



FREE!

Issue 26 | March 2009

PLAYZINE

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

REVIEWED!
PATAPON 2
The beat is back



REVIEWED!
ROGUE TROOPER
Forever in blue genes



REVIEWED!
DRAGON QUEST
Here comes the Bride

EXCLUSIVE! MONSTERS VS ALIENS

Find out all about this monster of a game!

EXCLUSIVE!

BROKEN SWORD
Is once a knight enough?



LET'S ROCK!

GUITAR HERO METALLICA
*Metal legends coming soon!
First shots and info*



PREVIEWED!

POPULOUS DS
Did we like this classic update?



TAKE A LOOK!



THE NINTENDO DSi!
Bigger and better?

WELCOME



It's business as usual in PlayZine this month. We've got the usual mix of top new games uncovered (I reckon that Monsters vs. Aliens is going to be great!), a bumper crop of reviews for you and a closer look at Nintendo's newest baby. It all starts over the page, so what are you waiting for? Dive on in!

Dean Mortlock, Editor
HGZine@gamerzines.com

DON'T MISS THIS!



MONSTERS VS. ALIENS

Massive film and massive cast, but will it be a massive game? Find out in our in-depth feature!

Damien McFerran
Spent the last month hanging out with monsters and aliens. But how much did he enjoy it?



CHECK THIS!



ROGUE TROOPER: QUARTZ ZONE MASSACRE

PLUS LOADS MORE REVIEWS!

- Populous DS
- Patapon 2
- Deadly Creatures

BROKEN SWORD: SHADOW OF THE TEMPLARS

The classic adventure comes to Wii



MEET THE DSi



Chris Schilling
Let the beat control his body, with Patapon 2

QUICK FINDER

Every game's just a click away!

PREVIEWS

- NINTENDO WII**
- Guitar Hero Metallica
- Ghostbusters
- Broken Sword: Shadow of the Templars: TDC
- Nerf N-Strike
- Trivial Pursuit

- Castlevania Judgment
- Monsters vs. Aliens

NINTENDO DS

- Pokemon Platinum

REVIEWS

- NINTENDO WII**
- Rogue Trooper: Quartz

- Zone Massacre
- Deadly Creatures
- House of the Dead: Overkill
- Agatha Christie: Evil Under the Sun
- Winter Sports 2009
- Sam & Max Season One
- NINTENDO DS**
- Dragon Quest: The Hand of the Heavenly Bride

Metal Slug 7
Moto Racer DS

Sony PSP
Patapon 2



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

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

info



FROM: Activision
A BIT LIKE... Rock Band
WEB: <http://hub.guitarhero.com/#/AllGames/metallica>
OUT: May



GUITAR HERO METALLICA

Get deafened by heavy metal thunder...

WHAT'S THE STORY?

It's the Guitar Hero we all know and love, only it's Metallica's very own game. Think last year's Guitar Hero: Aerosmith, swap the two bands and you're bang on the money.

WHAT DO WE KNOW SO FAR?

We know that all four band members have been digitised and squished onto the disc. James Hetfield, Lars Ulrich, Kirk Hammett and Robert Trujillo are in the game, which makes use of all the instruments from the GH: World Tour kit. So if you and three mates want to jam, drum, warble and, err, 'bass on' to Metallica's finest then prepare yourself for heavy metal heaven.

There's a new Expert+ mode so you can play the double bass drum notes – you'll need to pick up a second kick pedal, though. As well as 28 of Metallica's greatest hits spanning their career, there are another 20 tracks,

supplied by their rock 'n' roll peers including No Excuses by Alice in Chains and Stacked Actors by The Foo Fighters.

WHEN DO WE GET MORE?

The game's not far from completion and has a rock-solid May released date. Next month we're ramping the amp up and going hands-on with an exclusive in-depth preview, so tune back in to become all-knowing.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

You'll get to globetrot in Career mode, seeing you flying between venues – each of which has a star rating which you need to hit to unlock. Venues such as Tushino Airfields, The Forum and Hammersmith Odeon are among the many you'll play, and throughout the game tons of trivia, videos, interviews and posters will be unlocked – the amount of extras is staggering. 🍷



Lars Ulrich is stunned to find his drum stick turn into a magical wand.



The band play Kum Ba Ya at LA Forum.



BEST BIT

There can be no doubt about it – Motorhead's *The Ace of Spades* is the single greatest rock track ever made and, truth be told, when the game comes out we're probably going to ignore all of Metallica's tracks and just play that. On a loop. Forever. All hail Lemmy!



No-one does a rock pose like Metallica.



King Diamond shows the crowd what you should do when turning left on your bike.

WINTER SPORTS

THE NEXT CHALLENGE 2009

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info



FROM: Atari
A BIT LIKE...
Nothing else!
WEB: www.ghostbustersgame.com
OUT: June
ALSO ON: DS, PS2



GHOSTBUSTERS

Busting makes us feel good!

Latest NEWS

WHAT'S THE STORY?

Together again for the first time in 20 years, the Ghostbusters team is back with a whole new adventure – this time on your console. Set two years after the second Ghostbusters film, Ghostbusters: The Video Game will once again be set in New York, and will feature a mix of well-loved ghosts from the films as well as all-new ones, too.

WHAT DO WE KNOW SO FAR?

As you'd expect, the object of the game is to capture ghosts... and lots of

them. You do this by chasing them over the city and then trapping the spooks in the stream of your proton weapon. We've convinced that this'll be a game that'll appeal to both fans of the original films and also people who just love good gameplay.

WHEN DO WE GET MORE?

Everything's pointing towards Ghostbusters being one of the better titles to come out over the summer. We're keen to find out more so will be bringing you a full preview of the game next month.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

The game promises massive boss battles (the Stay Puft Marshmallow Man, anyone?) and massively destructible environments, so we could be looking at carnage on an enormous scale – which is obviously very cool indeed! 🍷



You'll get to fire off the proton weapons at a regular basis.



Best Bit

This is no cheap cash-in. Oh no, as the original stars of Ghostbusters have returned to do the voiceovers for the game, and the storyline has even been written by the writers of the films, Dan Aykroyd and Harold Ramis. This should keep the feel of the original perfectly.



Thank god that ghostly sword can't hurt us, or we'd be really scared!



If you've seen the original film then you'll remember this guy.



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ACTIVISION.

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info



FROM: Nintendo
A BIT LIKE...
Have a guess?
WEB: <http://ms.nintendo-europe.com/platinum/enGB/index.html>
OUT: 22nd May



POKEMON PLATINUM

Latest News

Pick a card... any card

WHAT'S THE STORY?

Well, it's Pokemon isn't it, so it's business as usual. The story this time though, revolves around the legendary renegade Pokemon, Giratina. There are plenty of familiar ones to catch though, including Dialga and Palkia. All this means that it's definitely going to appeal to fans of the massive series.

WHAT DO WE KNOW SO FAR?

This is a game that'll challenge hardcore Pokemon fans, as boss battles are harder. There's also a brand-new Battle Frontier building that can only be accessed after defeating the 'Elite Four' and the Pokemon League Champion. The question is: Do you have the chops to collect them all?

WHEN DO WE GET MORE?

We've got a couple of months until the release date, so we'll be taking a closer look at this latest (and greatest?) Pokemon game very soon.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

Platinum has sold a whopping 2.4 million copies in Japan since its release last September, which proves that the Pokemon craze is still as big as ever. This new version promises to be one of the best yet. 🐾



Not sure what that is, but it looks like a moose to us!

Up to 20 players can connect in the WiFi Plaza.



Hello, you may enter our Pokémon Center Wi-Fi Plaza from here.



