FREE!

Issue 27 | April 2009

PLAYzine

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

EXCLUSIVE! GUITAR HERO: METALLICA

The hardest, loudest Guitar Hero yet?



EXCLUSIVE!

GHOSTBUSTERS

Spook-tastic!

REVIEWED!



SONIC AND THE BLACK KNIGHT

And an exclusive interview, too!



REVIEWED!

DEMENTIUM

Horror hits the DS



REVIEWED!

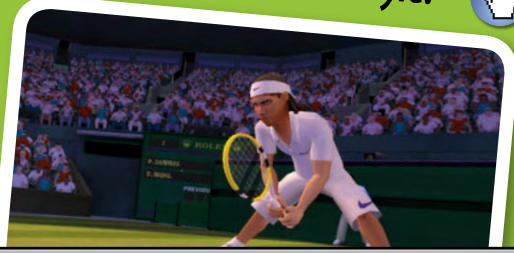
GTA: CHINATOWN WARS

The definitive review inside!

FIRST LOOK!

GRAND SLAM TENNIS

MotionPlus kicks off in style!



REVIEWED!



RESISTANCE RETRIBUTION

From PS3 to PSP

PLAYZINE

Welcome



GTA finally makes it to the DS, but is it worth the wait? Read our review to find out. As usual, we've got a stunning array of the last handheld and Wii games, the latest shots and the most finely tuned gaming brains in the business. It's a game-packed issue this month, so get stuck in!

Dean Mortlock, Editor
HGZine@gamerzines.com



Damien McFerran
Now probably knows Sonic a little better than he'd like.

CHECK THIS!



Grand Theft Auto: Chinatown Wars

PLUS LOADS MORE REVIEWS!
Sonic and the Black Knight
Final Fantasy: Echoes of Time
Resistance Retribution

DON'T MISS THIS!



Guitar Hero: Metallica

Everything you need to know about the latest Guitar Hero game, straight from the developers!

Interview: Sonic and the Black Knight

The famous Sonic Team spill the beans!



Ghostbusters

That's the spirit!





Chris Schilling
Repeating himself with Echoes of Time.

QUICK FINDER

Every game's just a click away!

PREVIEWS

NINTENDO WII
Guitar Hero
Greatest Hits
Grand Slam Tennis
Tiger Woods
PGA Tour 10
Ghostbusters
Secret Files 2
Guitar Hero: Metallica

REVIEWS

NINTENDO WII
Sonic and the Black Knight
Broken Sword: Shadow of the Templars
CID the Dummy
Mushroom Men: The Spore Wars
Hysteria Hospital

NINTENDO DS
Grand Theft Auto: Chinatown Wars
Final Fantasy: Echoes of Time
Dementium: The Ward
Commander: Europe at War
Challenge Me:
Maths Workout

Sony PSP
Resistance: Retribution



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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.

Latest News

GUITAR HERO GREATEST HITS

info

FROM: Activision
A BIT LIKE... Rock Band
WEB: www.guitarhero.com
OUT: Summer
ALSO ON: PS2

Wii

Don't stop the rock!

WHAT'S THE STORY?

There's yet another Guitar Hero expansion pack on the way this summer, and it's a bumper compilation of tracks from Guitar Hero I, II and III, Guitar Hero Encore: Rocks the 80s and Guitar Hero III: Legend of Rock. In total, there will be 48 original recordings featuring the best of the Guitar Hero series so far, and you can play them on the full Guitar Hero Band Bundle pack.



WHAT DO WE KNOW SO FAR?

This is much more than just a basic compilation, though. As well as the tracks, you also get the full Music Studio too (first seen in Guitar Hero World Tour) that allows you to create your own tracks and then share them online via GHTunes.

WHEN DO WE GET MORE?

It's down for a 'summer' release, but we're planning on bringing you a full preview very soon.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

If you consider yourself to be a Guitar Hero pro then you'll be glad to hear that Greatest Hits will also include the new 'Expert+' game mode that's going to make its first appearance in Guitar Hero Metallica. This is sure to separate the guitar gods from the plank spankers. You have been warned...





See if you can guess the song title just by reading the lyrics running across the top of the shot.

Best Bit

Fans of the series will love the opportunity to play through songs from the earlier games with the full band set-up. That, combined with the new Expert+ skill level, means that although Greatest Hits should appeal to everyone, it's especially exciting for the hardcore fans.



As usual, each instrument can choose its own skill level.



