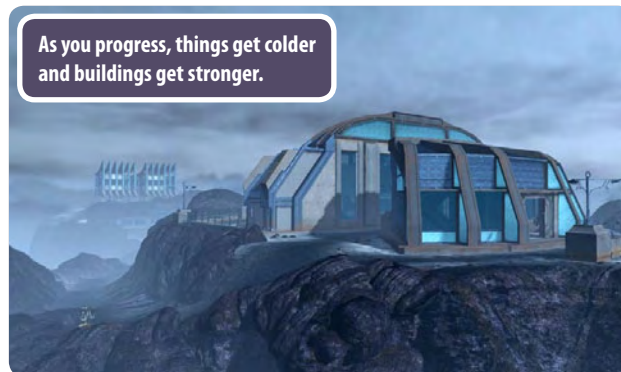
hero, Alec obviously avoids the same fate and is instead drafted into the titular Red Faction.

After a short introduction, you're given a straightforward mission briefing – drive the EDF off the planet, and liberate the six sectors of Mars which the enemy is controlling. Your first task is said to be a simple one – destroy an unoccupied enemy building – yet, naturally, as you're halfway through the job the EDF return. Thankfully, you've a choice of four weapons to assist with both the demolition of the building and the annihilation of the EDF troops. A rifle does the trick against your assailants, but why not kill two birds with one stone? After all, there's a large section of that top floor dangling precariously above three enemy heads...

Though a large part of the fun of Guerrilla's collapsible architecture



These ore deposits can be mined (smashed) for more salvage.



As you progress, things get colder and buildings get stronger.

RED FACTION
GUERRILLA



When you're holding a gun, a tap of L2 sticks you to the nearest piece of cover.



Multiplayer features a host of unlockables, including the now-infamous ostrich hammer.

> Red Faction: Guerrilla cont.

comes in the visual payoff (indeed, getting a better view of those physics is the main reason why Volition chose a third-person viewpoint instead of the first-person perspective of the first two Red Faction titles), it is key to the way you play the game. It's fair to say the game has been moulded around that very concept; Volition confessing that four of the five years of development were spent on the engine. Missions might not require you to destroy anything, but it's often an extremely effective means to an end. One early task warns you about some incoming EDF and gives

you time to prepare for their arrival. Judicious positioning of fuel barrels (which can be carried and then dropped or thrown) can lead to some strategic building-toppling, allowing you to block off vehicles, funnel enemies down narrow paths towards your position, or simply rain stone and metal onto their shiny helmets.

Side missions offer more obvious outlets for weapon-based iconoclasm – a handily placed turret can be used to take out five nearby communication towers in a brief time limit, with a 'pro time' encouraging repeat plays to destroy them even

"Volition confesses that four of the five years of development were spent on the engine"



Yes, there's a mech suit which you can climb in and bash through things with.

RED FACTION GUERRILLA

> Red Faction: Guerrilla cont.

more quickly. These asides aren't merely to provide respite from the stresses of the main missions, as they'll also provide other bonuses, from awarding additional salvage through reducing EDF control of the current sector to increasing morale.

Gaining the support of the rebels is a key component of the fight against the EDF. As you complete missions and destroy enemy propaganda, the subsequent increase in morale will lead colonists to fight alongside you, while ammunition crates in friendly settlements will be better stocked. As emplacements are destroyed, rebel hostages rescued and enemy units routed, the EDF grip on each territory will loosen, and once their control figure has dropped to zero, you're free to move onto the next zone, or to salvage as much as you can from the

current area in relative safety. Despite being a miner, you won't ever need to drill beneath the surface – simply smashing things up or driving over the ore deposits scattered around the environment is considered 'mining'.

The main use for salvage is to upgrade your weapon set – you start off with a basic automatic rifle and a pistol to join your hammer, while a supply of remote mines is your main method of demolition. Liberating the first area gives you the opportunity to purchase a rocket launcher, while an arc welder shoots bolts of electricity along the ground to stun enemies, even when they're in vehicles. Eventually you'll get the chance to craft weapons using EDF tech, like the nano laser which disintegrates anything it comes into contact with – human flesh, metal or masonry, >



There is a downside to all this flying debris, and that's that Alec can himself be hit by falling girders and huge chunks of masonry.



Jet packs often allow you to reach the relative safety of higher ground, but you're vulnerable when in the air.

REBEL LEADER

Volition talk terraforming, Mars and blowing up everything in sight...



**Red Faction
Guerrilla's
Associate
Producer,
Sean Kennedy**

Can Red Faction: Guerrilla start an uprising within the crowded third-person shooter genre? We spoke to Associate Producer Sean Kennedy on the game whose destruction, according to him, 'could take three to five years to match'.

Red Faction: Guerrilla is a very different game from the previous two. What was your mission statement when you started developing the game?

Well, we had a lot of success with the first two games, which used a first-person perspective, and we

knew we wanted to do a third game, but didn't want to repeat ourselves. We needed to wait until the time was right, and with GeoMod 2.0 [the game's engine] and consoles like the PS3 and 360, we knew the hardware was ready and that it was time to make another one.

Volition has always wanted to make open-world games – it's kind of our speciality – and we wanted

to make a game where everything could be destroyed. There are a lot of games out there with scripted destruction where you can take out specific objects, but there's not been a game that's built around that idea. It's about using destruction for your own ends, and learning to master it so you can change the way you play.

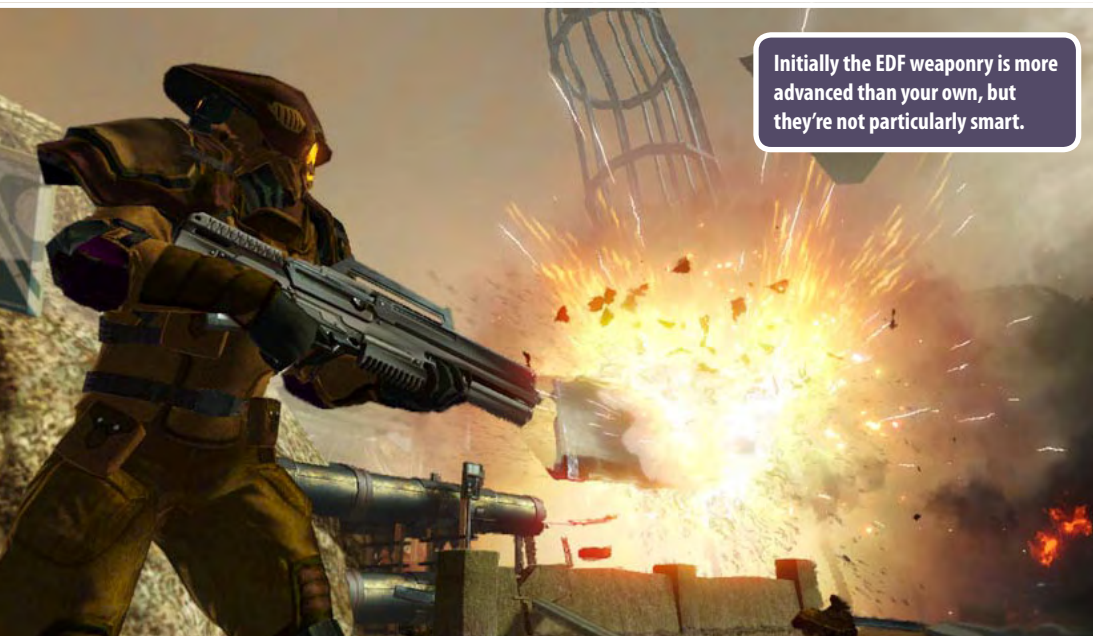
What was the main reason for the change from a first-person ➤

The realistic physics make for unpredictable destruction – there's nothing scripted about how these buildings collapse.