Best Bit

Pokemon fans will be chuffed to hear that Platinum will feature the inclusion of one of the rarest Pokemon ever: Shaymin - which has only previously been available in Pokemon Diamond and Pearl through special events. As the game says... you gotta catch 'em all!



The Distortion World's GIRATINA appeared!



I am a globe-trotting elite of the International Police.

Now there's a cool chat-up line if ever we've heard one.



The foe's SHAYMIN used Seed Flare!

It may look cute but don't let that fool you!

PLAYZINE on its way



incoming

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

Virtua Tennis 2009



FROM: Sega OUT: May

Sega's long-running tennis simulation has now dropped the numbering convention and moved towards a yearly update format. This entry represents the first time the franchise has appeared on Nintendo hardware and should make excellent use of the Wii's unique controls. All the major stars are set to appear in digital form, so it should look very cool, too.



Rygar: Battle of Argus

FROM: Tecmo OUT: June

We've seen a few old PS2 games repackaged as Wii releases but Rygar has to rank as the most ancient – it was first published six years ago! Still, we're willing to give Tecmo's 3D adventure (which is based on an arcade game from 1986) a little bit of leeway because the original was refreshingly brilliant, largely thanks to some cool gameplay features, which are based around the use of a neat weapon called 'The Discarmour'.

Mario & Sonic at the Olympic Winter Games



FROM: Sega OUT: Winter



Mario and Sonic at the Olympic Games was so popular that a sequel was almost inevitable. This time, the two most famous mascots in the videogame world are wrapping up warm to promote the forthcoming 2010 Winter games, scheduled to take place in Vancouver, Canada. With this in mind, it would be wise to expect some snow-based events, such as skiing, snowboarding, curling and ice hockey.

Air Conflicts: Aces of World War 2



FROM: Graffiti Entertainment OUT: March

Based on the iffy Wii version, the PSP edition of Air Conflicts: Aces of WW2 is being retooled and improved by the developer. Taking to the skies as a member of the RAF, the German Luftwaffe, USSR or the US Army Air Force, the game attempts to recreate the feeling of dogfighting with other propeller-based aircraft. From what we've seen it's a vast improvement over the Wii game.



future releases

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

Black Sigil: Blade of the Exiled
DS
March

The King of Fighters Collection
Wii/PSP/PS2
March

The Conduit
Wii
Spring

Marble Saga: Kororinpa
Wii
Spring

Legacy of VS: Books 1 & 2
DS
Spring

Crimson Gem Saga
PSP
May

Knights in the Nightmare
DS
June

Ice Age 3: Dawn of the Dinosaurs

FROM: Activision OUT: July

You can't keep a good movie franchise down. After thrilling us with two above-average CGI flicks, Ice Age returns for a third helping, this time focusing on the arrival of dinosaurs in prehistoric Earth. Naturally, a videogame will also be made available around the time of release, but precious little is known about it at the moment. However, you can rest easy in the knowledge that we will fill you in when we know more.



future releases

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



Gi Joe

FROM: Electronic Arts OUT: 2009

GI Joe (or Action Force, as some crusty old people might remember it being called) is a boy's toy line from the Eighties, and like fellow Hasbro product Transformers, it's getting a big-screen Hollywood reboot later this year. Set to feature guns, violence and intense action, it's unsurprisingly being given the videogame treatment by EA. Touted as a sequel to the movie rather than a recreation of the plot, this should contain some interesting set pieces unique to the game.

Transformers: Revenge of the Fallen

FROM: Activision OUT: June

The dust has barely settled from Michael Bay's previous robot action flick, but now production on the sequel is progressing nicely and as expected, Activision has confirmed it will once again be releasing a range of videogames to coincide with the movie's theatrical release. The film is promising more robots and more action, so expect to be given the chance to control an entire legion of Transformers in the videogame version.



Kingdom Hearts: Birth by Sleep

FROM: Square-Enix OUT: TBC

While some people might turn their noses up at the idea of an RPG with Disney characters, there's no denying that Kingdom Hearts is incredibly popular. Birth By Sleep is a prequel to the original PS2 title, set a decade before the events of that game. Expect stages themed around Disney films and a huge serving of cuteness, but also be ready for an epic storyline and hours of RPG action.



Ghostbusters Wii/DS/PS2 June

Overlord Dark Legend Wii June

DIRT 2 Wii/DS/PSP September

MotorStorm Arctic Edge PSP/PS2 Autumn

Endless Ocean 2 Wii 2009

Active Life: Athletic World Wii 2009

Animalz Marine Zoo DS 2009

PREVIEWS

THE HOTTEST GAMES, COMING TO A CONSOLE NEAR YOU!

BROKEN SWORD: SHADOW OF THE TEMPLARS



NERF N-STRIKE



TRIVIAL PURSUIT



CASTLEVANIA JUDGMENT



MONSTERS VS ALIENS

UNLEASH THE BEAST INSIDE YOU!



PLAYZINE PREVIEW

info

FROM: Ubisoft
 A BIT LIKE: Phoenix
 Wright: Ace Attorney
 WEB: www.ubi.com/uk
 OUT: 27th March
 ALSO ON: DS



BROKEN SWORD: SHADOW OF THE TEMPLARS - THE DIRECTOR'S CUT

The quintessential 'point and click' classic gets updated in style



Originally released way back in 1996, Broken Sword: Shadow of the Templars is one of those rare titles that has 'instant classic' written all over it. The detailed cartoon visuals, coupled with a mature and engaging plot, helped the game to shift copies like no tomorrow, and a best-selling franchise was born.

The game is now being given the opportunity to entertain a whole new generation of fans, thanks to the efforts of developer Revolution Software and publisher Ubisoft. However, rather than take the easy route and merely port the original PC game to modern formats, the team – which includes series creator Charles Cecil – is making sure

there's plenty of new content to experience and that each version makes use of the unique features of its host platform. It's not just the gameplay that is getting an overhaul, though, as the storyline has also been tinkered with. The opening portion of this updated Broken Sword adventure is now devoted to exploring the shady



BEST BIT

Shadow of the Templars showcases an updated first-person view for tackling puzzles. When closely inspecting something – a corpse in this case – you can now do all sorts of things, such as clear out pockets and examine other parts of the body. In a neat touch, you can even close the dead man's eyes as a mark of respect.

INTERVIEW

A chat with a gaming legend

Being massive fans of the Broken Sword series, we couldn't resist the opportunity to sit down with a chat with the creator of the series – and a well-known face in the business – Charles Cecil.

Can you briefly describe the game's plot?

The game opens in Paris, where photo-journalist Nico Collard gets a call from her editor – he has a special assignment for her: to go to the Palais Royale to interview media magnate Pierre Carchon. Carchon has been giving a talk to a select group of luminaries but Nico has a special invite for a private audience. Little does she know that the mime, who startles her as she approaches, is a merciless killer in waiting... or that she and Carchon already share a sinister and powerful connection... or that Carchon's glamorous wife Imelda will change Nico's life for ever.

As the story unfolds through the game, it's clear that everyone has a dark secret, and Nico will be devastated to discover her own. Aided by the amiable American tourist George Stobbart, Nico embarks upon a quest to find the killer and uncover the ancient conspiracy he is protecting.

The 'point and click' adventure has fallen out of favour lately. Can you explain the appeal of this genre to our readers, who may not have previously played one before?

The adventure genre was very successful through the Eighties and much of the Nineties. It's fair to say that the genre's popularity comes from being such a pure form of interactive narrative, with the story and gameplay inextricably interlinked rather than, as with almost all other genres, simply having



PLAYZINE PREVIEW



→ past of Nicole 'Nico' Collard, a female journalist who aids main character George Stobbart in his quest. Revolution hasn't rested on its laurels with the visuals either, as things have



noticeably been improved, as you'll see by the new artwork used whenever your character enters a conversation. Rarely have we been this excited about a game that we've already seen, played and completed. Our enthusiasm is a testament to the hard work that Revolution is putting into these ports.