IN A TIME WHEN MEN DIED
FOR CONQUEST OR FREEDOM, ONLY A FEW MEN
WOULD MAKE THE DIFFERENCE
BETWEEN DEFEAT AND VICTORY





MILITARY HISTORY

COMMANDER

EUROPE AT WAR

OUT NOW

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NINTENDO AND NINTENDO DS ARE TRADEMARKS OF NINTENDO.

Latest News

GRAND SLAM TENNIS

Wii MotionPlus ends up in court

info

GRAND SLAM TENNIS

FROM: EA Sports
A BIT LIKE... Top Spin 3
WEB: www.eagames.co.uk/game/grand-slam-tennis
OUT: June

Wii

WHAT'S THE STORY?

EA Sports pulls on the Fred Perry shirt and not only makes its debut into the world of tennis, but is the first tennis game to use Wii MotionPlus.

WHAT DO WE KNOW SO FAR?

Most of the big stars have signed up, and oldies like Becker and Borg have been immortalised in the Legends line-up. It's also the first tennis game to have a licensed Wimbledon so you'll be able to play in Centre Court, too.

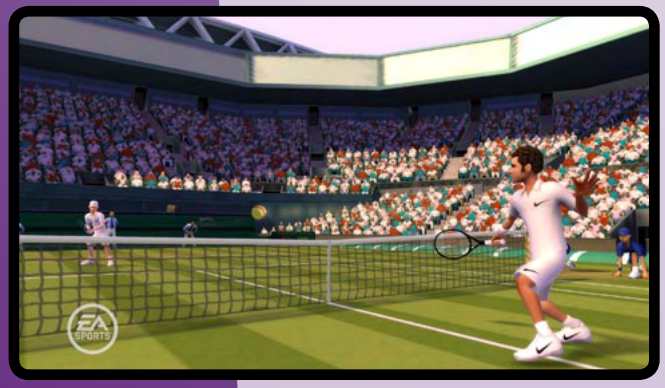
We've had a pop on an early version and the difference with Wii MotionPlus was obvious – with Plus we had much more control of the direction and power of the shot than without. That said, we did perform a couple of backhanders that just replicated on-screen as front shots... We've yet to see if MotionPlus is sophisticated enough to replicate tennis properly.

WHEN DO WE GET MORE?

Next month. We're off to EA Games Showcase and will get far more hands-on time with a much more complete version. And yes, as with Tiger Woods 10, we'll play it to death both with and without the Plus so we can get a true feel for how it will affect gameplay.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

You'll be able to take it online and play doubles, so you and your mate can take on your other two mates in Australia.





All the players' poses have been perfectly recreated, including Rafael Nadal's almost-splits stance.

Best Bit

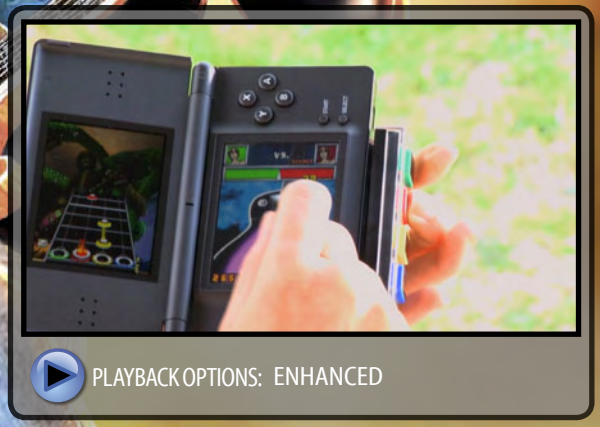
"You cannot be serious!?" are the most famous words in tennis, uttered by the ludicrously ill-tempered John McEnroe. And For the first time in history, the hot-headed winner of seven Grand Slams is making a videogame appearance as one of the game's Legends.





Björn Borg is one of many tennis dinosaurs who've been given a scrub down and immortalised in the Legends group.

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UNLEASH YOUR INNER ROCK STAR



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TIGER WOODS PGA TOUR 10

Latest News

Tiger sticks his claws into MotionPlus



info

FROM: EA Sports
A BIT LIKE… Tiger Woods PGA Tour 09: All Play
WEB: www.eagames.co.uk/game/tiger-woods-pga-tour-10
OUT: July
ALSO ON: PSP, PS2

WHAT'S THE STORY?

Tiger grabs his clubs and declares war on golf balls for the umpteenth time. You'll get to prowl through the US Open, a USGA championship and the USGA's Rules of Golf.

WHAT DO WE KNOW SO FAR?

We know that it'll have pretty much everything last year's All Play had but will feature the long-craved for Wii MotionPlus. So if you attach the upcoming adaptor to your Wii Remote, you'll have complete 1:1 control over your clubbage. The swing will be perfectly replicated, so power, direction and even little wrist twists will be calculated into the shot.