Rocket packs allow you to blast vertically through floors and roofs.





"The fiction of terraforming allowed our artists plenty of creative freedom"

> Interview continued

viewpoint to a third-person perspective?

Initially the game was open-world and first-person, but we had this great amount of physics-based destruction going on and players couldn't really see what was

happening. You could hear the sounds of buildings crumbling to the ground – and everything has its own original sound, so two items colliding will make a certain noise, and it sounds great – but you couldn't really see it properly without spinning around and disorientating yourself. We experimented a bit, and because the main character was always present in the game world, we just pulled the camera back a little and it looked great.

Obviously, Volition is responsible for the Saints Row games, and from our hands-on time it seems there are a few similarities with Red Faction



– would it be fair to say your experiences of working on that franchise influenced Guerrilla?

Yeah, the studio in general focuses on open-world games, so they already share something in common. And Saints Row has plenty of sandbox features and a lot of destruction, so there are some similarities in that respect. Though it's obviously different teams working on Saints Row 2 and RFG, those teams do communicate and share ideas. So Mars is broken up into sectors just like Stilwater is broken into neighbourhoods. It's a similar formula, although there are obviously a lot of differences.

Mars is a very distinctive setting, but its appearance doesn't necessarily lend itself well to a lot of graphical variety. Yet



from what we've seen there's a noticeable change when moving from [first sector] Parker to [second sector] Dust. Will each sector have its own visual identity?

Well, the fiction of terraforming – of how these settlers have made the planet their own – allowed our artists plenty of creative freedom. We really wanted to make it visually



Though some terrain is too mountainous to cross, you can often find a few rocky shortcuts to your destination.

> Interview continued

diverse – so you’ve got Parker, which is the first settlement on the surface. That’s got a very recognisable Mars feel – red rock, red sky; a kind of makeshift look to the buildings. Then Dust is more brown than red, its terrain is different, being more rounded than the more jagged edges of Parker. It’s less rough, there are patches of plant life and it’s more industrial. Then you’ve got Oasis, where terraforming is much more advanced and it’s covered in

grass. There are the Badlands, where terraforming has gone badly wrong, and there are plenty of irradiated areas, and finally Eos, which is the EDF stronghold. Here you’ve got ice and snow at the polar caps, but it’s here also where the money and all the wealth is, so you’ve got the most advanced technology on Mars. Beautiful, 15-storey buildings, high-tech sports vehicles...

Presumably the ultimate visual pay-off being that you get the opportunity to blast all these to tiny little pieces?

Oh, absolutely! (laughs) And these huge buildings are all fully collapsible, so you’ll really be able to go to town on the EDF structures.

Can you tell us more about the Wrecking Crew mode?

“Wrecking Crew mode lets you destroy as much crap as possible before passing the pad on”



As you can see, cover doesn’t last long – the game encourages you to keep moving at all times.

Well, we’ve described it as our kind of Jenga or Boom Blox-style party mode, and it’s perfect for those people who just want to sit down and have fun blowing stuff up. It’s an offline-only two-to-four-player mode with weapons and backpacks, and you have a time limit to... well, basically destroy as much crap as you can, before passing the pad on and letting another player try and beat your score. It’s similar in concept to an old 8-bit Nintendo game also called Wrecking Crew, but brought right up to date.

The technology behind the game is obviously very important – how difficult was it to implement this unparalleled level of destruction?

We took four years just developing the tech – with the previous Red

Faction games we created a level of destruction that no-one else could come close to. It’s only been recently that games like Fracture have had a similar amount, and we wanted it to be three to five years before anyone approaches it again. We’ve demoed the game to people and they’ve been amazed at how it works. And no, we’re not going to licence the tech! (laughs) ●

RED FACTION
(GUERRILLA)

Publisher: THQ
Developer: Volition
Heritage: Saints Row 2
Link: http://community.redfaction.com/age_gate.php
ETA: June





FIRST LOOK

Operation Flashpoint: Dragon Rising

Putting the %\$@& back in the FPS

Twice during our hands-on session with Codemasters' ultra-hardcore FPS we have to apologise for our language. But that's what abject terror does for you. The sight of a group of PLA soldiers advancing on our position, as we fumbled to reload our one remaining weapon with the last few cartridges nabbed from corpses to the left and right was enough for us to break out the f-bomb. Because there's no chance of legging it to cover

and ducking down until our health regenerates. No popping up with a shotgun and tearing our foes a new one in a last-minute surprise attack. In Dragon Rising, every bullet counts, and every bullet hurts. It only takes one decent hit from mid- to close-range to make sure your family's going to be getting a telegram sometime soon.

Hard, then? Absolutely. Yet you can't ever claim that Flashpoint's mechanics are unfair (well, perhaps

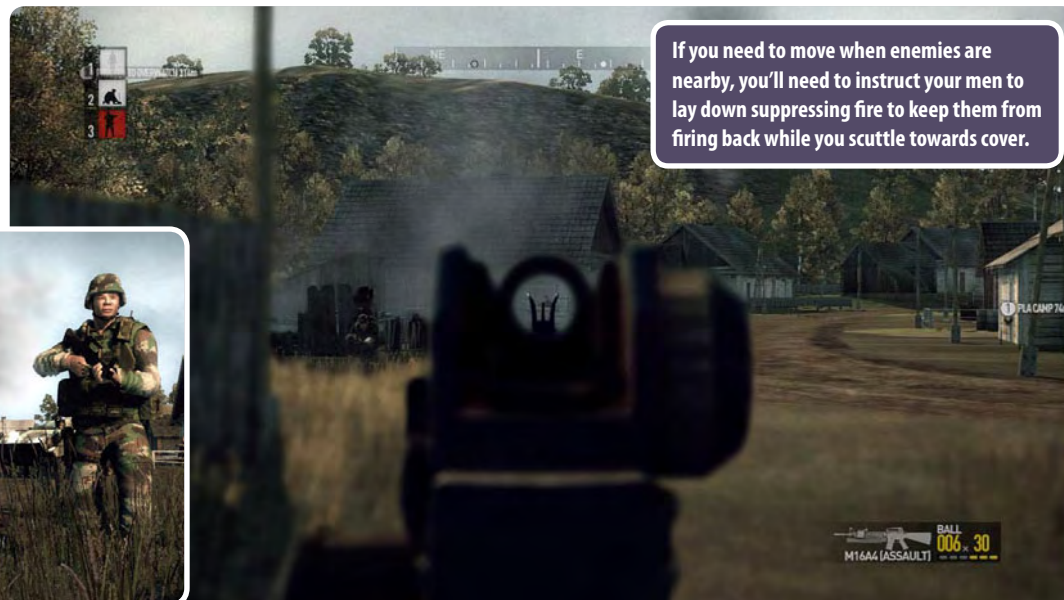
"In Dragon Rising, every bullet counts and every bullet hurts"

when a lucky shot from distance catches you perfectly in the temple). Its adherence to real-world rules lends it a consistency which means as long as you play by its rules, you shouldn't

be getting too upset. Scared – sure. Angry – no. It's all about playing as a team, sticking together through thick and thin, firing off rounds when you spot an enemy or two, and stopping ➤



Communication is vital if you want to progress – listening to the yelled info and advice from your men is key to survival.



