

Issue 21 | November 2008

PLAYzine

Free Magazine for Handheld and Wii Gamers. *Pass it on to your friends and family*

EXCLUSIVE!



FEATURING



Exclusive shots and video of the best SmackDown game yet!

REVIEWED!

**STAR WARS:
THE CLONE
WARS**

Good Knight?

FIRST LOOK!

**CALL OF DUTY:
WORLD AT WAR**
Call of Duty goes global

ALIENS!

**RESISTANCE:
RETRIBUTION**

*The Chimera are
coming to PSP!*



WII

PREVIEWED!

WEEEEEEEEEE!!

**SHAUN WHITE
SNOWBOARDING**

Snow bored? Not us!

REVIEWED!

WII

PSP



**STAR WARS:
THE FORCE
UNLEASHED**

And we unleash our review

WII

PSP

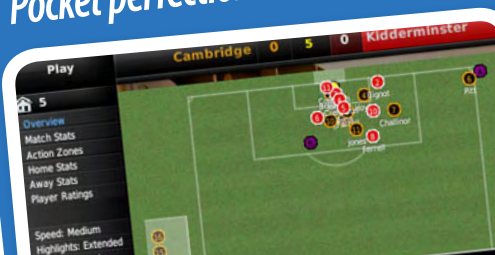
REVIEWED!



FIFA 09

EA score the early goal

**FOOTBALL MANAGER
HANDHELD 2009**
Pocket perfection or an own goal?



WELCOME



It's getting close to that time of the year again, which means that we're going to see all of the biggest games being released between now and Christmas. As ever, we'll have all the latest reviews, previews and first looks for you, as well as the hottest interviews on the biggest games! Enjoy.

Dean Mortlock, Editor

PlayZine@gamerzines.com

DON'T MISS THIS!

Star Wars: The Force Unleashed
PLUS TONS MORE REVIEWS, INCLUDING...
FIFA 09
Sonic Chronicles
Spore

CHECK THIS!

WWE SmackDown vs. RAW 2009

PLUS LOADS MORE PREVIEWS!

Guitar Hero World Tour
Age of Empires: Mythologies
Football Manager Handheld 2009

Damien McFerran

Our intrepid news hound always sniffs out the juiciest gaming bones.



QUICK FINDER

Every game's just a click away!

PREVIEWS

NINTENDO WII

Call of Duty: WaW
 Star Wars: The Clone Wars
 WWE SmackDown vs. RAW 2009
 Guitar Hero World Tour
 Shaun White

Snowboarding

NINTENDO DS

Call of Duty: WaW
 Age of Empires

PSP

Resistance Retribution
 Football Manager Handheld 2009

REVIEWS

NINTENDO WII

Star Wars: The Force Unleashed
 FIFA 09
 Disaster: Day of Crisis
 Samba de Amigo

NINTENDO DS

Sonic Chronicles
 Spore
 Lock's Quest

Zubo
 Spongebob Squarepants: Drawn to Life

SONY PSP

Star Wars: The Force Unleashed
 FIFA 09



MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 22 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.

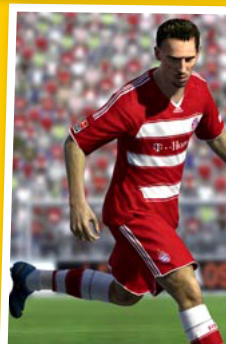
We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

Guitar Hero World Tour

Could this be a Rock Band beater?



FIFA 09
Reviewed!



Chris Schilling

The Force is definitely strong in this one...

info



FROM: Activision

A BIT LIKE...

Brothers in Arms

WEB: www.callofduty.com

OUT: 14th November



CALL OF DUTY: WORLD AT WAR

Bombin' all over the world

WHAT'S THE STORY?

It's back to the Second World War for the latest in the Call of Duty series, and the clue for the setting is in the game's title, as you'll travel from Europe to the South Pacific to your bid to thwart the advancing Nazi forces.

WHAT DO WE KNOW SO FAR?

Apart from the stunning

graphics and intelligent gameplay, there's also the fact that this will be the first Call of Duty game to come with cooperative multiplayer, so you and a mate can team up to help each other through the tricky levels. What's more, you'll also earn experience points, which can then be used to unlock new features and collectables.

SOUNDS GOOD. WHAT ELSE?

Well, if the prospect of a new cooperative gameplay mode doesn't get you excited, then there's also the fact you can now use flamethrowers...

ANYTHING ELSE?

Oh yes, definitely. We've seen the DS version running and it looks stunning. It'll also have a load of mini-games specifically designed for the stylus and touchscreen – including morse code, disarming mines, parachuting, healing soldiers and many more.

Latest News

"We've seen the DS version of the game running and it looks stunning"

You'll have to deal with enemy soldiers coming out of the mist in this stage.



Best Bit

Maybe we've seen Iron Man one too many times, but we can't help but think that there's going to be something amazingly cool about wandering around a jungle level with a flamethrower. And, as you can see from this shot, the developers have got the flame effects spot-on.



One section of the game has you invading Berlin for the final push in the War.



And here's a couple of shots of the DS version!



info

STAR WARS
THE CLONE WARS

FROM: Activision/LucasArts
A BIT LIKE... Star Wars:
 The Force Unleashed
WEB: www.lucasarts.com/games/theclonewars
ALSO ON: DS
OUT: 14th November



STAR WARS: THE CLONE WARS

Latest
News

The Star Wars game you've been looking for?

WHAT'S THE STORY?

You may have seen Star Wars: The Clone Wars, but did you know there was a TV series coming out set between Episodes II and III? Well, there is, and this is the game based on it – and it's a Nintendo exclusive, too.

WHAT DO WE KNOW SO FAR?

This has the potential to be the Star Wars game that all Wii owners have dreamed of, as (finally) you'll be able to

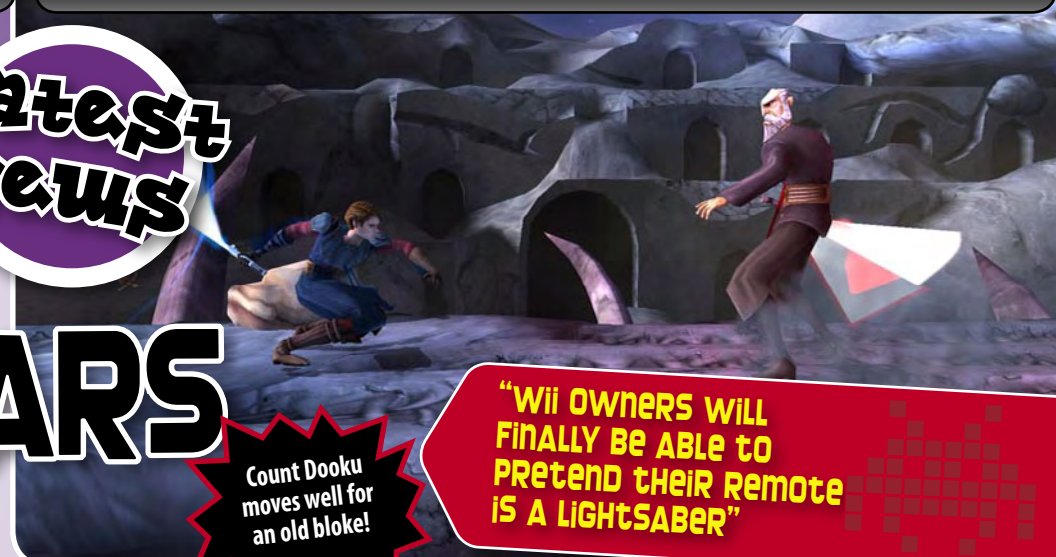
pretend that your Wii Remote really is a lightsaber. Move your Remote in a smooth gliding moment, and your character will replicate it onscreen – there's also the ability to have two-player battles, too.

SOUNDS GOOD. WHAT ELSE?

You can play as your favourite characters from the Clone Wars film and also the forthcoming TV series. And the backgrounds will be heavy on the interaction too, which means you'll be able to cut through massive stone pillars and then lob them at your hapless opponent for extra damage.

ANYTHING ELSE?

There's a DS version, too. It obviously won't be quite the same as the Wii one, but it does have its own original Story mode. And you'll be able to swipe with the stylus to make your Jedi attack with their lightsaber, which is still incredibly cool! 🗡️



Count Dooku moves well for an old bloke!

"Wii owners will finally be able to pretend their remote is a lightsaber"



Best Bit

It's probably painfully obvious what the best part of this game is, but just in case we need to spell it out, it's the fact that you're playing as a Jedi Knight and frantically waving your Wii Remote to dual with all manner of abominations from the Dark Side. We can't wait!



You can chop things out of the backgrounds and use The Force to throw them at your opponent.



Two lightsabers against one hardly seems very fair.



"THE MOST VISCERAL CALL OF DUTY EVER!"

- Xbox 360 The Official Magazine



PLAYBACK OPTIONS: ENHANCED

Available November 2008

CALL OF DUTY WORLD AT WAR

WWW.CALLOFDUTY.COM



PLAYSTATION 3



Games for Windows



XBOX 360

Wii



PlayStation 2

NINTENDO DS



treyarch

ACTIVISION



CONTROL → Close Issue



Print Page



Search Issue



Zoom In



Zoom Out



Toggle Full Screen



Previous Page



Next Page

info

RESISTANCE
RETRIBUTION

FROM: Sony
A BIT LIKE... Syphon
Filter: Logan's Shadow
WEB: [http://uk.
playstation.com](http://uk.playstation.com)
OUT: Spring 2009



Resistance: RETRIBUTION

Close encounters of a terrifying kind

WHAT'S THE STORY?

This is a totally original that links neatly into the infamous Resistance game series, created by Sony's Bend Studio - which has previously been responsible for all of the Syphon Filter games.

WHAT DO WE KNOW SO FAR?