Those of you that are new to the Broken Sword universe can rest easy in the knowledge that you're potentially getting the best version of the game ever produced, while long-time fans of the series should find the additional embellishments make it definitely worth playing through again. 🐞

BROKEN DREAMS

Taking an in-depth look at Broken Sword



GLOBE TROTTERING

IT'S RUDE TO POINT

MAKEOVER MADNESS

GLOBE TROTTERING

Like all truly great mystery adventures we can think of, Broken Sword will see you clocking up plenty of air miles as you journey to various locations around the globe. Expect to become familiar with Spain, France, Scotland and Syria as you attempt to unravel the sinister history of the Knights Templar.

Roll over screen for annotations



HOW READY HOW GOOD

●●●●●●●● ●●●●●●●●

Good games don't die, they just need a lick of paint

interview continued...

→ story progression as a reward for completing a section of gameplay.

The genre's decline is rapidly reversing, as people who felt alienated by the move to the more visceral gameplay that defined the PlayStation generation are returning. These are the gamers who really appreciate an intuitive interface with the challenge being primarily cerebral rather than requiring manual dexterity.

Will these new versions feature any additional puzzles?

Absolutely. The Director's Cut has numerous new screens and puzzles throughout the original content. This version offers a lot of new gameplay and story elements.

In what other ways have you improved on the original release?

We have added many new features beyond the new puzzles that come from the additional story. A facial expression system has been added – drawn by comic book artist Dave Gibbons – that displays the changing expressions of characters as they talk.

We have added a hint system. This determines when the player is stuck and offers hints – initially obscure, then more and more obvious. For hardcore gamers this feature can be turned off.

Not to forget the diary, which keeps a record of what has happened previously and is valuable for solving some of the new puzzles.

How will the unique control systems of the DS and Wii be utilized in the game?

The tactility of the Wii and DS interfaces really are ideal for an adventure game. On Wii the player moves the Wii Remote to explore the screen and the DS is wholly stylus driven.



PLAYZINE PREVIEW

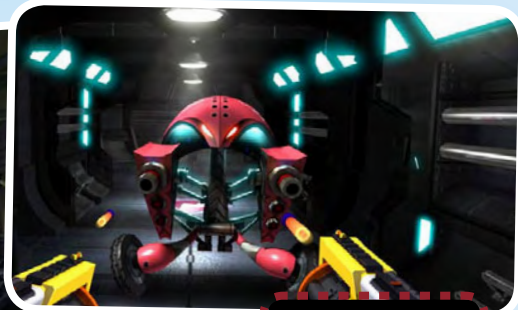
info



FROM: Electronic Arts
A BIT LIKE... Call of Duty:
World at War
WEB: www.eagames.co.uk/
game/herf-n-strike/wii
OUT: March



More accurate players can earn multiple points bonuses as they advance through the game.



You'll have to be quick when you find enemies, as they fire back too!

There are a dazzling array of blasters to choose from, each with its own unique stats.



NERF N-STRIKE

You gotta shoot them all...

If you are a boy aged 9-11, chances are you already own a Nerf blaster of some description. The best-selling toys shoot soft foam 'bullets' that can be fired both indoors and out,

without fear of accidentally breaking any ornaments that happen to get in their way or hospitalising any siblings. Now Electronic Arts are bringing all the action to the Wii, complete with its very own authentic blaster...

The game pits you right in the thick of the action, as you explore a top secret Nerf facility, shooting all the enemies you find with your blaster. The game is a simple aim and shoot

affair, and is fast-paced all the way through, making it the perfect game for itchy trigger fingers.

Up to four players can join in, with a number of multiple game modes to choose between. There are also over 25 Nerf blasters that can be selected as you progress through the levels, each coming with its own unique strengths and weaknesses.

A NERF, ALREADY

Could this be the coolest gun game yet?



MASTER BLASTER SCREEN SHOT ACTION STATIONS

MASTER BLASTER

The Nerf blaster that comes inside the game box can be used in two different ways. You can either load it up with Nerf balls and fire away at your pet dog or cat to your hearts content around the house – just as you would any other Nerf blaster – or for those of you that are feeling a little less violent...

If you are looking for an adrenaline-pumping lightgun game with a strong emphasis on fun, then this may just be the title you've been longing for...

"THERE ARE OVER 25 BLASTERS THAT CAN BE SELECTED AS YOU PROGRESS THROUGH THE LEVELS"

HOW READY

HOW GOOD



Blasting action doesn't get any better than this!

PLAYZINE PREVIEW



info

Trivial Pursuit

FROM: Electronic Arts
A BIT LIKE... Big Brain Academy: Wii Degree
WEB: www.eagames.co.uk/game/trivial-pursuit
OUT: March
ALSO ON: PS2



TRIVIAL PURSUIT

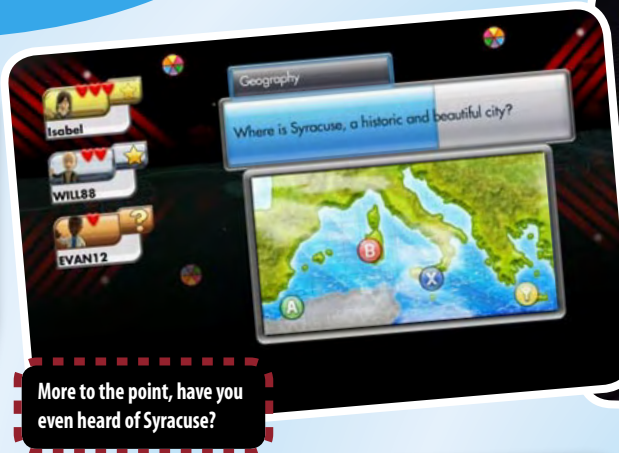
From board game to videogame

The world-famous board game makes its grand entrance on the Wii, bringing with it hundreds of questions to challenge both family and friends alike. For those of you that have never played it before, the aim of the game is to collect all the coloured wedges, each representing a specialist knowledge category. Competition is sure to be fierce as you can steal opponent's points and challenge their knowledge in all-new game modes.

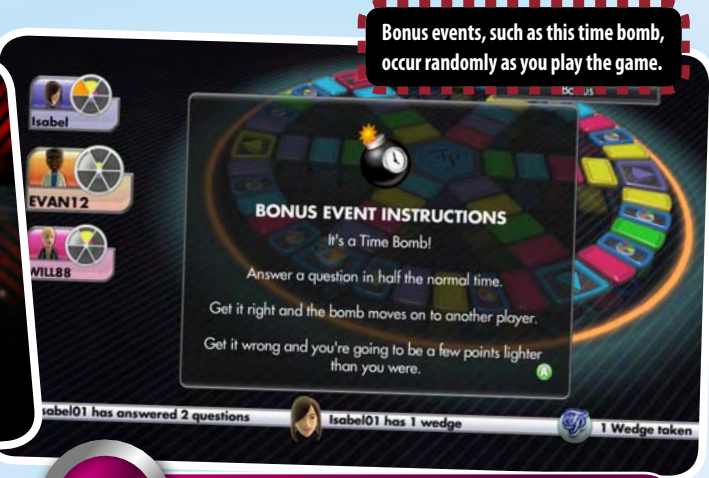
While staying true to the original board game, the designers have also included three new modes for you to play that aren't available on the tabletop version, which will only help to increase the game's already-long lifespan.

QUESTIONS, QUESTIONS

Great care has been taken to ensure the questions are varied enough so anyone can play, however old or young they are, ensuring that playability is always high.



More to the point, have you even heard of Syracuse?