This is going to feel more like one of them golf simulators rich people play in trendy bars, and has been designed for people wanting a deep, sophisticated round. But if granny wants a random thwack of the ball, just play with a normal Wii Remote, turn on All Play's highly assisting control method and Bob's your auntie's husband.

WHEN DO WE GET MORE?

Next month we'll be attending the EA Games Showcase event and putting in some serious tee-time with a more finished version of the game that'll have the Wii MotionPlus in place. We'll a play a full round with and without MotionPlus and let you know if this advanced motion is magic or muck.

ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?

There will be online leaderboards where you can chum up with mates, and it'll have the same simultaneous tee-offing as before. We quizzed an EA bloke about the possibility of a lobby so you could play against ranked people from around the world. He winked and said "I can't say any more…!"

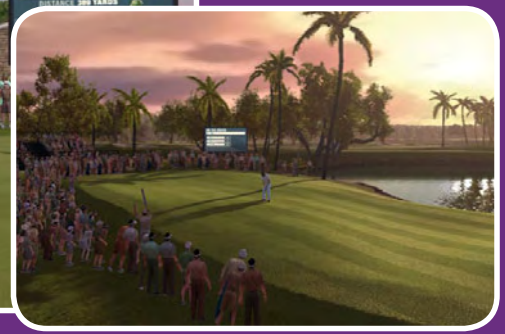
Best Bit

The weather system in the game sounds positively sci-fi. The game will tap into the weather channel and check the current weather at the actual real golf course, and that's the weather you get in the game! So if you're playing in Florida and a hurricane hits, tigers will fly…





Putting will be less horrifying with Wii MotionPlus.



PLAYZINE on its way



incoming

Wii PS2 DS PSP

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

MotoGP

Wii

FROM: Capcom **OUT:** Spring

Xbox and PlayStation gamers will already be familiar with this long-running motorbike series, but Capcom's upcoming racer will represent the first time the franchise has appeared on a Nintendo console. As has been the case with previous instalments, you can expect plenty of game modes to get stuck into, including a full career option – which allows you to experience the highs and lows of being a professional two-wheeled speed-demon.





Boom Blox Bash Party

Wii

FROM: EA **OUT:** Spring

Flush from its success at the 2009 BAFTA awards, Steve Spielberg's zany Boom Blox franchise is getting an update in the form of Bash Party. As the title might suggest, this is once again aimed at 'social' gamers and should ensure plenty of fun in front of the TV. The recently released trailer hints at a new 'slingshot' throwing mechanic, which is destined to give fans some seriously aching arms in the near future.

Indiana Jones and the Staff of Kings

Wii



FROM: LucasArts **OUT:** TBC

Dr Jones may have looked a little haggard in the his recent film but Staff of Kings sees his digital alter-ego in fine form as he battles his way around a completely interactive world in search of treasure. The Wii version will allow fans to mimic whip-cracking via the Remote, but perhaps the biggest selling point is the inclusion of the legendary point-and-click adventure Fate of Atlantis as an unlockable bonus.

Excitebots: Trick Racing

Wii

FROM: Nintendo **OUT:** TBC

A recent announcement by Nintendo, this spiritual sequel to 2007's riotous Excite Truck showcases robot racers and plenty of over-the-top action. It builds on the hilarious stunt work seen in its predecessor by adding mini-game action and mid-race sub-events. Excitebots is also set to make use of the Wii Wheel, with early reports suggesting that it might even be bundled with the peripheral.



future releases

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

- Rock Revolution – Wii – April
- Tenchu: Shadow Assassins – PSP – April
- Pikmin 2 – Wii – April
- We Rock: Drum King – Wii – April
- Pokemon Platinum – DS – May
- Virtua Tennis – Wii – May
- X-Men Origins: Wolverine – Wii/DS/PSP/PS2 – May

PLAYZINE on its way

Don King Boxing

Wii DS

FROM: 2K Games **OUT:** May

This boxing simulator is shaping up to be a serious contender for 2009 pugilistic crown. Not only has 2K China been working closely with Nintendo to ensure this is one of the most authentic experiences ever, the team has also included Balance Board support and has consulted with King himself to create the innovative 'Boxercise' system. King is so impressed with what he's seen that he's even hinted that future champs could be introduced to the sport via this game – high praise indeed.