The first-person view has been wisely swapped for a third-person one, and when you see it in motion (as we have), you can clearly see the influences of Syphon Filter. Bend claim that this game is being created with their very latest PSP game engine, and promise that it'll be able to handle graphics quicker and more detailed than ever before. And who are we to argue?

"THE FIRST-PERSON
VIEW HAS BEEN
WISELY SWAPPED FOR
A THIRD-PERSON ONE"

Latest
News

SOUNDS GOOD. WHAT ELSE?

Well, the story for one thing. Set weeks after the first Resistance game, you play as British Marine James Grayson, who has to travel to Western Europe to wipe out a new breed of human/alien hybrids created by the Chimera.

ANYTHING ELSE?

There are over 10 different types of enemy to terrify you and give you target practice for any one of the many weapons at your disposal. Enemies include those familiar with the Resistance games (the Chimera, basically), plus a whole new range of freakish-looking monsters - with names like 'The Hag' and 'Cloven'.

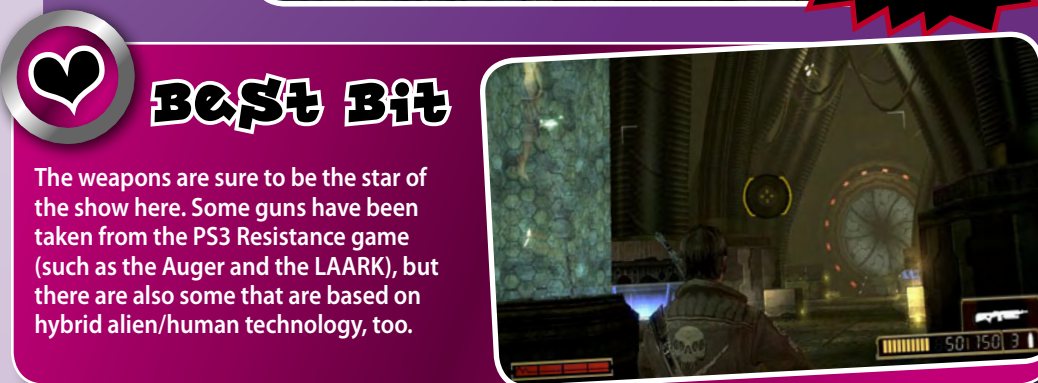


The state-of-the-art game engine allows you to battle against massive, well-animated enemies, like this one.



The sniper rifle is sure to be popular.

Graphically, this is looking very special indeed.



Best Bit

The weapons are sure to be the star of the show here. Some guns have been taken from the PS3 Resistance game (such as the Auger and the LAARK), but there are also some that are based on hybrid alien/human technology, too.

WII PS2 DS PSP **incoming**

We've seen the future of gaming, and it's good!

Crash: Mind over Mutant

FROM: Activision Blizzard OUT: November

Crash's latest has had a slight delay, but fear not, because you'll still be able to get to grips with it in time for Christmas. Expanding on the 'jacking' gameplay seen in Crash of the Titans, Mind over Mutant promises to better its predecessor in practically every respect.



Gauntlet

FROM: Konami OUT: October

The original arcade Gauntlet emerged in 1985 and is still regarded as a classic even today. This shiny new DS update is looking to bring the series bang up to date with lush 3D visuals, chaotic online multiplayer and vibrant voice-chat features. What's more, 40 new levels will be available for you to hack and slash your way through – hopefully the traditional killer gameplay will survive the transition, too!



WII PS2 DS PSP Harry Potter and the Half-Blood Prince

FROM: EA OUT: July 2009

With the movie being delayed until next July, the videogame adaptations have also slipped a little, but if EA can improve on the enjoyable Order of the Phoenix then Potter fans will be in for a real treat. As was the case with the previous game, expect the Wii version to be the one to go for, with spellcasting being effortlessly replicated by the Wii Remote.



Phantasy Star Portable

FROM: Sega OUT: TBC

This futuristic RPG is currently selling like hot cakes in its native Japan and that should be enough reason for us to get very excited. Sega has yet to confirm the title will be published in the UK but rumours are that a release in time for Christmas is planned. We have our fingers firmly crossed that this is the case – the PSP is in need of some decent software!



future releases

Best start saving! Here are the top games coming soon...

FIFA 09
DS, PSP, Wii, PS2
October

LEGO Batman
DS, PSP, Wii, PS2
October

The Quantum of Solace
DS, Wii, PS2
October

Megaman Star Force 2
DS
November

The Legend of Kage 2
DS
November

Trauma Centre: New Blood
Wii
November

Hello Kitty: Big City Dreams
DS
November

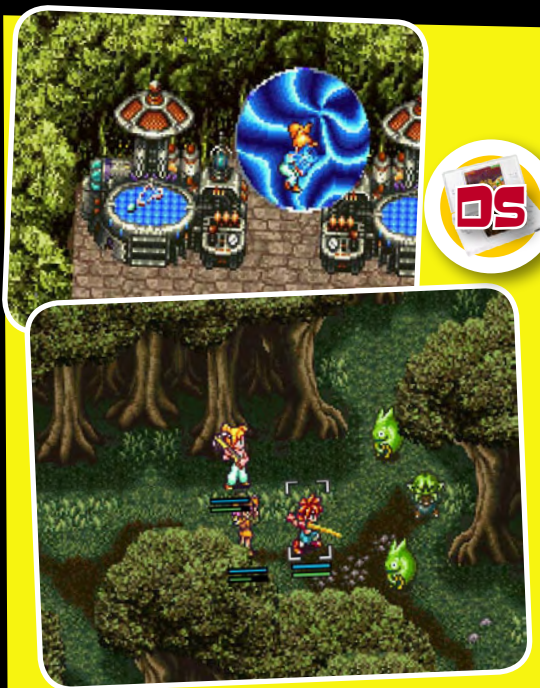
PLAYZINE on its way

Lost in Blue 3



FROM: Konami OUT: October

Being trapped on a desert island might not sound like fun, but Konami's Lost in Blue series has been going for donkey's years, so the concept must have some appeal. You assume the role of either a boy or a girl attempting to survive on a seemingly deserted island after the sinking of their passenger vessel. If Lost in Blue 3 can improve on previous games then Konami is definitely onto a winner with this one.



The Legend of Spyro: Dawn of the Dragon



FROM: Activision Blizzard OUT: October

Like Crash: Mind over Mutant, Dawn of the Dragon has been hit with a slight delay but remains an extremely enticing prospect. If you're a fan of the series then the gritty nature of this title – the third in the 'Legend' trilogy – might come as a shock. With free-flying modes and a two-player co-op mode, this is looking red hot stuff. Red hot? Dragons? Geddit?



Chrono Trigger



Blue Dragon PLUS

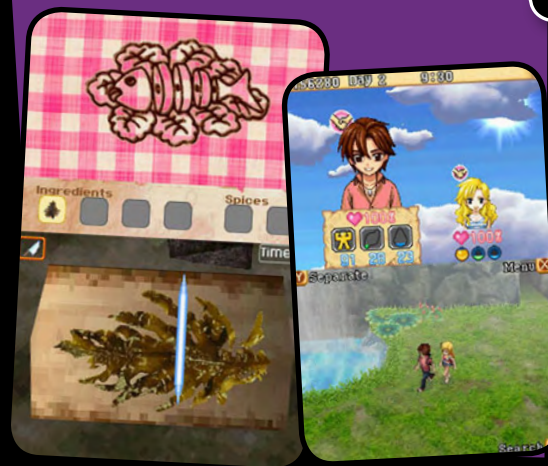
FROM: Ignition OUT: March 2009

Those of you with a keen eye may have noticed a game on the Xbox 360 called Blue Dragon. Well the DS is getting its own version of this cute RPG and it could be one of the best releases for the handheld yet. 30 hours of gameplay are promised as well as more than an hour of high-quality video to help drive the epic story forward. We'll bring you much more on this exciting game very soon.



FROM: Square-Enix OUT: Spring 2009

If you've experienced the delights of Final Fantasy IV and Dragon Quest: Chapters of the Chosen, yet you still hunger for more DS RPG action then you might want to add this to the top of your 'must have' list. Like those aforementioned titles, it's a remake of an old game from many years ago but don't let that put you off, as experts say this is one of the finest role playing videogames in existence, and who are we to argue?



future releases

More games heading your way in the not-so-near future

Dragonball Z: Infinite World
PS2
December

Ninjabtown
DS
Winter

Lost in Blue: Shipwrecked!
Wii
Winter

Samurai Shodown Anthology
DS, PSP, Wii, PS2
Winter

Sin Animals
DS, Wii
2009

Lord of the Rings: Conquest
DS
2009

Suikoden: Tierkreis
DS
2009



HIGH IMPACT DOUBLE TEAM MOVES



NEW CREATE A FINISHER



NEW INFERNO MATCH



ROAD TO WRESTLEMANIA CO-OP

TAG TEAMS EXPLODE ONTO WWE SMACKDOWN VS. RAW 2009...
IT'S JUST YOU AND YOUR PARTNER, BACK-TO-BACK
AND READY TO FACE THE ONSLAUGHT.



ALONE, YOU'RE GREAT.
TOGETHER YOU'RE
UNSTOPPABLE



PLAYBACK OPTIONS: ENHANCED



PSP

XBOX 360 LIVE

PlayStation 2

PLAYSTATION 3

NINTENDO DS

Wii



POWERED BY
gameSPY



All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of World Wrestling Entertainment, Inc. and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners. © 2008 World Wrestling Entertainment, Inc. All Rights Reserved.

© 2008 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ, Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

"P", "PlayStation", "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 NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO

PREVIEWS

THE HOTTEST GAMES, COMING TO A CONSOLE NEAR YOU!



WWE SMACKDOWN VS. RAW 2009

ALL THE INFO YOU NEED ON WHAT'S SHAPING UP TO BE THE FINEST SMACKDOWN GAME EVER. LET'S GET READY TO RUMBLE!