If you need to move when enemies are nearby, you'll need to instruct your men to lay down suppressing fire to keep them from firing back while you scuttle towards cover.



> Operation Flashpoint cont.

and retreating when you're facing superior numbers, perhaps then attempting a flanking manoeuvre to catch your foe unawares, even as they're doing the same to you.

Managing your team isn't easy, which is perhaps why Dragon Rising is that rarest of beasts – a game where its multiplayer mode is useful training for the solo game rather than vice versa. Sure, when there's four of you, you still have a nominal commander, but you're no longer relying on AI opponents, but on human intelligence. Granted, your team-mates may be slightly less likely to do as they're told, but you won't need to babysit them quite so much. Not that we're saying friendly troops are stupid, but human players have a greater tendency to look after

number one, and our solo games regularly ended with us having to tackle the enemy single-handedly after failing to take care of our AI buddies. Ultimately, perhaps we were a little too selfish – bogarting the spare ammo and healing our minor cuts and bruises rather than our machine gunner's eventually fatal leg wound. We knew we'd regret telling him it was just a scratch...

Difficult decisions

But that's Flashpoint all over – it's all about making the difficult decisions in battle. Do you leave a stricken man behind? He's likely to slow your group down after all, though his extra firepower could make the difference in combat. Do you retreat for the safety of the tree lines when

an enemy group advances and risk getting picked off as you run, or do you hold your position, which is in increasing danger of being flanked, leaving you as sitting ducks?

Yet although this sounds like a lot to deal with, Dragon Rising remains just the right side of accessible, with a new radial interface which makes instruction-giving a doddle. And its new assists (on the easier difficulties at least) make enemies that bit easier to spot. You'll get shouts from comrades when a foe is in their line of sight, and you'll get a tiny triangle in your compass display at the top of the screen for any enemy positions you've discovered, whether you've



"The game is all about making difficult decisions in battle"



Roll over screen for annotations



Dragon Rising makes terrific use of the Ego engine used in DiRT and GRID for its ultra-realistic in-game graphics.

> Operation Flashpoint cont.

shot at them or they fired on your position. And your tactical map will even show their movement, should they remain within range.

Though the game is set in one location, it's a pretty big one. Skira Island is 220 square kilometres across, and its varied topography (or that of the more interesting Alaskan island filling in for Skira's fairly flat landscapes) makes each stage feel very different. Not to mention the different objectives – although the missions we tried had us commanding just a four-strong unit, we're promised the chance of taking to the skies or rumbling through the jungle in tanks during the later stages. You'll rank up as you progress,

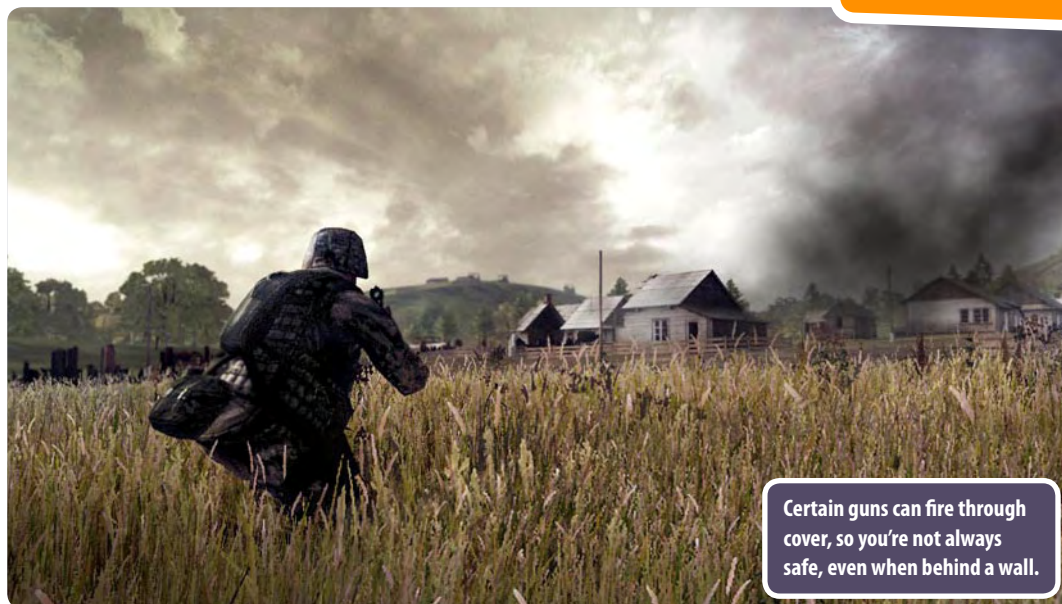
graduating from a mere cog in the military machine to a leader of men, commanding your army as you push the PLA back and prevent this political hot potato from sparking an all-out war between two of the world's biggest superpowers.

Dragon Rising arrives with the wholehearted recommendation of 2,000 US Marines, who commended the game for its realism in a recent playtest. And while we don't have any kind of real-world combat experience to judge Flashpoint's gunfights quite so accurately, we find that appraisal hard to doubt. Proof? Well, let's just say we've made room for a bigger office swearbox in preparation for the game's summer arrival. ●

We're looking forward to commandeering a chopper, though we doubt we'll be able to fly into battle to the strains of Ride of the Valkyries.



"Dragon Rising arrives with the recommendation of 2,000 US Marines"



Certain guns can fire through cover, so you're not always safe, even when behind a wall.



Though firing first is usually wise, the flashes will reveal your position to enemies.

P3Zine

OPERATION
FLASHPOINT
DRAGON RISING

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



The most realistic war simulation ever?

CALL OF JUAREZ
BOUND IN BLOOD

FIRST LOOK

Call of Juarez: Bound in Blood

Howdy, partner

One of the games industry's biggest mysteries over the years has been the lack of Wild West games. The subject matter lends itself perfectly to a good old shoot-'em-up and, face it, we've all harboured cowboy fantasies. It's slightly ironic, then, that like the proverbial buses, two should come along at roughly the same time, in the shape of Rockstar's Red Dead Redemption and Ubisoft's Call of Juarez 2. The latter recently stuck its head out from behind a rock, and we were able to get a good look at it.

What's the story?

Obviously, the second Call of Juarez game is a first-person shooter, albeit with plenty of action-adventure elements and some intriguing gameplay mechanics to spice things up. Less obviously, it's a prequel to the original game in which you get to play two brothers, Ray and Thomas

"The sequel is a first-person shooter, albeit with plenty of action-adventure elements"

McCall. Ray was a central character in the first game, and in Bound in Blood, you get to see how he went from young gunslinger to bible-basher.

The action starts with the brothers fighting for the South in the American Civil War. They eventually desert – in order to rescue their mother – but that act reverberates throughout the game, as their commanding officer, Colonel Barnsby, decides that their scarpering caused the Confederates to lose the war. So he assumes the role of the brothers' arch-enemy, and Bound in Blood chronicles his efforts to track them down and kill them.