Let's Tap

Wii

FROM: Sega **OUT:** Summer

We've seen the Wii Remote used in some pretty original ways, but when a game comes along that tells you to put the controller down and not touch it at all, you have to sit up and take notice! Let's Tap does just that. You place the Wii Remote on a box and control the on-screen action by tapping said box. It sounds dumb but like all simple concepts it's surprisingly effective in action. We want to know out more, so will be bringing you a preview very soon.

Motorstorm: Arctic Edge

PSP PS2

FROM: Sony **OUT:** TBC

Just a few short months ago people were writing the PSP off as a dying console, yet here we are in 2009 with some seriously promising games on the horizon. Motorstorm Artic Edge is also coming to the PS2 and will offer a slightly scaled-down version of the PS3 off-road racer. Naturally the visuals will take a hit in terms of quality but we're hoping that developer BigBig Studios can replicate the gloriously anarchic gameplay on the PSP's small screen.



LittleBigPlanet

PSP



FROM: Sony **OUT:** TBC

The rumours have been doing the rounds for what seems like an eternity but Sony has finally confirmed that a PSP version of its critically acclaimed game-creation tool is in the works. Not much else is known at present but if they can encapsulate just a little of the magic we've witnessed in the PS3 version then there's going to be an awful lot of happy PSP fans when it's eventually released.

future releases

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

- Kart Racer – Wii/DS/PS2 – June
- Gardening Mama – DS – May
- A Boy and his Blob – DS – May
- Overlord Dark Legend – Wii – June
- Ghostbusters – Wii/DS/PS2 – June
- Miami Law – DS – May
- Overlord Minions – DS – June

GHOSTBUSTERS: THE VIDEOGAME

Who you gonna call? The cast of the original film…

info

FROM: Atari
A BIT LIKE: Destroy all Humans!
WEB: www.ghostbustersgame.com
OUT: 19th June
ALSO ON: DS, PS2

Wii

It's fair to say that licensed film games don't always live up to the hype, and are often rushed on to the shelves to coincide with the film's release. Considering that Ghostbusters came out almost 25 years ago, that clearly isn't the case here. Furthermore, given that all four actors who made up the original Ghostbusting team have provided their voices and likenesses, this would appear to be a cut above the usual movie tie-in.

With a script written by the film's creators Dan Aykroyd and Harold Ramis, Ghostbusters: The Videogame is styled as the third chapter in the series, and is set two years after the events of the second film, making it 1991. Still based in New York, you play the role of a new member of the team, a so-called Experimental Equipment Technician. What this means is that you're the poor guinea pig who gets to test





With no onscreen display, all the info is shown on your backpack.

Best Bit

Unless you don't own a television, you may have recently heard the work of Ray Parker Jr, whose seminal Ghostbusters theme has been appropriated for a telephone directory advertising campaign. The good news is the song will be in the game in its unadulterated glory, as Ray himself told us…



Interview

Who you gonna ask?

Justin Dobson of Redfly Studios the creative lead of the Wii game, that's who! Because he's the man who can tell us all about potentially the licensed game of the year.

Did you trade tips from the developers of the other versions?
Absolutely, especially at the very beginning we worked really closely. At that point the game was more of a port but then we decided this is not what we want to do. We want to achieve something great for this game, so at one point we diverted and we started doing our own version, but we still worked very closely – especially as we were working with the same technology. We're both in Texas, so we're able to not only work together but visit each other's studios once in a while. The technology really allowed us to do a lot; the nature of slamming ghosts around and doing a lot of damage. We were able to do a lot, not only graphically but also physics-wise.

What was it like working with the license?
Having all the shareholders basically involved as collaborators on the project gave us a tremendous amount of freedom, and it really wasn't treated as a licensed game for us. It's not a movie game to us, it's almost treated as an original IP because it's an all-new story. It's the third chapter.

There was a lot of freedom. If we came up with a game mechanic that we liked, then we'd bring in Dan Aykroyd or Harold Ramis and say "Okay, how do we make this fit into the Ghostbusters world?" They'd go away and come back to us and say "This is how it makes sense; this is how we're going to tie this in." Even to the point of our equipment, we went



LOCATION, LOCATION, LOCATION

New York's most haunted



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GET A HOTEL

The haunted ballroom of a crumbling hotel provides an ideal setting for busting ghosts. The Nunchuck is used to shake off slime.





the new gadgets before they're placed into the hands of the famous Ghostbusters.

Those gadgets make use of the Wii controllers, and a large part of the game involves wrangling ghosts in your beam, wearing them down and then slamming them into a trap using the Wii Remote. And unlike the 360 and PS3 versions, the Wii game enables you to play through the entire story in split screen co-op mode. As such, two players will be able to trap the same ghost and throw him around the room (being careful not to elbow each other in the throat, obviously).