GUITAR HERO WORLD TOUR



FOOTBALL MANAGER HANDHELD 2009



SHAUN WHITE SNOWBOARDING



AGE OF EMPIRES



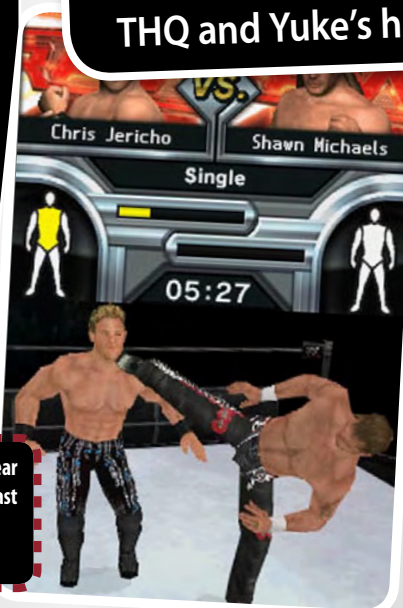
info



FROM: THQ
A BIT LIKE...
 SmackDown vs. RAW 2008!
WEB: www.
 smackdownvsraw.com
OUT: 7th November
ALSO ON: DS, PSP, PS2



The DS version this year
 does away with the last
 version's 'follow the
 beat' gameplay.



We know a lot of you guys are wrestling fans, so we know a lot of you were probably disappointed by THQ's wrestling output on Wii and DS last year. The Wii game was reasonable enough, but it was lacking in features and style when compared to its 360 brethren, while the DS game was an unusual (yet still fun) mix of Elite Beat Agents and wrestling.

WWE SMACKDOWN VS. RAW 2009

THQ and Yuke's have been cooking up a blinder

**Exclusive
Shots!**



The girls get it on it again this year.
 Looks like Beth's upset Kelly Kelly.

Thankfully, you won't believe your eyes when you see what THQ have got lined up for you this year.

WEIRD LOOKS

We went down to THQ's offices to have a play with the Wii and DS versions of SmackDown vs. RAW 2009, and we came away gushing to everyone about how great it is. It may have got us a few weird looks on the street, but, goddammit, it was worth it – as

SmackDown vs. RAW 2009 is really something worth talking about. For starters, this year round the Wii version has the full feature set. Everything, from the Create-a-Wrestler to the online play and the season modes are in there, so you won't feel so short changed. Secondly, the roster's completely up to date with all the newest Superstars in there. And finally, the control system's been given a very welcome overhaul.



The video screens are a bit of a disappointment, but everything else looks top notch.

ROAD TO WRESTLEMANIA

Why this story mode will be the best yet



SIX OF THE BEST

SPECIAL BRANCH

NICE TOUCHES

SIX OF THE BEST

The career mode for this year, dubbed 'Road to Wrestlemania', is a much more in-depth experience than before. Rather than allowing you control of any one wrestler, the Road to Wrestlemania mode allows you to follow six wrestler's paths, with all the thrills and spills that comes with it.



Ah, Santino. When will you learn.



Jericho hits a mean suplex on the DS.

Roll over screen for annotations



INTERACTIVE ENTRANCES
 See this Wii-exclusive feature in all its glory, as The Undertaker enters the arena in style!



The control system still uses the Wiimote/Nunchuk combo, but thankfully, the on-screen prompts are a lot easier to follow. To move your characters around, you'll use the analogue stick, and to initiate a grapple you hold either A or B, and shake the Wiimote. The direction you waggle the Wiimote in will determine what move you pull off from the roster.

FINE FUNDAMENTALS

Of course, this is fine for the fundamentals, but where this really

comes into its own is with the power moves. With your opponent on your shoulders, you choose when to throw them down. When you perform a finisher like a chokeslam, you lift your opponent up and hold them there while they're helpless, before driving them into the mat. It's great seeing the way the wrestlers follow your every move, and how much more control you have over the game.

But better still are the Interactive Entrances. New for this year, you can now taunt on your way down



SMACKDOWN interview

Fighting talk



Naoto Ueno is the Lead Game Designer at Yuke's, and so is the perfect person to answer all our SmackDown-related questions!

What's the biggest new feature this year?

That would have to be Interactive Entrances and Victory Scenes, but we also have more match type variations available now. Last year's game was the first Wii game for us, and only had five match types – in WWE SmackDown vs. RAW 2009 we have over 40!

By using the Wii Remote and Nunchuk, the matches have intuitive and simple control, but at the same time more strategic elements, such as the implementation of Guard and Momentum systems.

Can you tell us a bit about the new Interactive Entrances on the Wii?

Our fans enjoyed last year's interactive taunts, and we wanted to extend the Wii-specific design to something else. In this year's game, players can control everything throughout a Superstar's appearance, from entrance until the winning scene's taunting. It will be up to the player whether they high-five with fans, insult someone or execute a signature pose on the turnbuckle.

What's the coolest match type to beat up your friends in on the Wii?

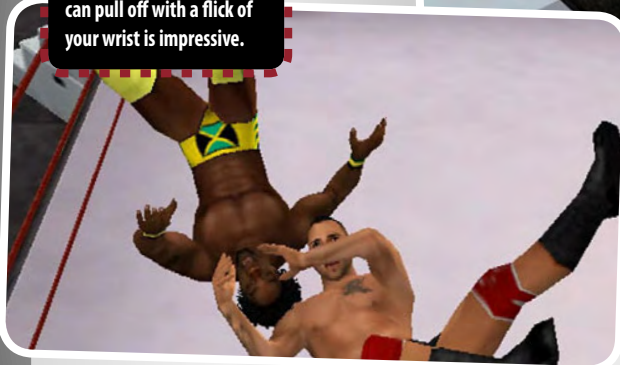
I think it's the ECW Extreme Rule Match, as anything can happen and players are able to find



The Wii version looks the business too, with full widescreen support, and some realistic likenesses.

"POTENTIALLY, SMACKDOWN VS. RAW 2009 COULD BE THE GREATEST WRESTLING GAME EVER"

The range of moves you can pull off with a flick of your wrist is impressive.



to the ring, following the prompts, and gaining momentum before you've even set foot in the ring. To give you an example of how cool this is, we did the Randy Orton taunt on the stage and then hit the Z button to trigger our own pyro, gaining 19% more momentum in the process. Cooler still though is Kane's intro, which has got to be one of the best by interactivity standards.

And there's so much more... There's a full on season mode, create-an-entrance, hell in a cell, loads of weapons, loads more match types and loads more fun. Potentially, this could be the greatest wrestling game ever. Mark our words. 

HOW READY

HOW GOOD



This could very well be the best WWE game yet

interview Continued...

weapons in unexpected places. There are about 15 types of weapons players can choose from, which is the most ever in the series. Also, Wii-specific weapons and gimmicks are available – personally, I recommend using the guitar on an opponent!

Will the Wii version have online play?

Yes. Along with a ranking board for online play, we will have new modes to enhance online matches.

We love the idea of taking our Superstar to glory at Wrestlemania, but how does Road to Wrestlemania work?

This is a new Season mode in which players select from six storylines on the Road to Wrestlemania. The mode is full of surprises and excitement as if players were watching WWE programming. Also, it has a lot of original match types and other bonuses that aren't available in Exhibition mode.

Are there any character customization options in this year's game?

Various customizations are available in Create mode, which has been a long-standing franchise favourite. In Create mode, players can create original Superstars and assign their move sets. The number of interactive move types available is more than double in comparison with last year. Also, actions in Interactive Entrance and Interactive Victory Scenes – which are Wii-specific elements – can be customized in this mode.

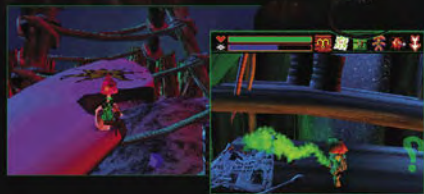
And finally, who's your favourite superstar?

All of WWE superstars are very wonderful, and it would be very difficult to pick one, but right now I like Batista because he posted our game as 'My favourite videogame' for his bio section on the WWE Kids website! It is a great pleasure to hear that Batista plays SmackDown vs. RAW. 

 **QUICK QUIZ!**

BIG TROUBLE

FOR A LITTLE HERO



WITNESS THE BIRTH OF THE MUSHROOM MEN IN THE
RISE OF THE FUNGI



THEN IT GETS PERSONAL - JOIN PAX IN
THE SPORE WARS



MUSHROOM MEN

THE SPORE WARS AND RISE OF THE FUNGI

EXPERIENCE AN EPIC WAR OF TINY PROPORTIONS



FEATURING MUSIC BY
LES CLAYPOOL



Wii

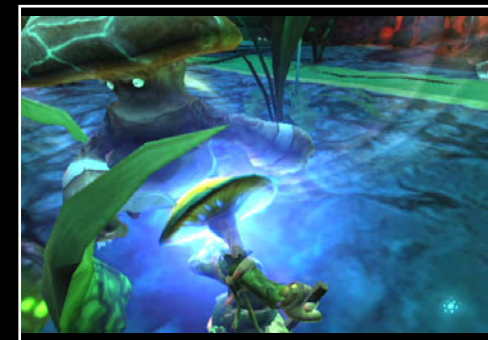
NINTENDO DS

cdv

red FLY

GAMECOCK MEDIA GROUP

©2006-2008 Red Fly Studio and Zen Studios Ltd. ©2008. All Rights Reserved. Gamecock Media Group. All other trademarks and trade names are property of their respective owners.



WATCH THE TRAILER:



PLAYZINE PREVIEW

info



FROM: Activision
A BIT LIKE... Rock Band
WEB: www.guitarhero.com/ghwt
OUT: 7th November



The character creation mode allows you to construct some truly fearsome rockers.

You can even customise the clothing that your in-game avatar wears.