You might imagine that you'd be able to play a game with two protagonists co-operatively, but no, the storyline dictates that the brothers eventually fall out, plus there

Splashes of claret add to the authenticity.



are slo-mo Concentration modes, so developer Techland decided to omit co-op gameplay. However, you do get to choose which brother to control at the beginning of most missions. The McCalls have different attributes: Ray is a close-range shooting specialist, with a chest-plate so he can take more damage, while Thomas is more agile (he often gives

Ray a hand to reach higher ground), more accurate with longer-range weapons and handy with a lasso.

The missions appear pretty varied – in an early one, for example, set in an Indian reservation, you have to escape heavily armed Union troops, by taking cover (the game has a 'dynamic' cover system which, Techland claims, will let you hide



This sequel should improve upon the first game in every respect.





> Call of Juarez 2 continued

behind pretty much anything) and shooting them, then falling back before a timed sequence sees you triggering a landslide by placing charges in allotted locations.

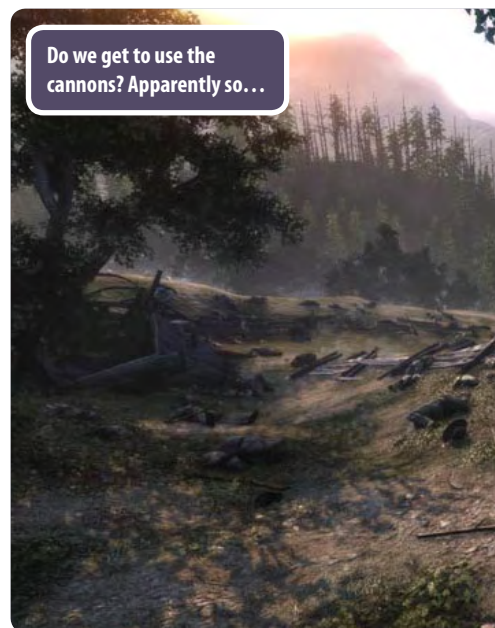
Call of Juarez: Bound in Blood is certainly the most impressive-looking Wild West game we've seen so far. The graphics engine at least gives the illusion of vistas stretching for miles, and there's liberal use of depth of focus, blur and judder effects when, for example, sticks of dynamite explode in your vicinity. A later mission we saw started off with you on horseback – you can ride and shoot – at the top of a canyon, before riding into an evocatively dusty town,

with the intention of springing a gun-runner from the jail. After seeing off attackers in a shoot-out in the town's streets, the action moved into the jail, and involved liberal use of the Concentration modes.

Keeping Concentration

Perhaps Call of Juarez: Bound in Blood's biggest innovation is its Concentration modes, which drop you into a slow-motion period in order to take out multiple enemies, or to ape Wild West staples such as speed on the draw. Unusually, there are several different Concentration mechanics in the game – you can launch them when you fill a meter.

The most basic is Thomas' Paint mode, in which, once you've triggered Concentration, you get a short period in which to paint multiple enemies with a number of shots, which he will fire when the Concentration period ends. Ray has a close-range, dual-wielding Concentration mode, in which he starts off with two aiming cursors, towards the left and right-hand sides of the screen, which can be moved up and down to target multiple enemies as they move towards the centre of the screen, where they revert to a single reticle. Another Concentration mode involves snap-shooting, with you cocking your gun after each shot by slapping



THE CALL OF THE WILD

Getting in the family way...



Greed, lust, betrayal



Dirty old town



Brotherly love



Greed, lust, betrayal

Ubisoft promises us that the McCall brothers' path through the game will be a story of 'Greed, lust, betrayal and redemption'. We'll be happy as long as there's plenty of shooting, too. And characters that call people 'Varmints'. We do know that at different points in the story the brothers will work both with and against Native Americans.



> Call of Juarez 2 continued

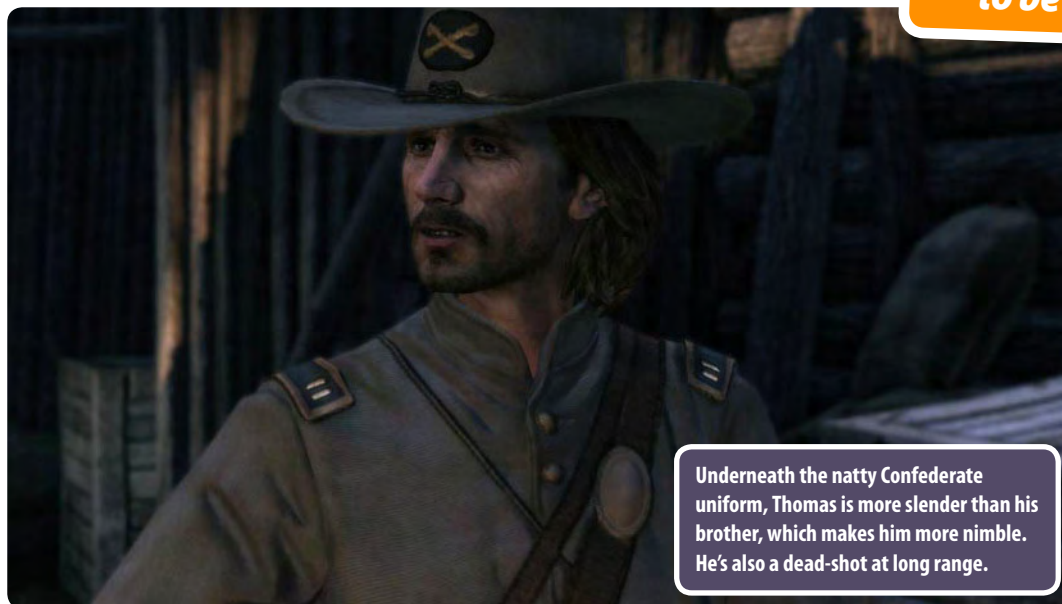
back the right-stick, while the gun auto-aims. And a fourth mode involves performing different movements as you reach for your gun, aim and fire it.

The game contains more than 15 missions, according to Techland, and among them are sequences which take place on a stagecoach, a canoe in a river and on a riverbank, from which you have to sink a steamboat with a cannon. The weaponry is authentic, and includes six-shooters, Gatling guns, dynamite sticks, bows, knives, lassos and a two-shot ladies' gun.

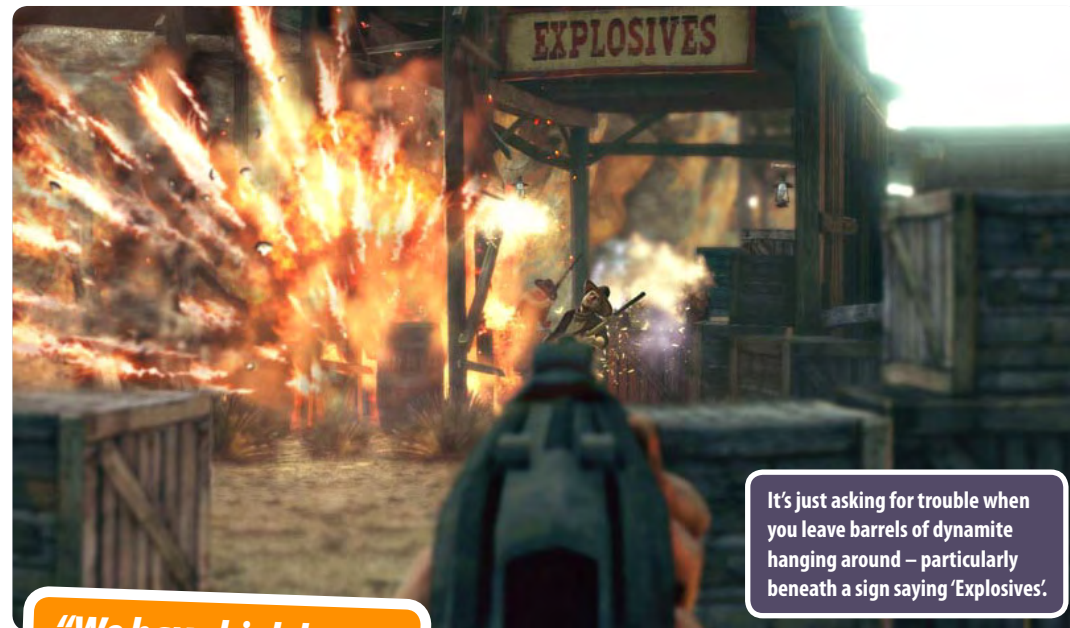
Games like Call of Juarez tend to concentrate on single-play at the expense of multiplayer, but it sounds as though Techland and Ubisoft have put some effort into multiplayer