Interaction with the environment is also crucial, and there's a key sequence where the famous Mr Stay Puft is climbing up the side of a building as you stand on the top repelling him by throwing shopping trolleys in his face. Out this summer, busting should indeed make you feel good.



This is who you are going to call.



HOW READY ●●●●●●●●●○

HOW GOOD ●●●●●●●●●○

Bustin' makes us feel good!

interview continued...

through and came up with some equipment that has obviously some shooter analogue – a shot blast for instance being very similar to a shotgun mechanic. Dan came in and wrote the entire back story behind that piece of equipment and made sure that everything was 'Ghosbusterised' and felt appropriate.

How did development differ from most film tie-ins?

It was really all the advantages of a beloved well-established universe that we got to play within without the horrible breathing-down-your-neck pressure of releasing with the film. The talent was involved literally from day one. And because they were involved from the beginning, it really was a collaborative effort. They saw us as experts within the gaming space, and we certainly see them as experts when it comes to the writing side – I think Harold Ramis has written eight of the ten funniest movies of all time. So we really played off each other and worked together to make sure that the final result was something that was truly high quality.

Is there going to be another film?

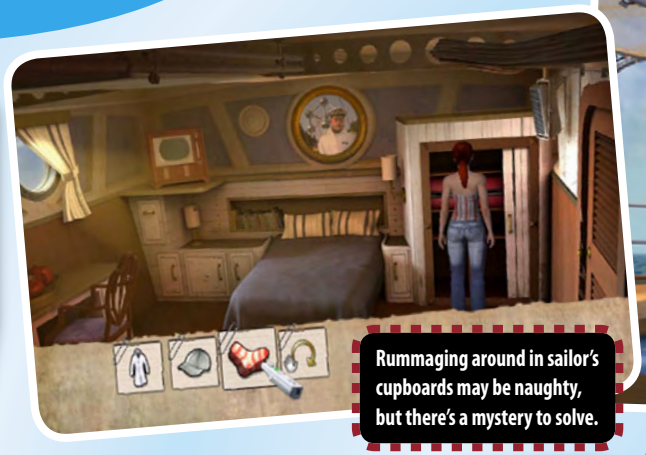
The game is treated as a third chapter. Whether there's going to be another movie is a decision for Sony Pictures and the talent. It was very refreshing for us to have them step out of the studio after going through a thousands lines and just seeing the passion on their faces and the joy. Bill Murray was on the Letterman Show a couple of days after being in the sound booth with us and said it was really fun coming back to that character and being Peter Venkman again. And I think if we've done anything to contribute to another movie being made and bringing the property back to life then that's an honour more that we could ever have imagined.

info

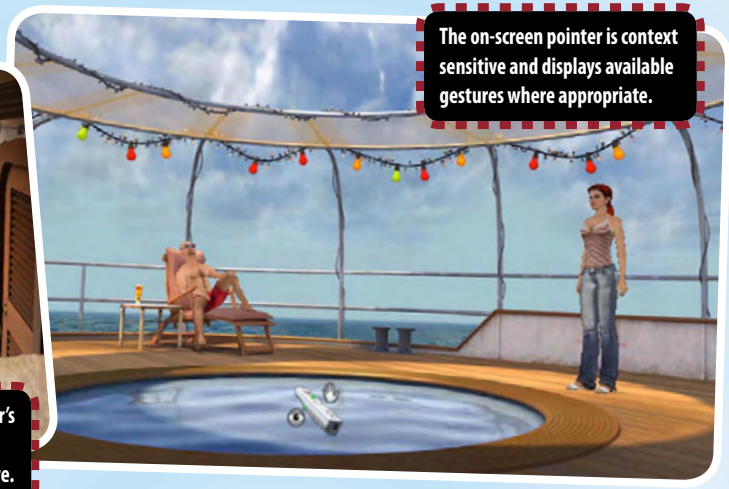
Secret Files 2
PURITAS CORDIS

FROM: Deep Silver
A BIT LIKE...
Broken Sword
WEB: http://secretfiles.deepsilver.com
OUT: Spring
ALSO ON: DS

Wii

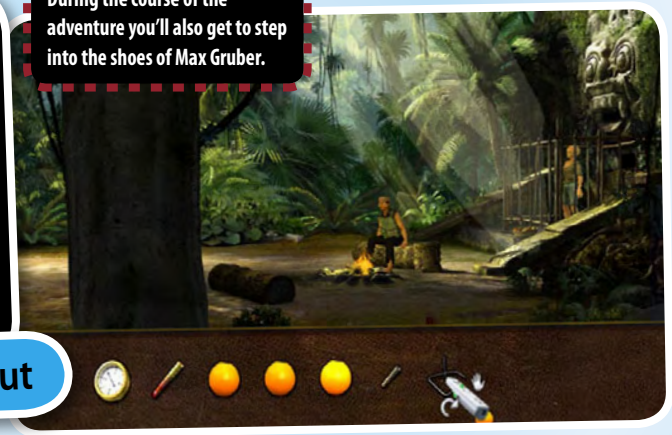


Rummaging around in sailor's cupboards may be naughty, but there's a mystery to solve.