GUITAR HERO WORLD TOUR

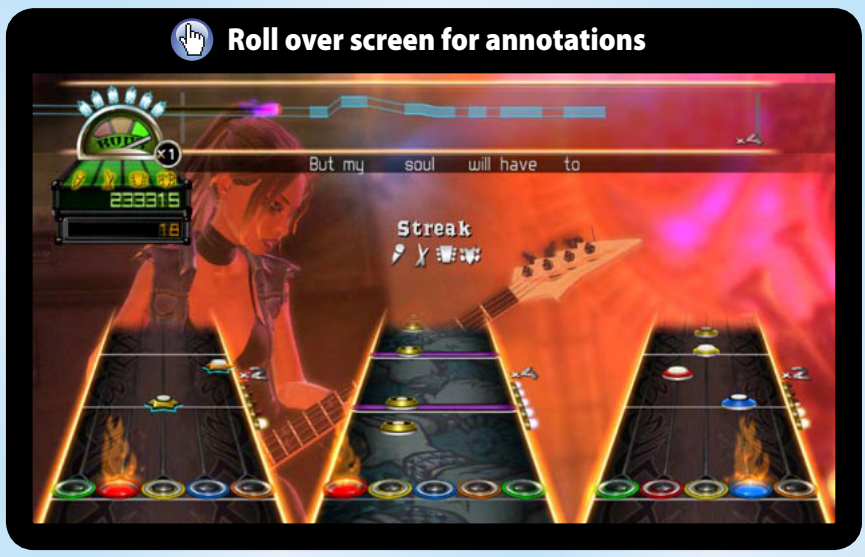
Can Guitar Hero still be the leader of the pack?

Guitar Hero is easily one of the biggest videogames around today and continues to dominate the sales charts, but over the past 12 months the competition has

become much tougher. EA's Rock Band has brought the 'band' idea to the marketplace, and now just having a guitar isn't enough. Not wanting to back down from the challenge, the developers behind World Tour have included microphone and drum support, so now you can get friends involved and have a go at more than just strumming some chords! While Rock Band fans will point out that their

game offers the same kind of setup, Activision has stated that the drum kit is the most realistic currently available. In addition to the new instruments, you'll also be able to create your own rocker and even edit your own songs. Speaking of songs, the track list is huge and should contain something for everyone, no matter what your musical taste. With Rock Band 2 looming on the horizon this is clearly going to be an

important title for Activision, but all the signs are that Guitar Hero might stay at number one... for now anyway.



Roll over screen for annotations

BEST BIT

Nothing beats the feeling of sparking up your Star Power gauge after perfectly strumming your way through a difficult solo. If you like to show off in front of friends then Guitar Hero is most definitely the game for you!

"YOU'LL ALSO BE ABLE TO CREATE YOUR OWN ROCKER AND EDIT YOUR OWN SONGS"

HOW READY

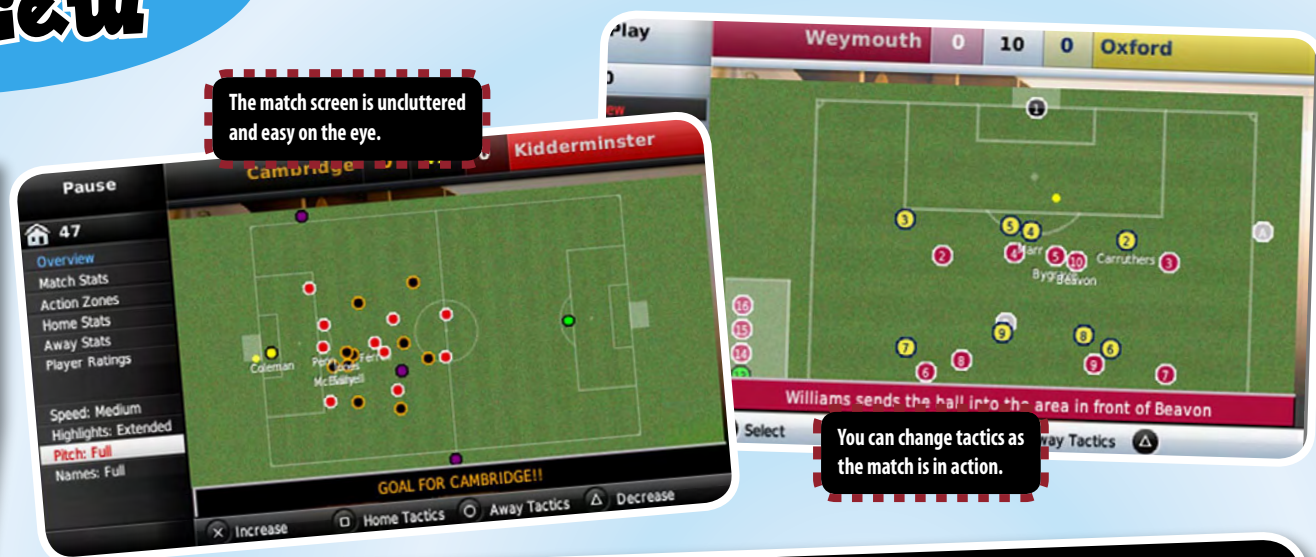
HOW GOOD

Long live rock and roll!

PLAYZINE PREVIEW

info

FROM: Sega
A BIT LIKE...
Championship Manager
WEB: www.footballmanager.com
OUT: 14th November



The match screen is uncluttered and easy on the eye.

You can change tactics as the match is in action.

FOOTBALL MANAGER HANDHELD 2009

Sick as a parrot or top of the league?

Sports Interactive's Football Manager series has been a regular fixture on the videogame calendar for a few years now and seems to get better with every update.

Thankfully, it's looking as if this year is no exception to that rule, with the latest PSP instalment bringing with it up-to-date stats and team rosters, improved AI and a more realistic transfer system. The developer has made things even more authentic by allowing transfer speculation to have a bearing on a player's attitude and commitment to their team – a neat touch which is spookily close to real life!

If you're a fan of the franchise and have been following the production of the PC version, you might be excited about the all-new 3D view, but sadly PSP owners will still have to endure a 2D representation of the match instead. Still, Football Manager has never been about visual glitz and glamour – it's all about statistics and number crunching, and this portable edition is sure to have both of those. So if you want to give Alex

Ferguson and Arsène Wenger a run for their money, keep an eye out for this, as it could be the ideal training!

FOOTBALL FOCUSED

It's still a game of two halves...



BASIC VIEW

PICK A COLOUR

TRANSFER SYSTEM

BASIC VIEW

Okay, so this version lacks the flash 3D match engine of the PC version but PSP owners shouldn't be too dismayed – you can still watch the action from a basic 2D viewpoint. Coloured dots show the positions of your players and it's easy to see how the game is flowing. It also helps you identify issues you might have with your formation.

"THERE'S UP-TO-DATE
STATS, IMPROVED AI
AND A MORE REALISTIC
TRANSFER SYSTEM"

HOW READY

HOW GOOD

The beautiful game just keeps on getting better



The official game of snooker produced with Infinite Worlds™ & new Real mode.

"Now that's interesting!"

PLAY FOR
real



"It goes like a rocket!"



PC PLAYSTATION®3 Wii XBOX 360 LIVE PSP®

'It's a tour de force of how sports games should look.'
X360 Gamer

*B.I., "PLAYSTATION", "PlayStation" and "PSP" 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.
NINTENDO, Wii and the Wii LOGO ARE TRADEMARKS OF NINTENDO.



info

Shaun
White
Snowboarding

FROM: Ubisoft
 A BIT LIKE... Family Ski
 WEB: www.shawnwhitegame.com
 OUT: 21st November
 ALSO ON: DS, PSP

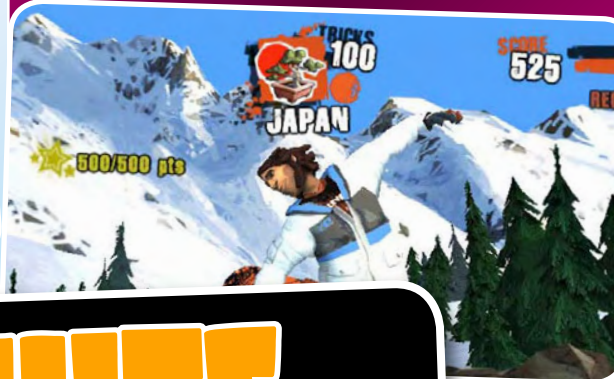


Some of the moves you pull off have pretty gnarly names, dude.



BEST BIT

Everyone likes to show off a little and in Shaun White Snowboarding you get to do some seriously impressive moves. Try not to showboat too much, though – remember that what goes up must come down, and you've got to nail the landing for the move to count!



You and your friends are about to embark upon a truly excellent road trip.



Pulling off a trick is one thing, but successfully landing afterwards is quite another.



QUICK QUIZ!

SHAUN WHITE SNOWBOARDING

Snow news is good news...

The name Shaun White may not mean much to you now, but this talented American snowboarder is about to become very famous indeed – so famous that Ubisoft is

naming its latest sports title in his honour. Although Shaun White Snowboarding is also coming to other formats like the DS and PSP, this Wii version is so much more than just a lazy port – it's been produced to take advantage of the unique features of Nintendo's machine, namely the Balance Board that comes with Wii Fit. Like Namco's Family Ski before it, Shaun White Snowboarding encourages you

to hop on the board and pretend you're out on the slopes!

You're very much on a quest in this game – to upgrade your rusty camper van to something more desirable. As you progress through the game you face various challenges, each of which promises to take you one step closer to the world championship and a shiny new set of wheels. From what we've seen, Shaun White has the potential to

be the Tony Hawk's of the snowboarding world, and this could easily be the first in a long line of games. ❄️

"THE GAME HAS BEEN DESIGNED TO TAKE ADVANTAGE OF NINTENDO'S BALANCE BOARD"

HOW READY

ANY GOOD



Expect Shaunmania to snowball this winter!