this time around. All the modes accommodate two teams of up to six people, and they include an objective-led mode re-enacting famous events (such as the shoot-out at OK Corral), Death Match and Wanted, in which everyone has to go after one (elected) person.

We have high hopes for Bound in Blood, as we love pretending to be cowboys, and there really ought to be more cowboy games. Luckily, it's visually stunning, looks to have a decent storyline and has some interesting gameplay ideas. How it will stack up against the open-world Red Dead Redemption remains to be seen, but we're certainly looking forward to getting hands-on. ●



Underneath the natty Confederate uniform, Thomas is more slender than his brother, which makes him more nimble. He's also a dead-shot at long range.



It's just asking for trouble when you leave barrels of dynamite hanging around – particularly beneath a sign saying 'Explosives'.

"We have high hopes for Bound in Blood, as we love pretending to be cowboys"



Ray is the more muscular of the two brothers. He can take more damage and is devastating with guns at short-range.

P3Zine

CALL OF JUAREZ
BOUND IN BLOOD

PERCENTAGE COMPLETE



FIRST IMPRESSIONS



Grab your six shooters and saddle up

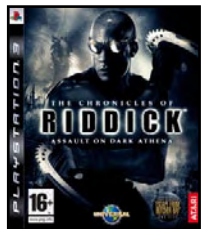
Subscribe to P3Zine

FREE! EVERY MONTH!
The world's best PlayStation 3 mag!

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!

Over 50,000 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



The Chronicles of Riddick: Assault on Dark Athena

Publisher: Atari

Developer:

Starbreeze Studios

Heritage: The Chronicles of Riddick: Escape From Butcher Bay, The Darkness

Link: <http://atari.com/riddick>

ETA: 24th April

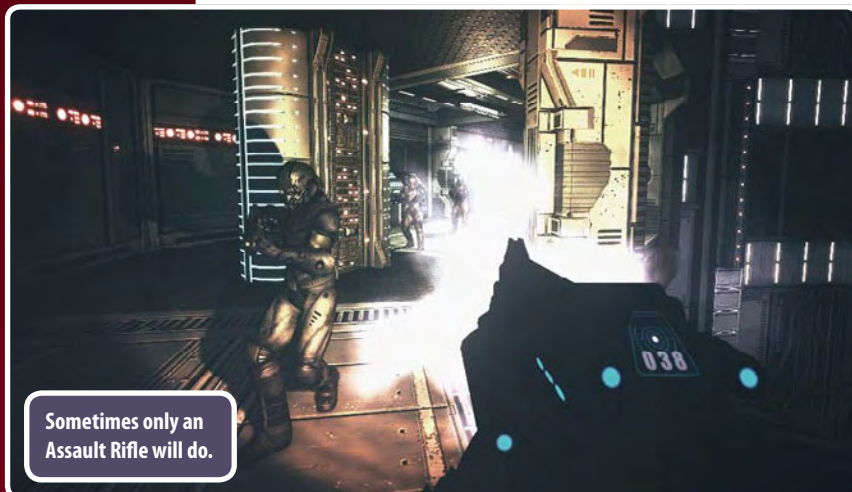
Hello darkness my old friend...

Released in 2004, The Chronicles Of Riddick: Escape From Butcher Bay was that rare case of a movie licence that bettered the source material. As a film, The Chronicles Of Riddick (a sequel to the tolerable Pitch Black) may have been an absolute stinker, but the game was one of the best of that year, and indeed one of the crown jewels of the original Xbox. For some reason the moneymen

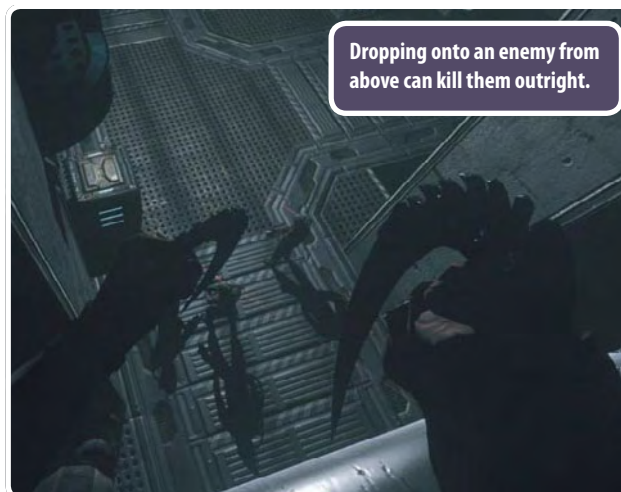
didn't get behind it properly though, and despite critical acclaim, it could hardly be considered a major commercial success.

So if you didn't play it first time round, you're in for a treat, as the entire game is included here, 'remastered' with a bit of PS3 spit and polish. And by and large it has stood the test of time, proving an interesting mix of genres that works as a cohesive whole, giving the

impression that you're starring in a brutally violent 10-hour sci-fi film. To add to this illusion, you actually star as Vin Diesel, who reprises his role from the movies. Gritty, vicious and tense, it's like a cross between Scum and Alien 3, and genuinely worth the admission price alone. Ostensibly a first-person shooter with a dash of stealth, a lot of the time you don't even have a gun. You also spend a large part of the



Sometimes only an Assault Rifle will do.



Dropping onto an enemy from above can kill them outright.



Embrace the darkness. Or get a torch.

WHERE'S YOUR TOOL?
Hurt them, Vin...