The on-screen pointer is context sensitive and displays available gestures where appropriate.

Secret Files 2



During the course of the adventure you'll also get to step into the shoes of Max Gruber.

One secret we'll be telling everyone about

Point and click adventures are like buses. You wait ages for a decent one to arrive and then two come along at the same time. Not only do we have the highly promising Broken Sword: Director's Cut to look forward to (check out our review elsewhere in this issue), but Keen Games is also putting the finishing touches to the next instalment of the Secret Files saga.

Following on from 2008's Secret Files: Tunguska, Puritas Cordis once again sees you assuming control of supernatural detective duo Nina Kalenkov and Max Gruber. This time around you're investigating the cause of a series of strange natural disasters, and just like in the first game, you can expect a fair few twists and turns before the quest reaches its dramatic conclusion.

Like its predecessor, Puritas Cordis is being developed for the PC primarily, with the Wii and DS versions being coded in tandem. Both Nintendo editions will make use of their respective platform's unique control method, and as luck would have it, the Wii's IR pointer and the DS's touchscreen are ideal interfaces for this kind of game.

THE ADVENTURE GAME

The point and click genre has seen its popularity wane over the past decade but with titles like this – and the aforementioned Broken Sword remake – the humble adventure game could be witnessing something of a renaissance, and as long as the games are top quality then we're all for it.

THE ADVENTURE GAME

Dipping into the Files...



A tiny tale | Filed away | Little tinker

A tiny tale

As well as being ported to the Wii, Secret Files 2 is also getting the dual-screen treatment. Both conversions are being handled by Keen Games and both are looking very promising at this stage. The DS version obviously takes something of a drop in visual quality but the storyline and challenge should be identical to the home instalments.

Wii

HOW READY	HOW GOOD
●●●●●●●●●○	●●●●●●●●●○

Indiana Jones, watch your back

Guitar Hero: Metallica

Move over Aerosmith, it's someone else's turn to take the stage

info

FROM: Activision
A BIT LIKE: Rock Band
WEB: http://metallica.guitarhero.com
OUT: May

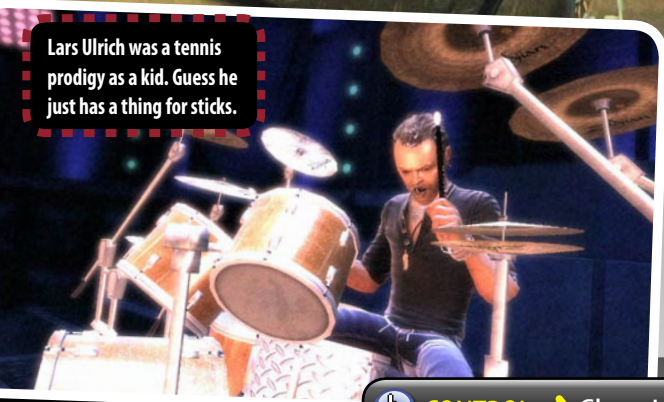
Wii



Fans of live Metallica are gonna love how close the onscreen band rock out to the real group.



Kirk Hammett plays a guitar solo on a tiny Eiffel Tower.



Lars Ulrich was a tennis prodigy as a kid. Guess he just has a thing for sticks.

Metallica know a good business chance when they see it. When fellow rockers Aerosmith released their stand-alone Guitar Hero game last year, they made far more money from it than any of their albums (thus setting them up for a long-overdue retirement… hey, we're only kidding Mr Tyler).

AXE-WIELDING MANIACS

So in step Metallica, the next titanic US rock band to turn heavy metal into heavy gold. Having already gotten into bed with Guitar Hero 3 when they made their last album (Death Magnetic), which is available to download in its entirety, they've gone 10 steps further, making their own entire game. And it goes without saying that if you hate the band you'll find this less fun to play than a guitar made from solid concrete.