PLAYZINE PREVIEW

info



FROM: THQ
A BIT LIKE... Age of Empires: Age of Kings
WEB: www.thq.com
OUT: 28th November



AGE OF EMPIRES: MYTHOLOGIES

Age of Kings gets an epic facelift

When Age of Empires: Age of Kings was released on the DS in 2006, the hoots of derision from fans of the PC original were almost

deafening – surely it was a fool’s errand to port such a complex game to Nintendo’s humble handheld? Nevertheless, those same naysayers were left with egg on their faces – the game was a complete success and as a result we have extremely high hopes for this semi-sequel, which takes the strategy action and places it in a land of myths and legends. So instead of commanding purely human troops

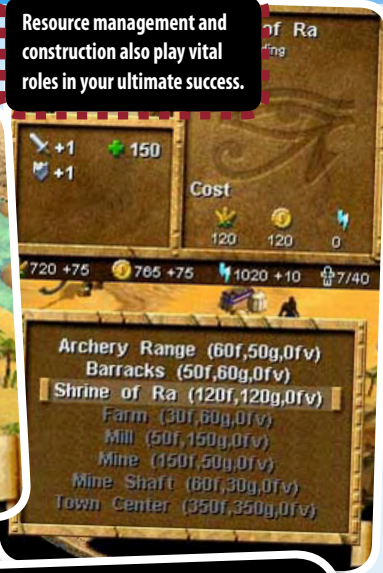
you’ll be able to call upon beasts of lore and battle against gods and demons alike. And yes, we were impressed, too. The game engine has been radically updated from Age of Kings and graphically things are looking very tasty indeed. Save for a disaster of Biblical proportions, this should better its predecessor in every way, and take its rightful place as the ultimate thinking-man’s DS title.

“YOU’LL BE ABLE TO CALL ON BEASTS OF LORE AND BATTLE AGAINST GODS AND DEMONS ALIKE”

As you might expect, units like Medusa possess unique powers.

The graphics have had an impressive makeover since Age of Kings was released.

Resource management and construction also play vital roles in your ultimate success.



EMPIRE BUILDING

Three big tips for a grand design



CULTURE SHOCK PLAY TOGETHER ALL in the DETAIL

CULTURE SHOCK

There are three distinct civilisations in Mythologies: The Greeks, the Egyptians and the Norse. As you might expect, each of these cultures can call upon beasts from their own folklore, so the Greeks have units such as Medusa and the Cyclops, while the Egyptians can count upon the support of giant scarab beetles and the like.

HOW READY

HOW GOOD



The stuff of legends!

REVIEWS

THE BEST VERDICT ON THE BIGGEST GAMES AROUND!



STAR WARS: THE FORCE UNLEASHED

WILL WE BE TURNED TO THE DARK SIDE?



THE
PLAYZINE
FOUR-POINT
REVIEWERS PLEDGE

- 1 If a game's rubbish then we're not afraid to say so
- 2 Our reviewers are hand-picked from the very best

- 3 We always play a game long enough to form an opinion
- 4 We love our games more than life. Well, almost



DISASTER: DAY OF CRISIS



SONIC CHRONICLES: THE DARK BROTHERHOOD



FIFA 09



SPORE



SAMBA DE AMIGO



LOCK'S QUEST



info



FROM: LucasArts
A BIT LIKE...

No More Heroes

WEB: www.lucasarts.com/games/theforceunleashed

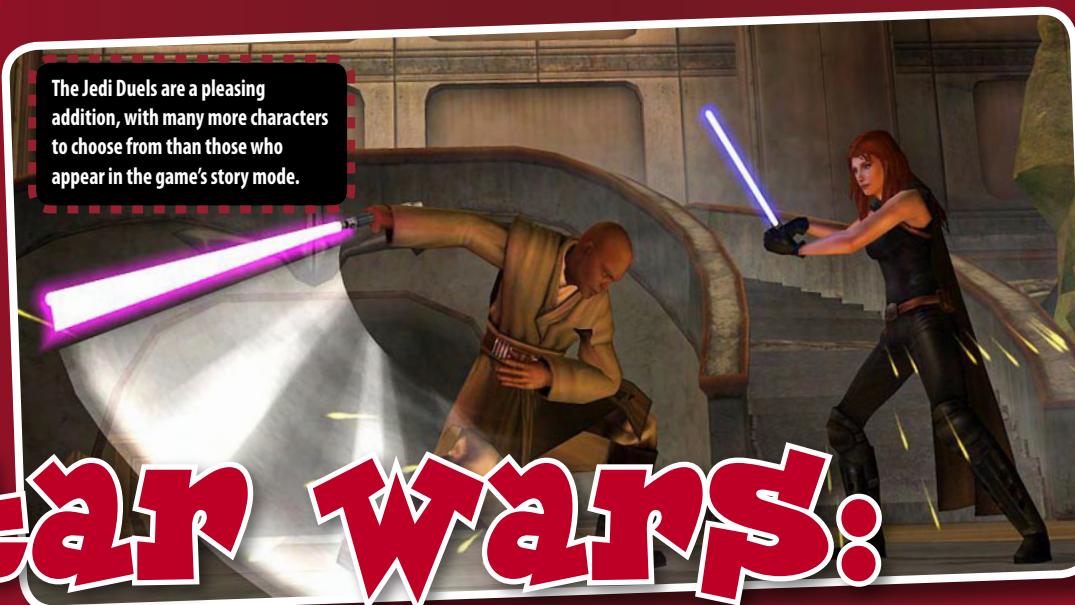
ALSO ON: PSP, DS, PS2

PRICE: £39.99

PEGI AGE RATING: 16+



The Jedi Duels are a pleasing addition, with many more characters to choose from than those who appear in the game's story mode.



Star Wars: The Force Unleashed

The Force is (reasonably) strong in this one

You might think LucasArts would be cursing Nintendo for announcing the Wii MotionPlus peripheral just after it had developed two Star Wars games for Wii. Yet it's hard to see how developer Krome Studios could have implemented this game's controls any better. The Force Unleashed on Wii feels very different to its HD counterparts, offering gesture-based lightsaber combat via the Remote, and

utilising the Nunchuk in tandem for the game's Force powers. It's a system that works very well – while combos on the 360 and PS3 versions are executed by repeated taps of the attack buttons, swinging the remote and connecting feels much more satisfying, while pulling off a Force Push with a thrust of the Nunchuk is miles more entertaining in the Wii version. And breaking doors open with a sideways swipe feels

incredibly empowering. If the rest of the game had been up to the standard of the controls, then we'd be looking at a cast-iron classic here.

Sadly, that's not quite the case. The Force Unleashed on Wii falls just short of its current-gen rivals, thanks to a series of minor problems that add up to take the shine off what's otherwise an enjoyable Star Wars experience. The first issue is the game's length –

RULE the GALAXY

Where the Wii version beats its rivals



LEVEL
UP

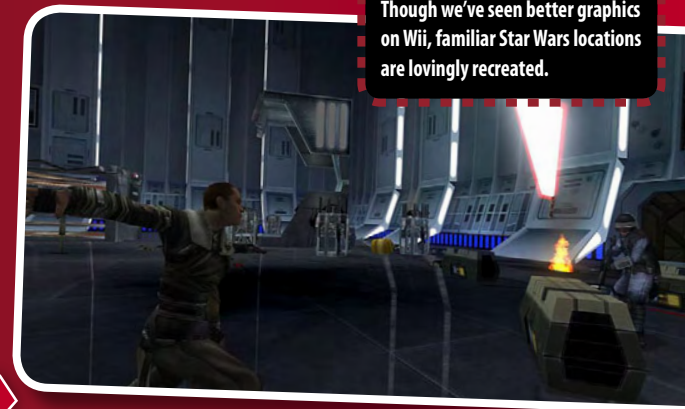
FORCE
IMPACT

DUAL
MODE

Level UP

Though each one is shorter, you'll experience more stages than your 360 and PS3-owning friends. Of particular note are the three Trials the Apprentice is put through during the game. During these, you'll have to visit the ruined Jedi Temple on Coruscant, and fight three enemies which aren't seen in the other versions.

Though we've seen better graphics on Wii, familiar Star Wars locations are lovingly recreated.





Force Lightning is perhaps slightly overpowered – it's certainly one of the most effective abilities, though it does drain your Force meter quickly.

The Wii version's own physics engine works very well, allowing you to create havoc with simple motions.

→ while it actually has more levels than the 360 and PS3 versions, the total play time is significantly shorter – around six hours rather than nine or ten. It's not ruinous, as the game is generally paced very well, but a disappointment nonetheless. Then there are the graphics – clearly they've been affected by the game being simultaneously developed for PS2 and PSP. Had this been created from the ground up for Wii, then we'd likely see something more technically impressive. As things stand, it lacks the sense of the spectacular of the HD renditions of the Star Wars universe, and given how much more enjoyable the force powers are to

perform, it's a shame the results are comparatively lacking. And then there's the camera and lock-on system – neither of which performs as it should. That's a problem in other versions too, but it's not as pronounced as it is here.

It's a pity, as with a little more time, and the chance to work purely on the Wii, we've no doubt Krome Studios would have produced something that's more 'great' than merely 'good'. And the multiplayer Jedi Duels – albeit a rather tacked-on feature – are certainly an entertaining diversion, while the game's story is terrific. But, all in all, this is a bit of a missed opportunity. Recommended

for Star Wars fans, but non-devotees might feel let down.

Chris Schilling

Briefly Speaking

Take on the role of Vader's apprentice and embrace the Dark Side of The Force. Fans of the films will find a lot to love here, and the story is especially good. The violent content does give it a 16+ rating, though.

"With a little more time this could've been 'great' rather than merely 'good'"

TOP TIP



Force Grip is fun, but it's pointless unless you've cleared the room of most enemies, otherwise you'll get hit while lifting a hapless foe. Instead, try lifting an object and hurling it towards a group of enemies – this is just as enjoyable, and does more damage!