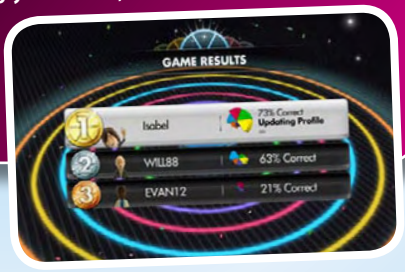


Bonus events, such as this time bomb, occur randomly as you play the game.

BEST BIT

UNIVERSALLY CHALLENGED

You can challenge your friend's knowledge in the 'Who do you know?' mode, as you take guesses on them knowing the answer to certain questions. If you get it right, you receive more points to your score total. Guess wrongly however, and all the extra points will then go over to your opponent.



Getting QUIZZICAL

Trivial Pursuit for beginners



- BOARD STUPID**
- COLOUR CODED**
- BUILDING BLOCKS**

BOARD STUPID

The aim of the game is to move around the board, answering questions and collecting wedges as you go. Each space that you land on represents a specific trivia category, indicated by the colour of the square. How many spaces you move along depends on the number rolled by a pair of dice, which is easily controlled by a flick of the wrist on the Wii Remote.

face it, everyone can enjoy Trivial Pursuit... Who needs dice when you have a Wii Remote? 🎮

HOW READY

●●●●●●●●●●

HOW GOOD

●●●●●●●●●●

Could be the best board game conversion yet



info



FROM: Konami
A BIT LIKE... Power Stone
WEB: <http://uk.games.konami-europe.com>
OUT: March



Dracula is incredibly powerful, but his mobility is limited.

Drac's son Alucard looks a little different to his Symphony of the Night persona.

CASTLEVANIA JUDGMENT

Konami's gothic epic enters the fighting game arena

When Konami announced that the next instalment of its long-running Castlevania series would be a one-on-one fighting game rather than the traditional action adventure, fans were up in arms. Now that the dust has settled and tempers have cooled, things are looking more positive for Castlevania Judgment. The plot involves all kinds of silly time-travelling malarkey, but such absurdity means that the developer has been able to throw several notable

Castlevania heroes – such as Alucard, Simon Belmont and even Death itself – into the arena. If you've ever played Capcom's Power Stone then you'll have a fair idea of what to expect here. You have the ability to roam the entire level during battle, which grants the game an impressive sense of freedom. Interestingly, it's possible to utilise parts of each level in your offensive strategy. For example, you can enlist the aid of various monsters from the graveyard in order to get one over your opponent.

Hardcore Castlevania fans might still be reeling from the radical change this game promises. However, only the most negative individual would dismiss this off-hand, as from what we've seen of the game so far, Castlevania Judgment has the potential to become one of the Wii's premier brawlers.



Roll over screen for annotations

Best Bit

Ironically for a game that has been lambasted by dedicated Castlevania fans, Judgment contains loads of references to previous titles in the series, and spotting them all is half the fun. You'll also see plenty of familiar characters from Castlevania games such as Legacy of Darkness, Symphony of the Night, Dracula's Curse and Order of Ecclesia.



HOW READY **HOW GOOD**

Don't judge a book by its cover

info



FROM: Activision
A BIT LIKE: Lego Star Wars
WEB: www.activision.com
OUT: March



MONSTERS VS. ALIENS

Who you gonna call when aliens threaten the Earth? A bunch of monsters, of course



Some of the enemies you'll face are a little on the large side.

Activision has done a good job of retaining the visual style of the movie.



B.O.B. is able to stick to surfaces and move along ceilings.



old cross between a fish and a gorilla, or a man with the head of a cockroach. However, DreamWorks' latest cinematic CGI masterpiece may just alter that.

MONSTER MOVIES

Monsters vs. Aliens is an amusing spoof on the classic monster movies of the 1950s. It contains pretty much every cliché monster from the time and successfully pokes fun at classic movies such as The Blob, The Fly and Creature from the Black Lagoon, among others. The storyline involves an alien attack on

WAR OF THE WORLDS

Three reasons this game could rock!



ACCIDENTAL HERO **IF YOU CAN'T BEAT 'EM...** **STAGE BY STAGE**

ACCIDENTAL HERO

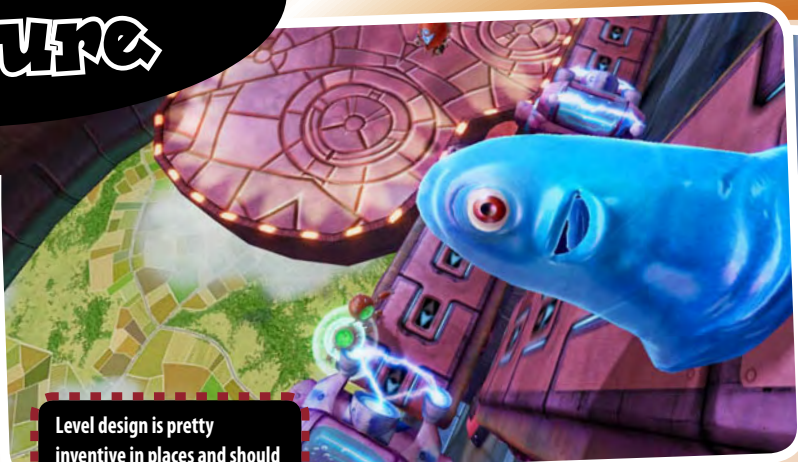
By far the most appealing aspect of the game (and the movie, too) is the deliciously quirky nature of the leading protagonists. Don't expect to be controlling a Superman-type character here. Instead you'll be in charge of one of the most bizarre rosters in videogame history, each with their own offensive and defensive qualities. And experimenting with them all is half the fun.

Earth by the tyrannical Gallaxhar, who appears unstoppable until US generals decide to use imprisoned monsters – locked away because they were deemed to be a threat to national security – in order to repeal the would-be invaders.

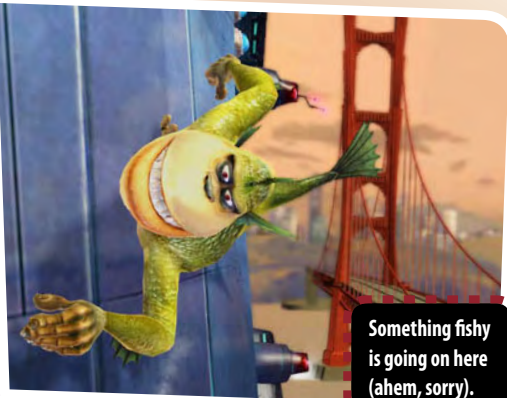
Naturally, the movie is getting a raft of console conversions and will be appearing on the PS2, Wii, DS and PSP, as well as the PS3 and Xbox 360. The action takes place over 12 different



info



Level design is pretty inventive in places and should keep you on your toes.



Something fishy is going on here (ahem, sorry).