Being the privileged games journos we are, we were exclusively invited down to a posh bar in London's West End to jam with the latest and almost complete version of the game. Using all the instruments that came with Guitar Hero: World Tour, we spent a couple of hours strumming the axe (and bass), banging the drums and, well, we skipped our turn on the microphone – because when we vibrate our vocal

HEAVY METAL THUNDER

Turning it up to 11!



GLOBAL VENUES | LEMMY! LEMMY! | PERFECT METALLICA

GLOBAL VENUES

You'll get to play in loads of real-life venues across the planet, including The Forum in LA and Toshin Airfield in Moscow. Most venues you'll have to unlock by earning stars, so the bigger the Guitar Hero you become, the further your reach around the world.

PLAYZINE Feature

info

Guitar Hero Metallica

Wii



The Forum, the most famous rock venue in LA. Probably.



Check out Kirk on the big screen, he know when he's being filmed.

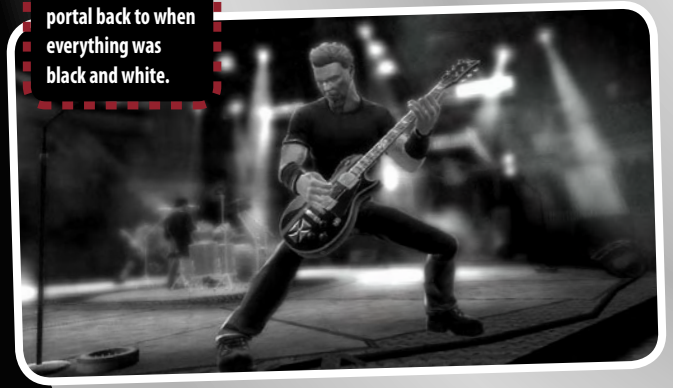
cords we sound like Tasmanian devils being throttled. And there were lots of people watching, too.

As you've glanced from the screenshots (or last month's First Look), all four band members donned the motion-capture suits and have been squeezed into the game. For those less familiar with the band, it's made up of James Hetfield (vocals and guitar), Lars Ulrich (drums), Kirk Hammett (lead guitar) and Robert Trujillo (bass guitar).

And despite having a handsome 28 of Metallica's finest tracks (see the separate boxout for the entire list), this is no one-band game. Wielding their awesome heavy metal clout, the quartet have been getting their metal mates and peers involved, and have managed to get over 20 non-Metallica tracks from some of the biggest names in metal over the decades, including head-banging masterpieces The Ace of Spades by Motorhead and Evil by Mercyful Fate.

"ALL FOUR BAND MEMBERS DONNED THE MOTION-CAPTURE SUITS FOR THE GAME"

James rocks so hard he opens a time portal back to when everything was black and white.



Roll over screen for annotations



Alan Flores – Lead Designer interview

Thank you for the music…

There have been a few Guitar Hero games now. Other than the obvious Metallica tracks, what new features can we expect to see?

Apart from having an amazing set list of 28 awesome Metallica songs and 21 guest artists hand-picked by the band, such as Slayer, Queen, Lynyrd Skynyrd and Thin Lizzy, we tried to put as much extra content into the game as possible. We have lyric sheets, old photos of the band, live concert footage that most people probably haven't seen and behind-the-scenes motion-capturing footage, among other stuff.

How close were Metallica involved in developing the game?

Metallica were really involved. For the initial motion-capture session we hung out with the band for a few days. When we sat down with Lars to talk about game ideas, he basically talked our ears off, telling us about shows they've played, venues they love, bands he's into. Their influence is in every part of this game.

Who had the final say when you didn't agree on something, the band or Neversoft? Any fights where guitars were used as weapons?

The band had final approval on all content in Guitar Hero: Metallica, but they were pretty trusting of us to make the right decisions. We did have some disagreements, but we worked them out civilly. Sadly, no guitars were used as weapons. How incredibly un-metal!

info

Wii

28 Tunes Later

Metallica's own track list, nice and neat...

All Nightmare Long
Battery
Creeping Death
Disposable Heroes
Dyer's Eye
Enter Sandman
Fade to Black
Fight Fire With Fire
For Who the Bells Tolls
Frantic
Fuel
Hit the Lights
King Nothing
Master of Puppets
Mercyful Fate
No Leaf Clover
Nothing Else Matters
One
Orion
Sad but True
Seek and Destroy
The Memory Remains
The Shortest Straw
The Thing That Should Not Be
The Unforgiven
Welcome Home (Sanitarium)
Wherever I May Roam
Whiplash

Best Bit

DOUBLE BASS DRUMS

Only the most hardcore of drummers need apply here, as GH: Metallica is the first to introduce double bass drumming with its Expert+ mode. Double bass drum notes have always been removed from Guitar Hero due to only having one pedal, but with a handy splitter you can add an additional pedal and go the whole hog. It's not going to be easy, though.