QUICK QUIZ

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Close, but no cigar

7

PLAYZINE Review

info



FROM: EA
A BIT LIKE...
Pro Evolution Soccer
WEB: www.fifa09.ea.com
PRICE: £29.99
PEGI AGE RATING: 3+



FIFA 09

Is this a match made in heaven?

The warning signs have been there for quite some time, so it wasn't a massive surprise when FIFA finally presented its stiffest challenge to PES's football crown last year. Finally bowing to the 'if you can't beat them, join them' way of thinking, FIFA concentrated on mimicking PES's fluid gameplay and smooth passing control. And it did it very well, although (and this was probably more pertinent to the Wii version), there was still room for improvement.

Controlling your team with the Wii Remote has been improved greatly.



"EA HAVE CREATED SOMETHING THAT'S VERY CLOSE TO FOOTBALL PERFECTION"



Players now look even more realistic, and the animation is incredibly lifelike, too.

stand out. Everything just looks so polished and professional, and the level of detail in the players seems to have jumped up a notch, too – you only need to look at the picture of Rooney on the right to see that.

EA have taken what they learnt last year and created something that's very close to football perfection. There are still issues with the online mode (in that it's missing some functions over the standard game), but it's very hard to see how PES can top FIFA this year.

Dean Mortlock

Click here to read the review of FIFA 09 on PSP!

Briefly Speaking

Gaming's longest-running football series gets its usual annual update, but with gameplay that is truly a match for the slick presentation, licenses and graphics, it's main rival, Pro Evolution Soccer, will have a real battle on its hands this year.

FIFA's new signings

Picking apart the new recruits to FIFA's team



- MANAGER mode
- ALL-PLAY
- ARCADE GAME

MANAGER mode

Well, we all moaned when the Manager mode was missing from last year's version of the game, so you can imagine how chuffed we were to see it included in FIFA 09. If you fancy taking more control over your team, then now you can by picking players, sorting out contracts and even dealing with companies to organise sponsorship deals!

PLAY TIME

HOURS

DAYS

WEEKS

DIFFICULTY

EASY

MEDIUM

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Pure football gold

9

"IT'S FAIR TO SAY THAT THE SLOW PACE TAKES SOME GETTING USED TO"

SONIC CHRONICLES: THE DARK BROTHERHOOD

Bioware of the hog!

info



FROM: Sega
A BIT LIKE... Mario & Luigi: Partners In Time
WEB: www.sega.com/sonicchronicles/us/index.php
PRICE: £29.99
PEGI AGE RATING: 7+



Sonic in an RPG? It just never made any sense to us. Surely, the character's appeal is his zippy speed – reducing him to wandering around at a fairly slow pace, interrupted in his exploring by the need to regularly battle monsters, is totally against the whole point of the nippy hedgehog? In truth, while The Dark Brotherhood never feels remotely like a Sonic game, it probably offers the best all-round experience for fans of the spiked one since the original Sonic Rush was released.

POW attacks are fairly weak to begin with, but once you combine forces with a teammate, the results are effective and pretty spectacular, too.



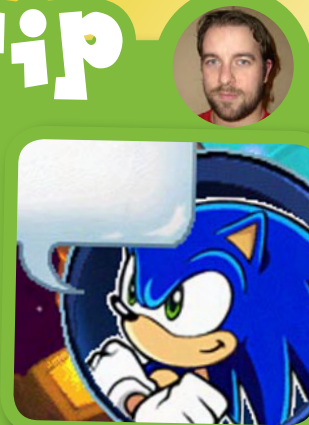
SLOW AND STEADY

It's fair to say that the slow pace takes some getting used to, and it's not helped by the fact that Bioware (the developer) saves most of the really good stuff for the latter half of the game. Once you're a few hours in though, and you've built up your party and the number of special moves at your disposal, things improve greatly, leading to a climax that leaves you gagging for more. Enemy encounters are avoidable – which is always a plus – and the touchscreen controls work very well, although the constant icon pop-ups on the field screen do stop the game from really flowing properly.

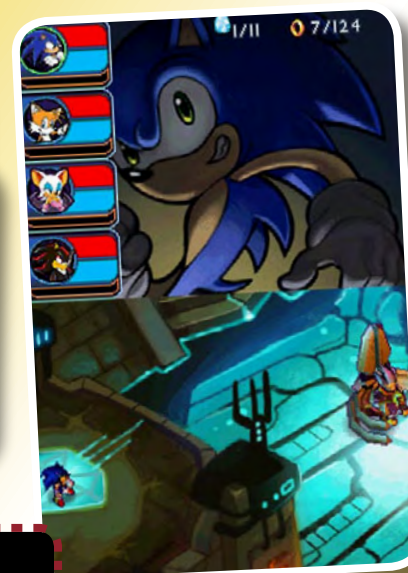
The combat is a pretty blatant rip-off of Elite Beat Agents, but at least Bioware is nabbing ideas from a quality game. Sonic Chronicles is an attractive and engaging RPG debut which, while failing to match rival Mario's DS role-player, offers enough charm to keep you playing until the

TOP TIP

We've rarely experienced an RPG where luck has played such a significant role – you'll often miss attacks through a low luck stat – so use your bonus level-up points to boost your luck as often as possible, as you'll need all the luck you can get!



end. And it might even make you like Shadow. Which is some feat. *Chris Schilling*



The graphics are really great in places.

Briefly Speaking

Sonic eventually follows Mario and stars in his very own role-playing game. And it works very well, mixing Sonic's army of characters with gameplay that's both engaging and also not too difficult for younger gamers.

PLAY TIME

HOURS WEEKS MONTHS

DIFFICULTY

EASY MEDIUM ARRGH!

FUN FACTOR

DULL COOL YIPPEE!

VERDICT

Clever and fun

7

Subscribe to **PLAY**zine

FREE! EVERY MONTH!

The world's best games magazines!

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!

Over 45,000 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

info



FROM: Nintendo
A BIT LIKE...
 SOS: The Final Escape
WEB: www.nintendo.co.uk/NOE/en_GB/games/wii/disaster_day_of_crisis_9381.html
PRICE: £34.99
PEGI AGE RATING: 16+

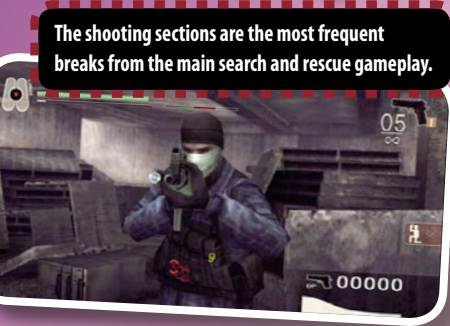


Disaster: Day of Crisis

Welcome to the worst day of your life

Okay, so Disaster: Day of Crisis's story might be complete and utter nonsense, and the voice acting a little on the hammy side, but the gameplay offers some fast-paced thrills and spills, and plenty of variety. One minute you'll be shooting at a terrorist group in a House of the Dead style lightgun section, the next you'll be sprinting away from a tsunami,

driving to escape a volcano or dragging survivors away from an earthquake. The abundance of quick-time events might annoy some of you a little bit, but the way the game mixes things up is definitely impressive – keeping you on your toes without resorting to too many gimmicks. With tremendous graphics, sound effects and music, the presentation is



The shooting sections are the most frequent breaks from the main search and rescue gameplay.

top-notch, and there's a lot to do once you've completed the game's 23 stages – with shooting minigames and a much tougher difficulty level to attempt. We do have to warn you though, that some fairly mild swearing and violence means it's definitely not for kids, but everyone else should enjoy a much-needed dose of mature action on the Wii.

Dean Mortlock

Briefly Speaking

In a nutshell, the object of the game is to try to survive a series of natural disasters. If you like your games big and bold, then you'll like this. It is rating 16 though, so it's definitely not for younger gamers.

LIFESAVER

International rescue, at your service



REACH OUT LIFE'S A DRAG THAT'S A WRAP

REACH OUT
 Occasionally you'll find someone dangling, and you'll need to act fast to rescue them. Move the Wii remote to the side to stretch your arm out, timing your motion to coincide with that of the survivor you're intending to rescue. Often you'll have to do more – either pulling both controllers upwards or tapping A rapidly once you have a firm grip.



Move the Remote and Nunchuk up and down rapidly to run away from the incoming wave.

PLAY TIME
 HOURS DAYS WEEKS

DIFFICULTY
 EASY MEDIUM ARRGH!

FUN FACTOR
 DULL COOL YIPPEE!

VERDICT
 Dramatic stuff
 8

info



FROM: EA
A BIT LIKE...
Cubivore (GameCube)
WEB: http://eu.spore.com/whatispsore/platforms/nintendo_ds.cfm
PRICE: £29.99
PEGI AGE RATING: 7+



Spore
Creatures

It's life, but not as we know it...

Perhaps Spore Creatures' biggest issue is the size of the shoes it has to fill. While most people would have been expecting a stripped-down version of the PC game, its linearity still comes as a bit of a shock. Once you get used to exactly what Spore Creatures is – as opposed to what you want it to be – it's an entertaining enough experience, but that nagging doubt remains that it could have been so much more.

The problem is that your creature is never really your own – you're forced to make alterations to evolve, and even to solve the game's dilemmas. If you need to find items buried underground, you need the eyes with the x-ray vision. If you're struggling in combat, then you'll either need the flame-breathing mouth or the powerful flesh-ripping claws. There's always a specific solution to a specific problem, and it means a lot of toing



The two icons at the bottom right allow you to dig back to your nest and to call out to any friendly aliens in the vicinity.