"YOU'LL BE ABLE TO STEP INTO THE BOOTS OF SEVERAL OF THE MOVIE'S MONSTROUS LEADS"

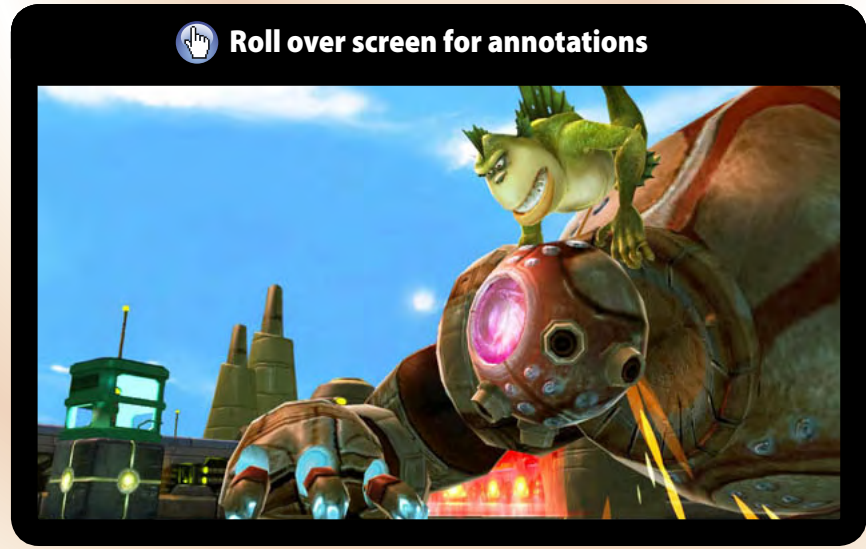
➔ levels filled with Gallaxhar's fiendish robotic soldiers. You'll be able to step into the boots of several of the movie's monstrous leads,

including The Missing Link (half-ape, half-fish), B.O.B. (a massive blue blob), Ginormica, (AKA: Susan Murphy, a 49-foot-11-inch high woman) and Insectosaurus (350-foot tall grub). As you might expect, each character has their own abilities, strengths and weaknesses, which must be utilised effectively in order to proceed through the game effectively.

DROP-IN, DROP-OUT

Taking a leaf out of the LEGO video game series, Monsters vs. Aliens also showcases a 'drop-in, drop-out' co-operative multiplayer mode, where friends can join in with your game at any point and leave without negatively affecting your progress.

We've had chance to sit down with all of the upcoming versions and one thing that struck us about the ➔



Hand cursor icon Roll over screen for annotations

QUICK QUIZ!

REMI LORTIE, ART DIRECTOR BEENOX

interview

Time for a monster-sized chat

How closely have you been working with DreamWorks on this project? Have they given you access to all aspects of the production material to do with the movie?

DreamWorks Animation has been involved at every stage of development, including providing reference material and artistic guideline. We had discussions at various stages with directors, animators and other DreamWorks staff to make sure our game continued down the right track for their brand and characters.

Were you inspired by any particular videogames when approaching this title?

Ratchet and Clank: Tools of Destruction and God of War were videogames we had a look at to define our game experience for Missing Link and some of B.O.B.'s mechanics. For Ginormica, we didn't look at a particular game since we knew we wanted it to be a linear cinematic experience.

Can you tell us how the 'drop-in, drop-out' co-operative gameplay will work?

At any time during the game, a second player can join the experience and assist the first player through the mission. Also, starting with a laser blast, the weapons can be enhanced with upgrades such as a tractor beam. ➔





info



Wow, that's weird. I had a dream like this once.



BEST BIT

MULTIPLAYER MADNESS

They say it takes two to tango and that's true in the world of *Monsters vs. Aliens*. At any time a friend can pick up a Wii Remote and hop into your game, making the on-screen action twice as entertaining. If they get bored, they can just hop out again. Simple.



→ Wii and PS2 editions is how close they resemble their next-gen big brothers. Although the PS3 and 360 versions naturally feature higher-resolution visuals and more polished graphical effects, the difference isn't as huge as you might expect. It's encouraging to see a developer really putting in some effort to make sure PS2 and Wii owners don't miss out when it comes to eye-candy.

A LIKEABLE MOVIE TIE-IN

From what we've seen so far, *Monsters vs. Aliens* is shaping up to be a thoroughly likeable movie tie-in. Okay, so it borrows heavily from other classic games (the aforementioned LEGO

series, and Sony's *God of War* being two notable examples) but if the developer can successfully meld these elements with what is unquestionably a brilliant premise then this could end up being one of the more successful movie adaptations in recent memory. 🐜



HOW READY? **ANY GOOD?**

●●●●●●●● ●●●●●●●●

Could end up being out of this world

interview continued...

What part of the game do you think people will find the coolest?

Skating through San Francisco with Ginormica is definitely an exciting moment that I hope people will enjoy. It is full of action, destruction and cinematic moments!

Will the game feature unlockable content?

A lot! The DNA lab is the place to access upgrades and unlockable content. Content includes concept arts, movie stills, exclusive game character turnarounds and animated storyboards.

Were there any cool ideas you had to leave out of the game?

Most of the game's coolest ideas made it into the game. Although, we had to make some tough choices and sometimes remove parts of a level we thought to be less strong in order to make the experience more interesting. The good news is that they can also be accessed and played via 'Deleted Scenes' in the DNA lab!

How similar will the various versions be (360, PS3, Wii, DS)? Are there any big differences between them in terms of gameplay?

All platforms, except for the DS, share the same game experience and storyline. The main differences mainly concern graphics and controls based on each platform's constraints and specificity.

Finally, we can't leave without asking this key question: Who do you think would win in a fight - Monsters or Aliens?

No doubt the monsters would win! Aliens can't beat a dose of true monstering!





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NINTENDO DSi

info



FROM: Nintendo
WEB: www.nintendo.co.uk
OUT: 3rd April

Say hello to Nintendo's new little friend...

It can't be easy for Nintendo. The company has been on such a roll, what with the competition-crushing success of the DS Handheld and the goalpost-moving Wii, that

Existing DS titles like *Magic Made Fun: Perform Tricks That Will Amaze Your Friends!* have been tweaked for download via the DsiWare store.

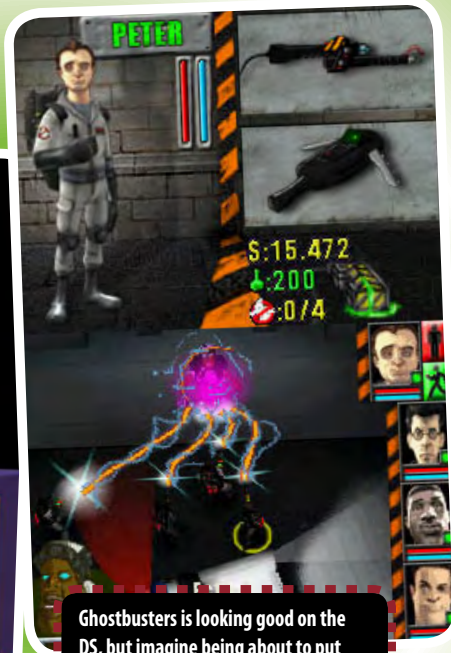


Which candle do you want to blow out? Point at it with your finger, then blow.

anything less than revolutionary from our Japanese friends now seems just a wee bit disappointing.

MEET THE DSi

So it goes with the DSi, a new handheld that dares to tweak an existing formula rather than start afresh. Let's be honest, though. Is tweaking



Ghostbusters is looking good on the DS, but imagine being about to put your face onto a character with the DSi.

something that was already pretty damn good really such a bad thing? Especially when those tweaks include a thinner shape, lighter weight, the introduction of a larger, brighter screen, two (yes, two!) cameras, a new DSi sound application, an SD slot, and access to the extremely cool new DsiWare online store.

Where the DSi does slightly come a cropper is in the power

Having already given their handheld a sense of touch and a set of ears with the original DS model, Nintendo's aim with the two cameras fitted to the DSi is to finish the job by adding eyes. Shame both cameras can't be used at once – that would have opened up all kinds of possibilities for 3D gaming.



Thinner and less prone to fingerprint marks than the old model, the DSi also features sleek-looking apertures rather than the familiar speaker holes.

What's new?

The slimmer, lighter unit houses two cameras, a bigger screen, a matte finish, an SD connector, louder and better quality audio and DsiWare store access

What sort of games will use the new features?
 Games like *WarioWare: Snapped!* showcase the camera functions, while the potential for purchase of online games kicks off with *Brain Age 1* and *2*. The DsiWare store will also be home to iPhone-style non-game downloads, such as route maps.