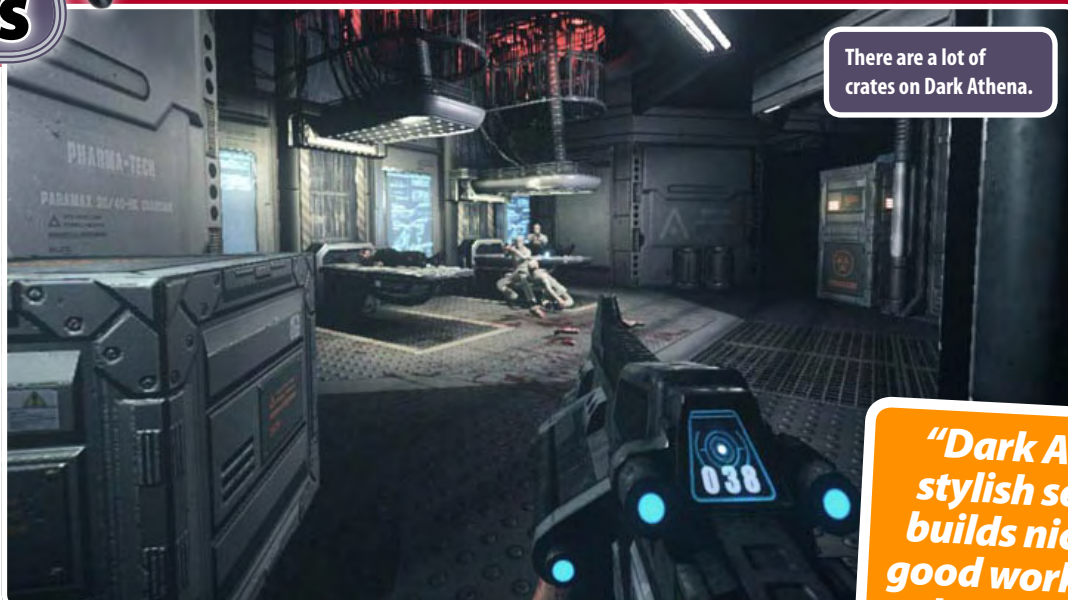
**Night
clubbing**

**Blades
of glory**

**Shoot
to kill**

Night clubbing

Sneaking up on someone in the dark and smacking them upside the face with a baseball bat guarantees a reaction.



There are a lot of crates on Dark Athena.



“Dark Athena is a stylish sequel that builds nicely on the good work laid down by the original”

> Chronicles of Riddick cont.

game in the pitch black, the twist being that Vin has ‘the shine’ in the form of special see-in-the-dark eyes. There’s also a smattering of RPG-lite, as you work your way up through the prison system by winning fistfights, run errands to earn money, and buy handmade weapons before eventually making the titular escape.

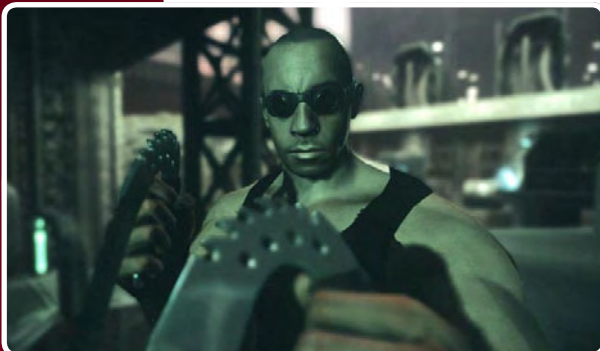
Which brings us to Assault on Dark Athena, the actual game here.

In the five years since Butcher Bay, Swedish developer Starbreeze knocked out mystical Mafia/WWI hybrid, The Darkness, which again failed to set the tills alight despite good reviews. If there’s any justice, Dark Athena will prove third time lucky, as it’s a stylish sequel that builds nicely on the good work laid down by the original.

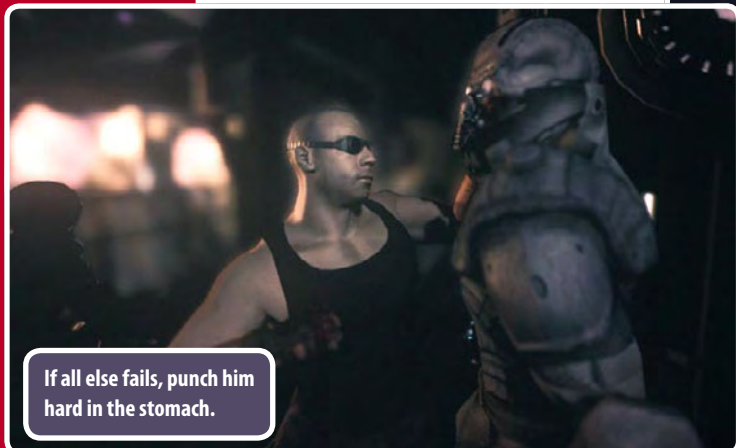
Vin Diesel can’t get enough of games at the moment, soon to be starring in The Wheelman. It seems that when he’s not appearing in games, he’s playing them, and allegedly has his ‘ride’ set up so that he can play World of Warcraft in the back seat – yeah, right. Thankfully he’s taken time off from smiting butterflies to return as the voice and likeness of Riddick, displaying his acting range in full as he runs

the gamut of emotions from A to B, delivering some deeply philosophical lines in a monotone grunt.

If you’re unfamiliar with the series, you might be wondering as to the point of having a Hollywood star in a first-person shooter, as you’ll only be able to see his hands. As well as appearing in the cut-scenes, both games also use Vin to the full in-game. In certain scenarios, such as hanging off a ledge, the view switches to a pseudo third-person affair and Vin is shown in all his



The fetish convention ended in chaos.



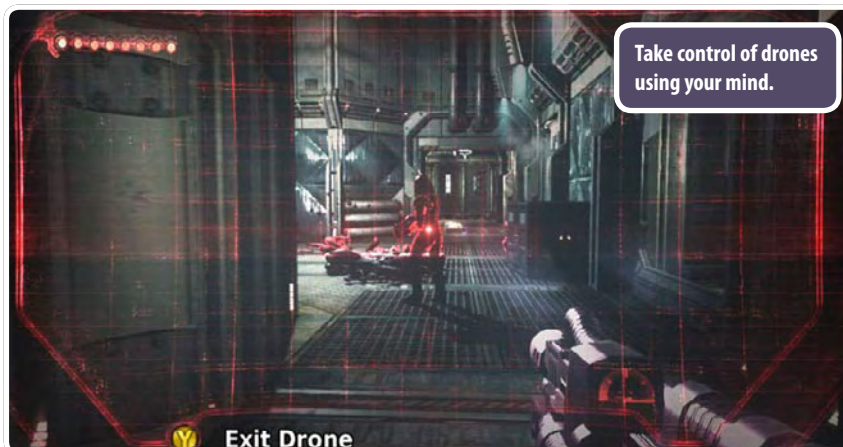
If all else fails, punch him hard in the stomach.

>Chronicles of Riddick cont.

buff glory doing his best Tomb Raider impression, as well as doing an impressive job of hiding all those weapons in a skin-tight shirt and a pair of combats. Most of the time it works okay, although there is one sequence where the constant shifting of perspective is enough to make you kick your TV screen in.



A bald head and a big gun. What's not to like?



Take control of drones using your mind.

Exit Drone

Apart from that blip, it's a well-realised shooter that if anything is even more varied than the original, requiring you at various times to take over drones using your mind, as well as piloting a couple of hefty mechs. It doesn't shirk on the ultra-violence, with Vin again getting creative

with the manual weaponry before picking up some heavier firearms. In case you were in any doubt, Assault On Dark Athena is undeniably an adult game, with liberal use of the rudest swearwords in existence, as well as a somewhat unnecessary and graphic threat of necrophilia.

The action moves on apace however, and it certainly isn't easy, with some unpleasant enemies and a few sections that require a modicum of thought. There's rarely time to gawp at the scenery, but when you do get out of the Dark Athena (it's a spaceship) the outdoor locations are invariably spectacular, and complement an absorbing experience. Throw in a host of multiplayer modes and this is arguably the biggest value for money since The Orange Box. ●

Steve Hill

PULSOMETER *Signs of life*



"The outdoor locations are invariably spectacular, and complement an absorbing experience"

**P3Zine
Verdict**

Two superb games for the price of one

- + Varied gameplay
- + Value for money
- Occasionally annoying

86
%



Guitar Hero Metallica

Does Nothing Else Matter, or is this The Thing That Should Not Be?