EVOLVE OR Die
How to survive the cut-throat world of Spore



- out on A LIMB

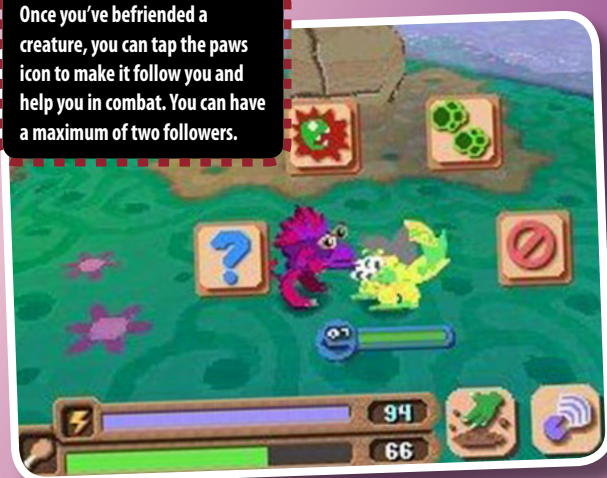
BODY PARTS

FLORAL DANCE

OUT ON A LIMB

Probably the most interesting part of the game is the way you can completely change the look of your creature. While to an extent you're restricted to using specific parts for specific puzzles, at least you can change the colour, pattern, size and positioning of your various parts. Seeing your mutant in motion is a proud moment indeed.

Once you've befriended a creature, you can tap the paws icon to make it follow you and help you in combat. You can have a maximum of two followers.



This menu shows the creatures you've met and befriended. That Oogie you can see is the form your creature takes at the outset.



Briefly Speaking
Created over four years by the genius who brought us Sims, Spore on DS lacks a lot of the charm of the PC version, but is still a fun game for those of you looking for something a bit different. Especially younger gamers.

Chris Schilling

PLAY TIME
HOURS
Days
Weeks

DIFFICULTY
easy
medium
ARRGH!

FUN FACTOR
DULL
COOL
YIPPEE!

VERDICT
A bit average, sadly
6

info



FROM: Sega
A BIT LIKE... Guitar Hero
 (honestly!)
WEB: www.sega.co.uk/sambadeamigo
PRICE: £39.99
PEGI AGE RATING: 3+



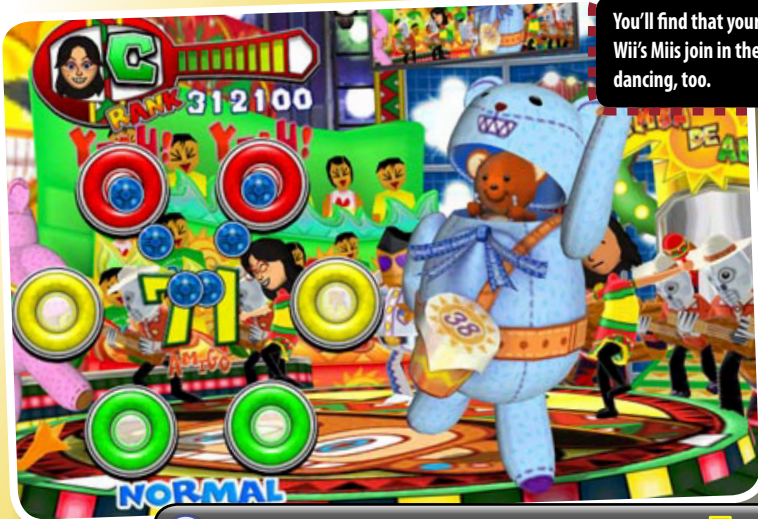
Samba de Amigo

Let the beat control you

This is a conversion of an old console game (on Sega's old Dreamcast), and is a rhythm action game that, oddly, has never been replicated since its initial release. I mean, we've had dancing and guitars, so why not the return of the maracas? Well, with the wonderful Wii Remote and Nunchuk controllers, then it seems that this game's timing is perfect.

Samba de Amigo works by having a series of on-screen circles, which are targeted by a seemingly endless stream of blue 'notes'. When the note hits the circle, you have to shake your maraca (or Wii controller) in that direction to score the point and keep the chain going. Like all rhythm games, it's simple stuff, but worryingly addictive once you get hooked.

You'll find that your Wii's Miis join in the dancing, too.



The game's full of familiar Sega characters.

There's a library of over 40 songs to play through, including everything from Ricky Martin to Rhianna, and there's no denying that the simple gameplay is great fun – especially when you drag a mate in to play with.

The downside though, is that the controllers sadly aren't quite as sensitive as they should be. That's not a problem on the easier levels, but it gets hugely irritating on the harder ones, when you clearly move the controller in the right direction, only for it not to register. So unfortunately you end up feeling shaken but not that stirred by the experience.

Dean Mortlock

Briefly Speaking

It's a rhythm action game with a difference, as you shake your Wii controllers like maracas to keep the chain going. The control method isn't perfect, but it's still a lot of fun, and is especially good in the multiplayer mode.



"LIKE ALL RHYTHM GAMES, IT'S SIMPLE STUFF, BUT WORRIINGLY ADDICTIVE ONCE YOU GET HOOKED"

Top Tip



For the very best gaming experience with Samba de Amigo, we suggest that you look out for this pack, which comes with a copy of the game and two maracas. Then all you need is a sombrero, and you really will look the part!



PLAY TIME

HOURS DAYS weeks

DIFFICULTY

EASY MEDIUM ARRGH!

FUN FACTOR

DULL COOL YIPPEE!

VERDICT

A flawed gem

7

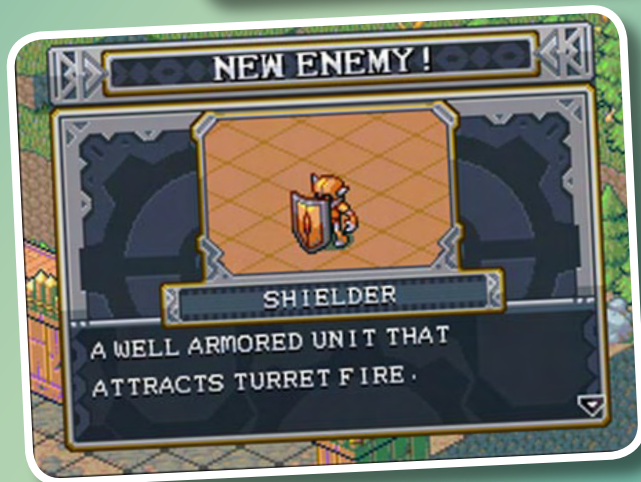
info



FROM: THQ
A BIT LIKE... PixelJunk
 Monsters (PS3)
WEB: www.locksquest.com/uk/index.html
PRICE: £29.99
PEGI AGE RATING: 7+



Tap the four numbers in the right order and you can pull off a powerful combo attack.



LOCK'S QUEST

This is one quest you're going to want to unlock

Developer 5th Cell was behind the clever Drawn to Life, but its next game is something very different, and offers a little more for serious RPG fans as opposed to the younger audience Drawn to Life was clearly aimed at.

You play as Lock, an Archineer (engineer-architect) who has to defend various areas from an army of robots led by the fantastically named Lord Agony. This is done in two phases – firstly, you'll use the resources you have to build a series of walls and turrets

protecting what needs to be kept in one piece, and secondly, you'll engage in realtime combat and repairs. The mix of the two styles works remarkably well, and the fact that the enemies attack you and your turrets instead of just trying to reach your base adds a more frantic twist to the standard tower-defence formula.

ALL MIXED UP

What's brilliant about Lock's Quest is how well it mixes things up, constantly introducing new elements without overcomplicating matters. Sometimes you'll need to go on the offensive rather than simply holding your line, or you may have to take down an enemy leader. The occasionally fiddly controls

"WHAT'S BRILLIANT ABOUT LOCK'S QUEST IS HOW WELL IT MIXES THINGS UP"

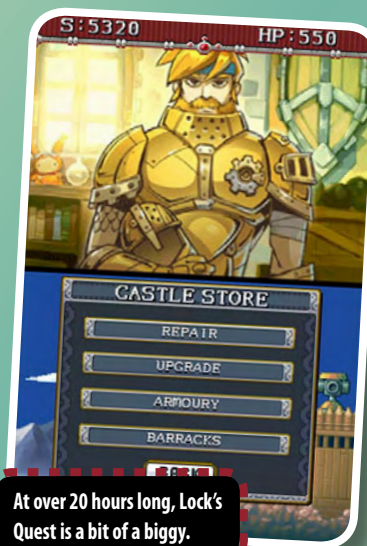


PLAYZINE Challenge

It only arrives 20 days in, but the mission where you have to rescue the nomad hostages is very difficult. See if you can do it within two tries. If you're struggling and want a hint then try using poison attacks and lay as many traps as you can. Still stuck? Go for the more distant ones first.

is the only dark spot – otherwise this is one of the most original games we've seen on DS this year.

Chris Schilling



At over 20 hours long, Lock's Quest is a bit of a biggy.

Briefly speaking

This is a great role-playing game that's not too heavy on the stats but is packed full of great graphical touches and (thankfully) realtime combat. This would make a perfect introduction for younger gamers wanting to try out an RPG.



PLAY TIME

HOURS

DAYS

WEEKS



DIFFICULTY

EASY

MEDIUM

ARRGH!



FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Unique and fun!

8

PLAYZINE Review

Review Round Up

Small but perfectly formed, it's the rest of this month's reviews



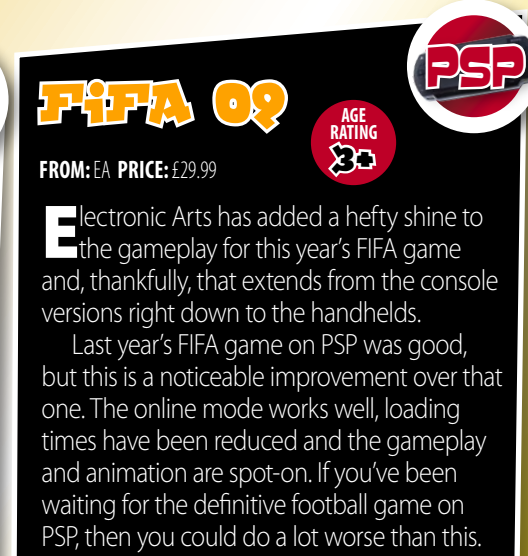
Looking after your pinatas quickly becomes addictive.