Is it worth upgrading if I'm a DS owner?
 Not unless you really must have the latest gadget on the market, or were planning on adding another DS to the household anyway.

PlayZine says...
 The lack of GBA support is disappointing, but otherwise Nintendo looks like it's pulled another rabbit out of the hat. The best handheld just got better.

→ consumption stakes, with worse batter life, and the absence of a Game Boy Advance cartridge slot – a real blow for retro gamers and Guitar Hero fans alike. And, of course, a higher price tag. But then the fact that Nintendo is offering this alongside the existing DS, rather than phasing the old one out, suggests they recognise that it's not for everyone.

EXCLUSIVE TITLES
More importantly, until Nintendo and third-party developers start releasing a decent number of DSi-



GTA: Chinatown Wars will look even better on the DSi's 17 percent bigger screen.



exclusive titles that show just what can be achieved with those new gadgets, buyers can't be quite sure what they're *really* paying for, beyond that existing DS catalogue and the potential for something more. And it only really warrants an upgrade for the most affluent and forward-thinking owners of existing DS machines. But then, with half-a-million sold in Japan in the first month alone, it seems Nintendo has everything figured out rather nicely. The DSi is out on the 3rd of April. 🍀



We're hoping that Square-Enix will do something clever with the DSi.

NEW AND IMPROVED

Taking a closer look at the DSi's new features



- CAMERA
- STORE
- SIGHT AND SOUND

CAMERA
Why two cameras? So that users can use their DSi to take regular photos with the unit closed, or to grab snaps while they play. For the former, there's an interactive digital lens system that provides 11 different settings, while the latter opens up new opportunities for interactive gaming. The new 0.3 megapixel cameras also make it possible to snap imagery that can then be used in games and art packages, as well as customise the DSi experience.

"IT ONLY REALLY WARRANTS AN UPGRADE FOR THE MOST AFFLUENT AND FORWARD-THINKING DS OWNERS"

REVIEWS

THE BEST VERDICT ON THE BIGGEST GAMES AROUND!



ROGUE TROOPER: QUARTZ ZONE MASSACRE

CLASSIC THIRD-PERSON SHOOTING ACTION COMES TO THE WII

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

POPULOUS DS

DRAGON QUEST

PATAPON 2

DEADLY CREATURES

HOUSE OF THE DEAD OVERKILL

EVIL UNDER THE SUN

WINTER SPORTS 2

METAL SLUG 7

MOTO RACER DS

SAM & MAX SEASON 1

info



FROM: Ubisoft
A BIT LIKE... Gears of War
WEB: <http://rogue-trooper.com>
PRICE: £29.99
PEGI AGE RATING: 16+



ROGUE TROOPER: QUARTZ ZONE MASSACRE



Still got the blues for you...

You've got to go back quite a way to find the origins of Rogue Trooper, as he was one of the main characters during the 2000AD comic's most popular time in the Eighties. Very briefly, he's a genetically engineered soldier (not sure why he's blue, though) fighting in a seemingly endless war against the Norts. His only company

is the microchip 'brains' of three fallen comrades, which have been attached to his helmet, backpack and gun. With us so far? Good. The Rogue Trooper game is also another blast from the past, as it's basically an updated port of a game that appeared on the Xbox, PS2 and PC nearly three years ago. Thankfully though, it just so happens that we

need more third-person shooters on the Wii, so it's more than welcome. You get some new graphical effects (and a general all-over polish) and a tweaked control system to take full advantage of the Wii's control system, but that's about it for the new features. There is a very smart cover system though, and the ability to use your microchipped gun to deal with one area while you target another is very useful indeed. Rogue Trooper: Quartz Zone Massacre may be a three-year-old game and also a bit too short, but it's

PLAYZINE Challenge

We loved the fact that you can 'blind fire' at the enemy while keeping yourself safe behind cover. Your challenge, if you choose to accept it, is to see how many of the Norts you can kill in a minute by blindly throwing out grenades while behind cover - we managed a fairly impressive five!

also part of a genre that's under-represented on the Wii. And, more importantly, it's great fun to play. Dean Mortlock



You twist the Wii Remote to zoom in and out while sniping, which takes a while to get used to.

Clever use of the cover on the levels will ensure that your blue-skinned buddy will live to fight another day.

BRIEFLY speaking

One of 2000 AD's main characters comes to the Wii in an update of the PS2, Xbox and PC game that was released in 2006. There are a few new improvements and graphical effects though, and a whole new control method, too.

PLAY TIME HOURS DAYS WEEKS DIFFICULTY EASY MEDIUM ARRGH! FUN FACTOR DULL COOL YIPPEE!	VERDICT An oldie but goodie

POPULOUS DS

info



FROM: Rising Star Games
A BIT LIKE... Black & White
WEB: www.risingstar.com
PRICE: £29.99
PEGI AGE RATING: 7+



The wooden marker on the top screen is used as a meeting point for your followers.



Some of the worlds are distinctly inhospitable, which makes it tricky for your people to establish dwellings.



Bullfrog's 16-bit classic gets a portable makeover

They say that the old ideas are the best, and you don't get videogame concepts much older than Populous – the original version was released a staggering 20 years ago! Despite its age, the premise is still entertaining today, but then being granted God-like status is never going to get boring, is it?

Stepping into the shoes of a deity isn't as easy as it sounds, however. For starters you'll find that your power is directly proportional to the spiritual energy generated by your followers, and in order to exert your own godly talents it's vital that your underlings thrive. While all this is going on you'll find that you have rival Gods doing very much the same, and ultimate

victory in the game boils down to making sure your people triumph over their enemies.

To be honest the gameplay hasn't changed a great deal since Populous made its debut two decades ago. There's a smattering of new modes, and the multiplayer aspect of the game is brilliant fun, but if you're expecting a groundbreaking sequel then you'll be disappointed. Having said that, those of you that have yet to sample the delights of this classic game are in for a treat that packs both depth and playability. 🐸

Damien McFarren

Briefly speaking

This is an entertaining (if not entirely earth-shattering) update of the game that kickstarted the entire 'God-sim' genre. Populous DS doesn't try to reinvent the wheel but is arguably the best version of the game to date. Established fans might feel it doesn't go far enough, but strategy addicts should get plenty of enjoyment out of this regardless.

"THE GAMEPLAY HASN'T CHANGED A GREAT DEAL SINCE ITS DEBUT TWO DECADES AGO"

TOP TIP



Flattening the terrain is one of the first things you'll learn to do. Flat plains are perfect for your followers to build massive bases on, and the bigger the building, the more spiritual power it will yield for you to use against your enemies.



PLAY TIME

HOURS DAYS **WEEKS**

DIFFICULTY

EASY **MEDIUM** ARRGH!

FUN FACTOR

DULL **COOL** YIPPEE!

VERDICT

Playing god is good!

7

info



FROM: Square-Enix
A BIT LIKE... Dragon Quest: The Chapters of the Chosen
WEB: <http://na.square-enix.com/dq5>
PRICE: £29.99
PEGI AGE RATING: 12+



Dragon Quest: The Hand of the Heavenly Bride

Welcome to wedded bliss

It may be nothing more than a bunch of small figures gradually rising, but there's something about levelling up in the best RPGs that makes the nerd hairs on the back of our necks stand to attention. If the game's good and the characters compelling, then the attachment that you form with them makes that incremental increase feel like a small


but joyous victory every time. And in the fifth game in the Dragon Quest series – here in Europe for the first time since its SNES release 17 years ago – it's never anything less than utterly satisfying.

Sure, it's a lot of hard work – there's plenty of grinding to be done here, while the battle system is as straightforward as Dragon Quest ever


has been. But it's the structure and the pacing of the game; the myriad of sidequests and mini-games, and the exceptional localisation that make Bride such a treat for RPG-heads.