Publisher: Activision
Developer: Neversoft
Heritage: Guitar Hero:
World Tour, Tony Hawk series
Link: www.guitarhero.com/metallica.com
ETA: 22nd May

It's quite an entrance. Walking into an arena in glorious slo-mo to a dramatic soundtrack, Messrs. Hetfield, Hammett, Trujillo and Ulrich take to a stage with jets of flame licking around them, immediately launching into a blistering version of For Whom The Bell Tolls (well, 'blistering' if you're really good at Guitar Hero, that is). Do well enough and you get an encore of The Unforgiven. It's a much more exciting opening than starting out as some unknown band playing a

complete toilet of a venue, and it's a sign that Neversoft is getting a bit good at this Guitar Hero lark.

Visual presentation

This new confidence is reinforced by the visual presentation, particularly during the songs. The band have been fully motion-captured, and it shows in their performances – Trujillo plays his bass lower than is entirely healthy for the old lumbar region, while Hetfield really appears to be growling out those vocals. Hammett

is still the epitome of cool, and Ulrich makes a bunch of silly faces, as is his wont. Put simply, it looks great – venues look authentically real, and there's a certain amount of cinematic flair in the camera movements, often jolting violently in time as the music builds, or the drummer unleashes a thunderous beat.

Obviously, it sounds great. With 49 songs in total, including 28 from the band themselves, fans will be in dreamland. The Metallica tracks span the band's career, ranging



The attention to detail is clear to see.



The animation is a cut above the jerky character models in earlier Guitar Heroes.

SEEK AND DESTROY

How Guitar Hero: Metallica leaves other music games for dead



Consistency

Variety

Presentation

Consistency

Put simply, the hit/miss ratio is very much in favour of column one. It wouldn't be too much of a stretch to call this Metallica's Greatest Hits. Little wonder, as the soundtrack was hand-picked by the band, but even the non-Metallica tracks seem to have been very sensitively chosen.

You'll once again be able to create your own rockstar, this time with plenty of Metallica-themed kit to dress them in.



Your created support act are introduced via some brief and moderately amusing cartoon story sequences.



"The extras are what makes this more than just a traditional Guitar Hero game"

> Guitar Hero Metallica cont.

from tracks from their first album Kill 'em All to numbers from their most recent opus, Death Magnetic. The game is compatible with the DLC for that album from Guitar Hero World Tour, though you'll need to insert your World Tour disc to play any other downloaded tracks.

The non-Metallica tracks are a decent selection, ranging from 70s classics by Judas Priest and Thin Lizzy to enjoyable contemporary numbers from Foo Fighters and System of a Down. Indeed, Toxicity by the latter represents a bit of a difficulty spike on the drum career, though the

curve is generally well-moderated, and the stars-based system for unlocking further venues allows you to skip plenty of songs if you're not particularly keen. If you practice hard enough to regularly obtain five-star ratings on the Metallica songs, you'll

rarely need to play songs from other bands at all, so if you love the band then you can focus more on their tracks rather than struggling with songs you don't like or recognise.

The extras are what makes this more than just a traditional Guitar Hero game, and there's plenty on offer – each song has an unlockable video, with officially sanctioned bootleg recordings rubbing shoulders with professional-quality promos. You can also get facts

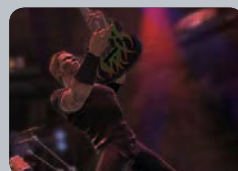
FREEZE FRAME

Taking you through the game, one step at a time



10 MINUTES

The chance to play as the band will encourage fans to skip most of the guest acts.



30 MINUTES

Graphical improvements include the early arenas, which are well-detailed.



2 HOURS

Career mode won't take too long to finish if you skip some of the tracks.



4 HOURS

It'll take time to master the really tricky stuff, like One or Master of Puppets.



8 HOURS

Metallifacts will keep you interested while you watch in-game footage of the band.





The already impressive presentation is further enhanced by some of the best Guitar Hero arenas we've seen.

> Guitar Hero Metallica cont.

about each song or read the lyrics, while the inspired inclusion of 'Metallifacts' shows the virtual band playing a track as pieces of trivia pop up intermittently. These are all nice bonuses for fans, but even if you're not that interested in the band, you'll no doubt be pleased to unlock several new guitars, or even two new rockers in the form of Motorhead's Lemmy or King Diamond, the latter in slightly more corporate-friendly form than the real version.



Make sure your kick drum pedal (or pedals) are reinforced, as they'll be taking a bit of a battering.

Otherwise, it's business as usual, with the game following the by-now traditional Guitar Hero template. Despite the ultra-easy Beginner mode, it skews slightly harder than World Tour, though that's likely down to the songs themselves. Faster-paced numbers like Frantic take some keeping up with, while sudden changes in tempo abound, requiring a bit of adjustment when you're in the rhythm, particularly if you're drumming. Indeed, you'll really gain a new appreciation of the skills of Lars Ulrich, especially if you have the extra kick drum pedal needed for the Expert+ mode. We find it hard enough to get our hands moving independently from one foot, but with two, the note charts are just insane. Thankfully, you can still practice each tune before you get the opportunity to be booed

offstage by an unhappy audience, though we still think that this mode is really only for the pros or the ultra-dedicated.

Ultimately, Metallica feels like the ideal choice for a game of this type, if only because the band's songs are so well-suited to the game, mixing up great melodies with simple, satisfying, hard-rocking riffs, enjoyable solos which rarely drag on and cracking percussion that will have you belting those drums like there's no tomorrow. It's a testament to how well-crafted the game is that even those who aren't the biggest Metallica fans will get plenty of value for their 50 notes, and may even emerge with new respect for the band. Which is an achievement almost but not quite on par with finishing One on Expert+.

Chris Schilling

PULSOMETER *Signs of life*



"Despite the ultra-easy Beginner mode, it skews slightly harder than World Tour"

**P3Zine
Verdict**

A fitting and worthwhile tribute

- + Tremendous presentation
- + An absolute treat for fans
- Expert+ is fearfully difficult

86
%

PlayStation Network

Download 'em today!

Burn, Zombie, Burn

Publisher: Kuju Entertainment
Developer: Doublesix Games
Price: £6.29

Will us gamers ever tire of making the undead dead again? It seems not, and Burn, Zombie, Burn offers a number of enjoyable ways to rid the world of this lurching menace. It's an old-school arena shooter in the style of Smash TV, where you're faced with ever-increasing hordes of zombies to immolate.

From the screenshots, you could be forgiven for thinking it's yet another twin-stick shooter to add to the PSN pile, but as hero Bruce (apparently based on Bruce Campbell) you fire in the direction you're pointing. That's assuming you're using a gun, of course.

Because the main method of zombie dispatch is your trusty torch, and you'll likely spend most of your time legging it through groups of undead, setting them all on fire as you pass by.

Why would you want to do this, though, when it makes the zombies faster and more deadly? Well, to build your score multiplier, of course. This is the only way to make the big points, and so you've got an intriguing risk/reward mechanic which forces you to recklessly endanger Bruce's life to unlock the later levels or extra game modes.