Viva Pinata

FROM: THQ PRICE: £24.99
AGE RATING 3+

Viva Pinata on the DS is basically a scaled-down version of the 360 version that was released two years ago, but while it was a fairly unremarkable gaming experience on Microsoft's console, it's one that's far more suited to the humble DS. The idea is to create an environment where the Pinatas will flourish, but it's obviously not that easy, as they have a habit of eating each other, and maintaining the land for the Pinatas takes plenty of work. It quickly becomes addictive, though.

8



FIFA 08
FROM: EA PRICE: £29.99
AGE RATING 3+

Electronic Arts has added a hefty shine to the gameplay for this year's FIFA game and, thankfully, that extends from the console versions right down to the handhelds. Last year's FIFA game on PSP was good, but this is a noticeable improvement over that one. The online mode works well, loading times have been reduced and the gameplay and animation are spot-on. If you've been waiting for the definitive football game on PSP, then you could do a lot worse than this.



This year's FIFA game has a number of original features over FIFA 08.

8



Fancy redrawing Spongebob? You can in this game.

Drawn to Life: SpongeBob SquarePants

FROM: THQ PRICE: £24.99
The first Drawn to Life game was a massively original title for the DS where you had total control over the character you create and even some of the level objects. This sequel is more of the same, but with a SpongeBob theme and 20 levels of excellent gameplay that cleverly mix platform levels and driving sections. Like the first Drawn to Life game, this is excellent for younger gamers.

AGE RATING 3+

7



Star Wars: The Force Unleashed

FROM: Activision/LucasArts PRICE: £34.99
AGE RATING 13+

Sure, the PSP version of The Force Unleashed is missing the graphical finery of the 360 and PS3 ones, and also the wireless interactivity of the Wii game, but it still manages to be a respectable game in its own right. LucasArts have bolstered up the main game with a series of excellent minigames (including some classic Star Wars duels) and online features that make it a game that's definitely worth checking out.

7

You'll never get bored of throwing Stormtroopers around with The Force.

YOUR SAY!

Got something to say? Write and tell us!

NEW AND IMPROVED

It was a real surprise to see PlayZine magazine, as I'd always subscribed (and loved!) HGZine. First I wasn't sure what to expect, but really loved it once I'd started reading through. It looks so cool and has so much stuff in it. And, as I also have a Wii (as well as a DS and Xbox 360), it's great to be able to have a free magazine that caters for that, too. Congratulations to everyone who worked on it, you're doing a really fab job guys!

James Lowde, Southampton



Dean says: Really glad you like it, James. We spent a long time working on a magazine that we thought would give everybody something they wanted. We love our DS and we love our PSP, but we also love our Wii too, and it's great to be able to do a magazine that features all three. We love our jobs, we really do.

SEARCH FOR A STAR

I've got a DS, PSP and a Wii, too. I really love the thought of Star Wars: The Force Unleashed, but I'm not sure which version I should get, as they all seem to have their pros and cons. Which one would you recommend?

Gary Bolton, Swansea



Chris says: Well, as you've got a Wii, then we'd probably suggest that you go for that version, as it's very cool to control your lightsaber with the Remote. Having said that though, the DS and PSP versions are great too. I would probably suggest that you go for the PSP one, as the graphics and



There's bound to be another Guitar Hero game on DS... we just don't know when!

gameplay just have the edge over the DS game.

TRICK OR TREAT

Wow, great new mag! I only used to have a DS, but after reading through it I decided to finally treat myself and get a Wii, too!

Lee, Devon



Darren says: Hope you like your new Wii, and keep checking out the mag for all the hottest news, preview and reviews.

DON'T FRET

Do you know if Activision are planning to release any more Guitar Hero games for the DS, as I really loved Guitar Hero on Tour. Thanks!

Dan, Romford



Dean says: Considering the success of the first game, there's sure to be a sequel. Expect to see two versions of the game – one with the Grip adaptor, and one with just a standalone game to cater for those that bought the original.



Star Wars: The Force Unleashed – easily one of the best Star Wars games ever.

Gamebytes

FOOTBALL EVOLVED

I've heard that this year's FIFA is even better than before and that Pro Evolution Soccer won't have a chance of beating it – or that's what my mate told me anyway. Have you heard this? Please tell me quickly, as I'm dying to know before I go out and buy one of them for my PSP.

Paul, Glasgow

Well Paul, we've reviewed FIFA this issue, and we're happy to say that it's definitely the best one yet – check out the review now to find out exactly what we thought. We can't obviously say whether or not PES will be able to match it until we get it in for review, but it's fair to say that Konami has its work cut out this year.

THE SONIC BOOM

Can you tell me how many new Sonic games are planned, as I hear there are a couple coming out.

William, Derby

There are a couple, as it happens. Sonic Unleashed will be coming out on Wii, PS2, Xbox 360 and PS3 next month and Sonic and the Black Knight will be out in spring of next year. We'll bring you more on these two exciting new Sonic games in our next issue.

Star Wars: The Force Unleashed



If in doubt, the lightning bolt is the way to go.



You should never turn your back on enemies if you can help it.

Can you feel the Force?

STAND BACK

Though it's tempting to rush straight in with your lightsaber, it's far wiser to take a step back and plan a strategy. Try and get behind cover so you can work out which enemies you should target first. It's best not to take on larger enemies until you've got rid of the smaller ones, who'll peck small amounts of energy off your meter while you're battling the metal giant.

GOTTA CATCH 'EM ALL

You don't have to pick up all of the Holocrons you find dotted around, but it's definitely beneficial to grab as many items as possible. The reason for this is that without these you won't be able to improve your powers, and you'll be stuck with Force Lightning that couldn't charge a lightbulb. The more you get, the more unlockables you'll get your hands on.

THE FORCE... tamed

Your new powers explained in full



LIGHTNING SHOCK

FORCE PUSH

THE BEST WEAPON

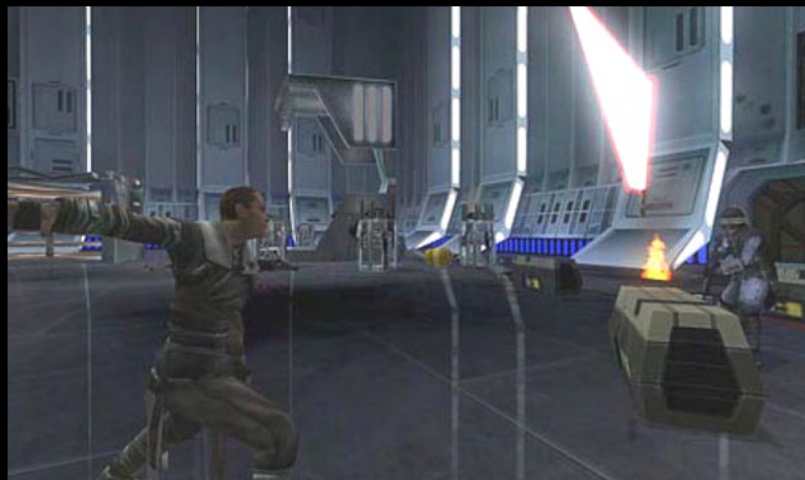
LIGHTNING SHOCK

Don't save your Force Lightning for single troops – you're best off unleashing a blast when your meter is filled, and using it against the larger enemies, like Rancors or AT-STs. Of course, you can then just back off while they retaliate, blocking attacks from a distance while it regenerates, then repeat the trick for an easy win.

JUMP AROUND

There are some enemies who'll fire on you from a distance, and can become quite an irritant. Given that you can't do much else while you're blocking, the best tactic is to leap around like a demented trampolinist – you'll still be able to execute most of your moves and your enemies won't be able to get a bead on you. 🤖

[Roll over screen for annotations](#)



PLAYZINE
win goodies!

Compo Corner

Want something for nothing? Then enter our fab competitions!

Final Fantasy 4 win!

Square-Enix have a reputation for producing the finest role-playing games in the world, and it's a reputation that stretches way back to the dawn of console gaming. Their latest epic adventure, Final Fantasy 4, is a stunning remake of the classic game with updated gameplay and graphics to take advantage of the DS's awesome power.

If you want to find out what all the fuss is about, then this is the competition for you, as we've got a whopping five copies of the game to give away to the lucky five people who we pick at random from all the entrants.



Final Fantasy Tactics A2 win!

It's a double-hitter this month, as we've got another excellent Square-Enix game for you to try and win, in the shape of the excellent Final Fantasy Tactics A2. As with all of our competitions, simply enter your details into the box on the right, have a stab at the question and then just send it in! Go on, have a crack... you've got nothing to lose and everything to win!



win! Viva Pinata

If our review of Viva Pinata for the DS has whet your appetite for some highly original and deeply playable gaming for your DS, then you've come to the right place as we've got three copies of the game to give away! Cast your eyes to the box below for the question and the best of luck!





Next month

CALL OF DUTY: WORLD AT WAR

It's war! Find out next month why this could be the best Call of Duty game yet!

PREVIEWS

**NEED FOR SPEED
UNDERCOVER
TONY HAWK'S MOTION
SONIC UNLEASHED**

REVIEWS

**LEGO BATMAN
PES 2009
GUITAR HERO
WORLD TOUR**

ISSUE 22 OUT NOV 13th!

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 22 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: 07770 648500

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

Editor: Dean Mortlock

Contributors: Chris Schilling, Richard Melville,
Damien McFerran, Ian Morris

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 2008
Company registration number: 4987058



Sadly, you've reached the end of this issue. What would you like to do now?

- Exit this issue and go and download another magazine?
- Exit this issue and subscribe FREE for future magazines?
- Exit this issue.

Want more Wii, DS & PSP?

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.