Your character ages throughout the game, starting out as a child, growing into adulthood, and – as the title would suggest – even getting married. There are three brides to choose from, so you might even be tempted to replay this epic adventure twice more, which could push your play time in hours to a three-figure total. It's big. Huge, even. If you're in any way interested in the genre, then pick this up, as it's one of

TOP TIP



On the Ghosts at Uptaten Towers mission, you'll meet some difficult monsters who'll take substantial portions off your HP bar. Make sure you're sufficiently levelled – up to at least level four – and use the heal spell when needed.



the best in its class – even better than the superb Chapters of the Chosen. Chris Schilling



The graphics are absolutely gorgeous throughout – while it's arguably not as technically impressive as the fully 3D FF games on DS, we prefer the way this looks.

Briefly Speaking

With some delightful DS-exclusive features, typically lush Square-Enix presentation and a gripping tale to tell, Hand of the Heavenly Bride is one of the best RPGs on DS. It's ultra old-school and the frequent battling will put some off, but invest some time here and you'll be richly rewarded.

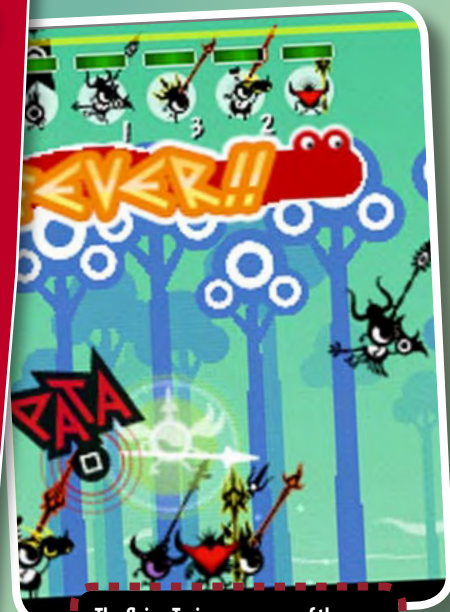
PLAY TIME HOURS DAYS WEEKS	DIFFICULTY EASY MEDIUM ARRGH!	VERDICT A heavenly match <h1>9</h1>	
			FUN FACTOR DULL COOL YIPPEE!

PATAPON 2

info



FROM: SCEE
A BIT LIKE... Well, Patapon
WEB: www.us.playstation.com/patapon
PRICE: £19.99
PEGI AGE RATING: 7+



The flying Toripons are one of the new units, offering invaluable air support by raining arrows down onto enemies.



There's still nothing else that looks quite like Patapon 2... well, apart from the original, that is.

And the beat goes on... and on... and on...

Patapon was a terrific idea. A rhythm-action-cum-strategy game with a unique personality, you guided a bizarrely cute eyeball army with the simple beat of a drum. It just felt a few tweaks short of a classic. Now here comes this refined sequel with more content, but it's also a lesser game. How? The wrong things have been changed.

Patapon veterans will find the gentle learning curve at the outset of this sequel rather patronising, though it does a good job of easing newcomers into the fray. From there on in, things play out in an incredibly similar manner to the first game – you tap beats out with well-timed button


presses to get your troops to advance, retreat, defend or attack. The Fever mode, which gets your warriors performing more efficiently in battle, is more easily accessed, while timing generally seems more forgiving.

THE SAME PROBLEMS


Yet the same problems remain. Unbelievably, there are still stages which you automatically fail first time round, others require irritating trial-and-error strategies, there's a painful amount of grinding and one or two pieces of music seem designed to actually put you off your rhythm. While it's more accessible than before, it's just as frustrating, too. For all the additional content, the exciting bosses and the two great new ideas – the powerful

"PATAPON 2'S MISTAKES ARE HARDER TO FORGIVE SECOND TIME ROUND"

TOP TIP



Beginners should start on Easy difficulty – not only does Fever mode activate sooner, but Hero mode will activate after one set of perfect timings. Keep practising your timing and you'll be able to pull off the Hero special moves every time.



Hero Patapon, and much more flexible levelling up – Patapon 2's mistakes are harder to forgive second time round. 🐞

Chris Schilling

BRIEFLY speaking

Easy at first, but then ramps up the difficulty to off-putting degrees. Patapon 2 will appeal to fans of the original, but loses some of the simplicity of the first game, while also offering more flexibility to the hardcore.

PLAY TIME HOURS DAYS WEEKS	DIFFICULTY EASY MEDIUM ARRGH!	FUN FACTOR DULL COOL YIPPEE!	VERDICT A flawed sequel	

info



FROM: THQ
A BIT LIKE... Tomb Raider
 – if Lara was a spider!
WEB: www.deadlycreaturesgame.com
PRICE: £29.99
PEGI RATING: 12+



DEADLY CREATURES

Our spidey senses are definitely tingling!

Wet me say right from the start that I have a problem with spiders. I'm sure that they're harmless and more scared of me than I am of them, but they still doesn't stop me suddenly screeching like a girl every time one comes near me.

But what of the game? Well, you alternately play as either a tarantula or

a scorpion, threading your way through a series of organic-looking stages while a human-related back story is played out in the background.

The first thing you notice is just how well the creatures are animated, as both creatures move in a frighteningly (literally) realistic fashion. Basic movement is handled by the

Nunchuck, while the Remote is used for attacking moves, etc. It's a neat system that works very well.

In fact, most of the game works very well indeed. There's plenty to do, enough levels to keep you busy for a few weeks and it's visually stunning throughout. The only slight fly in this webby ointment is an occasional camera problem (which is forgivable considering the 360 movement of the spider) and the odd spot of poor signposting on the levels. All in all though, a totally enjoyable and original action-adventure game, and it's not often you can say that. 🕷️

Dean Mortlock

The levels all have an organic feel, but sometimes it's a bit hard to find your way.



"THE FIRST THING YOU NOTICE IS JUST HOW WELL THE CREATURES ARE ANIMATED"



PLAYZINE Challenge

The first boss you come across is a particularly angry rattlesnake. Getting past him isn't that difficult, but getting past him without being hit once most definitely is. Give it a go and you'll see what we mean. Then, when you finally do it, give yourself a pat on the back for being so clever!



Scorpion versus tarantula... who do you think will win?

BRIEFLY speaking

This is an action-adventure game with a difference, as you get to play as either a tarantula or a scorpion. The graphics are spot on, but it is sometimes unclear where you're supposed to be going. And it's pretty gory too, hence the 12 rating.

PLAY TIME

HOURS

DAYS

Weeks

DIFFICULTY

easy

medium

ARRGH!

FUN FACTOR

DULL

COOL

YIPPEE!

VERDICT

Original and fun!

8

PLAYZINE REVIEW

info



FROM: JoWood Productions
A BIT LIKE... Broken Sword
WEB: www.agathachristiegame.com/euts
PRICE: £34.99
PEGI AGE RATING: 7+



You need to search every object closely for any hidden clues.

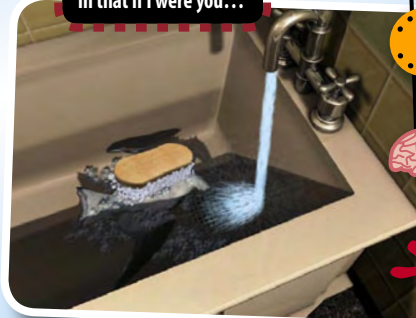
Agatha Christie: EVIL UNDER THE SUN

This is a very tough one, Hastings...