It's undeniably repetitive, but a host of humorous special weapons and a great visual style will keep you playing. Chuck in a boatload of collectibles and unlockables and this is £6.29 very well spent. ●



P3Zine Verdict

A camp, cult mini-classic

- + Intense, fun blasting
- A little too chaotic

80%

PowerUp Forever

Publisher: Namco-Bandai
Developer: Blitz Arcade
Price: £6.29

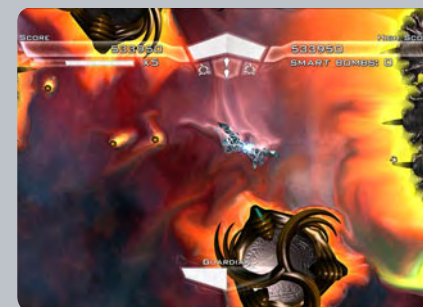
Playing not unlike an odd mix of Bizarre's fast-paced Geometry Wars and thatgamecompany's relaxathon fIOW, PowerUp Forever is an interesting idea which can't quite blend the disparate approaches of its influences into a cohesive whole.

It's not just in its environments that Blitz Arcade's effort is reminiscent of fIOW. The central idea is that defeating bosses increases the size of your ship, which in turn attracts larger enemies. The one difference is that you've got a gun to defend yourself this time. The unpredictable growth of your craft is a nice idea, and it looks good, but it doesn't affect the gameplay quite as much as it should.

The pacing seems off, too – the initial few encounters lull you into a false sense of security before things

hot up with the appearance of a boss. You'll occasionally be introduced to an irritating enemy type, too – one which constantly buzzes around your ship, driving you to distraction.

Despite these problems, PowerUp Forever is a very well-presented shooter with plenty of visual and aural polish, while perseverance reveals a few sneaky tricks to maximise both your score and your enjoyment of the game. It can't quite compete with the best twin-stick shooters, but stick with it and you'll just about get your money's worth. ●



P3Zine Verdict

An intriguing identity crisis

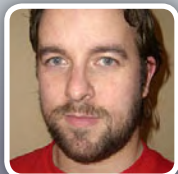
- + Some nice ideas
- Awkward style blend

68%



Burned out?

The problem with downloadable content



Chris Schilling

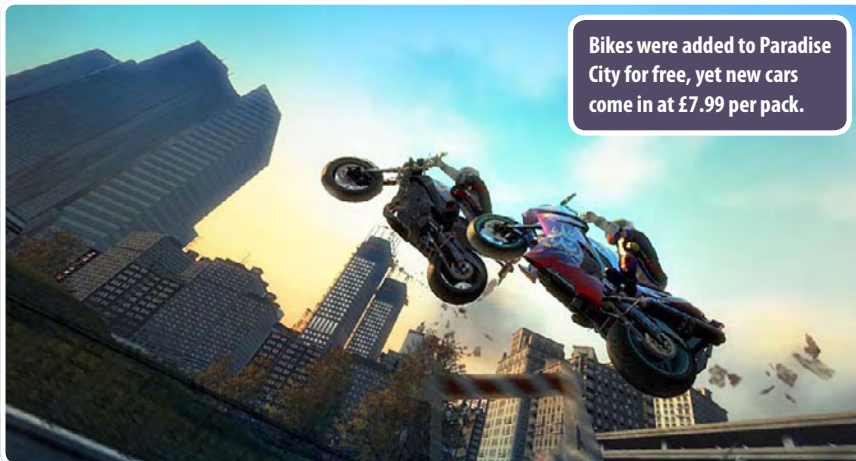
Chris is the proud owner of all three 'next-gen' consoles. Every issue Chris will chart the progress of PS3 and commenting on Sony's latest and greatest initiatives.

Once upon a time, you bought a game in a box from a shop, played it, finished it and that was your lot. These days, things are very different. A game doesn't always come in a box any more. And more importantly, they aren't always over when they're over. You might think you're finished, but developers and publishers have other ideas.

Often, that's a very good thing. Despite the lacklustre Operation: Anchorage and the teething problems suffered by The Pitt, Fallout 3's universe is one many gamers have enjoyed revisiting thanks to DLC. And who can say they felt

short-changed by Rockstar's superb The Lost and Damned? Ah...

Exactly. The problem of exclusivity has left some PS3 owners feeling more than a little miffed at missing out on some quality updates. Completionists will invariably be frustrated at having seemingly finished these games but being left without a sense of closure thanks to these downloadable 'epilogues'. When paying for a new game, you can't always know that you're not going to get more when it's game over. Sure, Microsoft's reported \$50million payment for additional GTA content was widely known



Bikes were added to Paradise City for free, yet new cars come in at £7.99 per pack.

"Downloadable content remains an exciting opportunity for games to expand their frontiers"

before the game's release. And it's not as if 360 owners are getting this extra stuff for free. But it must sting a bit for anyone who doesn't own the 'right' console, and currently PS3-only gamers are getting the short straw when it comes to exclusive content for multiformat games.

Keeping up

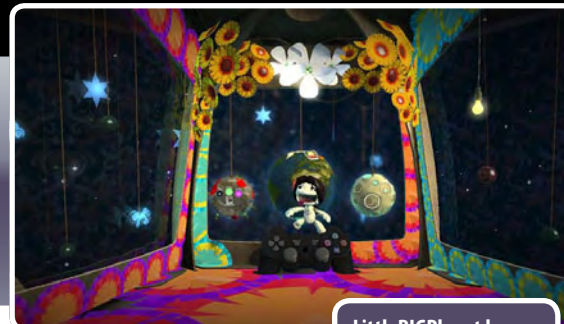
The other big problem with DLC is simply a matter of keeping up with what's available. Can anyone seriously say they were done with Skate 2 before the DLC started appearing? And how much of that could (and *should*) have been on the game disc? Are Street Fighter IV fans happy that costume packs are no longer unlocked by fighting prowess but by paying through the nose?

That said, no-one's forcing people to buy this additional content, and there's no better way to send a message to publishers that you're not happy to pay more to get more by simply refusing to buy. And it can also be argued that DLC is for the true fans – for those who aren't

quite as fickle as some of us hardcore gamers can be and stick with the games they really love instead of moving onto the next quick fix. Those bonus costumes, the new areas to skate around – they're not for the majority, but for the dedicated.

Even so, perhaps more of this new stuff should be free? Even Criterion, who for so long resisted temptation to charge for their Burnout Paradise expansion packs, are now charging for additional cars, few of which add anything new to the experience. Granted, all the seriously game-changing stuff is gratis, but then the forthcoming Big Surf Island will be released as premium content – and what then for those who've enjoyed cruising around Paradise City but don't want to pay for more? Will they be left with impassible barriers while their pals race off to this new area? Or will the place remain open but the challenges locked?

For now, DLC remains an exciting opportunity for games to expand their frontiers. But publishers need to be careful not to push it too much, or risk alienating those who still buy their games in a box from a shop. ●



LittleBIGPlanet has a good mix of cosmetic enhancements and level packs, free stuff and premium content.



In **P3Zine** Issue 27

Wolfenstein

Recreating a monster, only in P3Zine

PLUS!

Terminator: Salvation

FUEL

InFamous

X-Men Origins: Wolverine

Issue 27 Out 14th May!

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 27 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!

Contributors: Chris Schilling, Steve Hill, Steve Boxer

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 any 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 2009
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 our other next-gen magazine now!



CLICK HERE TO DOWNLOAD
360ZINE - FREE XBOX 360 MAGAZINE