Based on the famous Agatha Christie book of the same name, Evil Under the Sun is a point-and-click adventure where you play as Poirot's friend Hastings controlling Poirot himself – it makes a lot more sense than you'd think. The object, obviously, is to solve a murder, and you do this by wandering around the island the

game's set on, picking up clues and talking to the other inhabitants. Now this all sounds quite promising, but the pace of the gameplay is slower than you might expect, and there's a lot of to-ing and fro-ing as you hunt for clues. It is fun though, and if you've got the patience to stick with it, then you're sure to get a lot out of this in-depth adventure game. 🦋

I wouldn't have a bath in that if I were you...



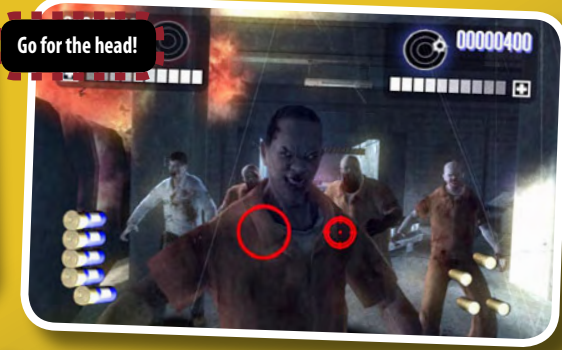
PLAY TIME	HOURS	DAYS	WEEKS
DIFFICULTY	EASY	MEDIUM	ARRGH!
FUN FACTOR	DULL	COOL	YIPPEE!

VERDICT
Authentic adventure

6



Each stage ends with a boss battle.



Go for the head!

info



FROM: Sega
A BIT LIKE... Ghost Squad... with zombies
WEB: www.sega.com/hodoverkill
PRICE: £39.99
PEGI AGE RATING: 18+

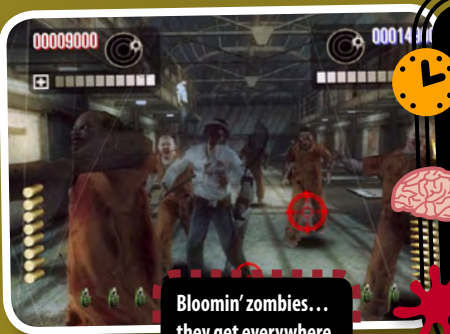


HOUSE OF THE DEAD: OVERKILL

Scared? You will be!

First things first, House of the Dead: OVERKILL is a very gory game and packed full of potty-mouthed effing and jeffing – hence the 18-certificate. We do know though that some of our readers are the required age for this game though, and for those of you, we have to say that OVERKILL is a stylish and hugely enjoyable game for the Wii.

Full of Grindhouse style, it's a minor revolution for the series. The same gameplay fundamentals remain, so you get an on-rails shooter with plenty of zombies, weapons power-ups and end-of-level boss battles, but it's stylish enough to make it worth considering. In fact, the only downside is that it's far too short, so you'll complete it in a weekend. 🦋



Bloomin' zombies... they get everywhere.

PLAY TIME	HOURS	DAYS	WEEKS
DIFFICULTY	EASY	MEDIUM	ARRGH!
FUN FACTOR	DULL	COOL	YIPPEE!

VERDICT
Gory, gory hallelujah

8

PLAYZINE REVIEW



info



FROM: Ignition Entertainment
A BIT LIKE... Contra IV
WEB: www.ignitionent.com/ms7
PRICE: £24.99
PEGI AGE RATING: 12+



Rescuing captive prisoners of war results in more powerful weapons.

Metal Slug 7

More classic gameplay comes to the DS

Before everyone and their auntie went potty over 3D visuals, the humble 2D action platformer was king in the world of videogames. SNK's Metal Slug series is a throwback to this bygone era, and after spending only a few minutes with this DS instalment you soon realise just how important killer gameplay is. The visuals are outdated, the gameplay is fairly basic

and the developers have made little use of the unique features of Nintendo's portable, but none of this really matters, as Metal Slug 7 is instantly accessible and immensely enjoyable – while it lasts. Sadly the whole experience is over too quickly, although the allure of setting high scores using the unique combo system should ensure that dedicated players keep playing. 🗡️

The titular 'Metal Slug' in action – it's a tiny tank with an impressive punch.



PLAY TIME
 HOURS **Days** weeks

DIFFICULTY
 easy **medium** ARRGH!

FUN FACTOR
 DULL **COOL** YIPpee!

VERDICT
 Short but brilliant

7

info



FROM: RTL Games
A BIT LIKE... Mario & Sonic at the Olympic Games
WEB: N/A
PRICE: £29.99
PEGI AGE RATING: 3+



It's more fun if you have a Balance Board.

Winter Sports 2009

Doesn't make the podium

There are plenty of events to work through in Winter Sports 2009, but the problem is that they're something of a mixed bag. You get 15 disciplines based over nine sports, but we only found a few of them to be enjoyable – since you ask, the Bobsleigh and Luge were our favourites – while the rest quickly became dull, mainly down to the slightly iffy control method.

Having the Wii Fit board to tear don the slopes with is fun for a while, but there's not enough to keep you wanting to play once you've gone through and tried all of the events. If it was £15-£20 then we'd be happier to recommend it, but on the strength of this, we think you're better off waiting for Mario & Sonic at the Winter Olympic Games. 🗡️



This is easily one of the game's better events.

PLAY TIME
 HOURS **Days** weeks

DIFFICULTY
 easy **medium** ARRGH!

FUN FACTOR
 DULL **COOL** YIPpee!

VERDICT
 Left us a bit cold

6



PLAYZINE REVIEW

info



FROM: Ascaron
A BIT LIKE... Ducati Moto
WEB: www.ignitionent.com/ms7
PRICE: £29.99
PEGI AGE RATING: 3+



There's plenty of variety in the gameplay.

MOTO RACER DS

Another racer hits the DS

Surprisingly, there aren't many motorbike racing games for the DS, which is good news for Moto Racer DS as it doesn't have to worry about the competition. Thankfully though, we're happy to say that the game has set a pretty high benchmark for the others to try and reach.

Mixing up the gameplay to perfection, you can choose to either

race freestyle in the many arenas or take to the streets in Traffic mode. Whichever mode you pick, the controls remain the same – the standard D-pad or an intuitive stylus system which works very well.

There's plenty to like with Moto Racer DS. There's tons of variety, very impressive graphics and everything moves quickly and smoothly. Recommended. 🍌

The indoor arenas are thrilling to bounce over.



PLAY TIME
 HOURS **DAYS** WEEKS

DIFFICULTY
 EASY **MEDIUM** ARRGH!

FUN FACTOR
 DULL **COOL** YIPPEE!

VERDICT
 Fast thrills

8



Now that's something you don't see every day.

info



FROM: JoWood
A BIT LIKE... Broken Sword
WEB: www.telltalegames.com/samandmax/wii
PRICE: £34.99
PEGI AGE RATING: 12+



SAM & MAX SEASON ONE

Need some help? Call Sam & Max

Typical, isn't it? You wait ages for a point-and-click adventure and suddenly three turn up in the same issue. We're happy to say though, that Sam & Max is a bona fide classic series that's more than welcome on the Wii.

Sam & Max are freelance police officers, and their world is very film noir and played out like a TV series – so Season One is made up of six

separate episodes, each with their own storyline.

Yes, it may well be a point-and-click adventure game, but the overall polish to it makes it stand out above the common herd. The graphics are superb, the presentation is faultless and the clever (and funny) script makes you keep playing in case you miss anything. Check it out. 🍌



If you haven't played a Sam & Max game before then you're for a treat.

PLAY TIME
 HOURS **DAYS** WEEKS

DIFFICULTY
 EASY **MEDIUM** ARRGH!

FUN FACTOR
 DULL **COOL** YIPPEE!

VERDICT
 Top adventuring

8

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