Metallica fans are going to rock-plode when they see the amount of content that's been crammed in. Rather than just be the same old Guitar Hero with a load of Metallica tracks, this game is as much a collage of their journey from early 80s rock-rats to the metal monolith that is Metallica, a monolith so huge its shadow has the entire planet covered in darkness. Maybe.

Old lyric sheets showing how some of their tracks started out as vague ideas before being chiselled into masterpieces, plus there are tons of fan videos shot when they were starting out in venues the size of your toilet. This attention to detail has been missing in previous Guitar Hero games, and it makes last year's Guitar Hero: Aerosmith look less rock and more crock.

We're absolutely gagging to get our hands on the final code and rock out with our mates. We'll have the definitive review in next month's PlayZine.

Quick Quiz!

HOW READY? **ANY GOOD?**

Prepare for heavy metal heaven

interview continued

Did you have to drop anything for the Wii version that is in the other versions?
The Wii version of Guitar Hero: Metallica does not have access to the 'Death Magnetic' album DLC that was released for Guitar Hero III and Guitar Hero World Tour. To make up for it, we put three songs from Death Magnetic in the Wii game – Broken, Beat & Scarred, Cyanide and My Apocalypse.

Will there be online features or downloadable content coming later down the line?
Guitar Hero: Metallica is a stand-alone title so there is no downloadable content. But if you have purchased Death Magnetic as DLC for Guitar Hero III or Guitar Hero World Tour then those songs will automatically work in Guitar Hero: Metallica. You get the added bonus of being able to play those songs as the Metallica character models with the bands' motion-captured animations.

How was Metallica chosen for this great honour? What other bands were being considered? And can you give us any idea who's next to get their own Guitar Hero game?
Using Metallica in their own Guitar Hero game was a total no-brainer. They have a big catalogue of intense, varied, fun-to-play songs and a rich band history to draw upon for story, venue, and overall game ideas. Let's not forget the totally rabid fan base, either. The band pretty much demands they get their own Guitar Hero game.

I can't really say who else is being considered. There are a few bands out there that meet the same criteria. But I will say, on a personal note, that I would love to make one of these games for Led Zeppelin. Their music would play great in the game and the band has so much history. It would be epic!

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info



FROM: Rockstar
A BIT LIKE... Micro Machines V4... with guns!
WEB: www.rockstargames.com/chinatownwars
PRICE: £29.99
PEGI AGE RATING: 18+

DS



Grand Theft Auto: Chinatown Wars

Down these mean streets a man must go...

Make no mistake, Grand Theft Auto Chinatown Wars is a big release for the DS. The thirteenth in what's arguably the most revered and infamous game series of the last 10 years, it has somehow managed to distil everything that's good about GTA, add a few neat touches and give us something that's as thoroughly addictive as the products you trade with in the game.

You play as Huang Lee, a young Chinese man who, after his father's death, is sent to Liberty City to pass on a family heirloom to his uncle. And that really is all you need to know, as the important thing is how it plays. And we're happy to report that it plays absolutely beautifully.

As you can see from the shots here, the game is viewed from above, in a similar fashion to the original two GTA games. Unlike those games though, all the buildings are rendered up in 3D and hugely detailed. And the streets of Liberty City are packed with cars and pedestrians – the narrow alleys stacked with boxes to drive through and bins to explore. What set GTA apart from other sandbox city games is that there's an enormous amount of joy to be had by just driving round, and that's as true as ever with Chinatown Wars.

A touch over-sensitive?

Styluses at the ready...



LOAD OF RUBBISH | FIRE! FIRE! | SATELLITE OF LOVE

LOAD OF RUBBISH

You'll find red and green bins dotted throughout the game, and these can often hide money, weapons or drugs. Use the stylus to flick open the lid and then you can pick up the bags of rubbish (again with the stylus) and toss them out the bin to reveal your bonus. Clever, but not quite as clever as...



PLAYZINE Review

DS



You'll find the odd hidden item to collect, like this armour here.



Destroying police cars helps to lower your Wanted rating.

The cut-scenes give you a fantastic back-story.



PLAYZINE GOLD



Every downed criminal leaves you some ammo to collect.

So let's break it down a bit. You get contacts to meet and get missions from (which are good but maybe not quite as inventive as in previous games), side-quests to earn you cash, cars to steal, and the all-important matter of trading.

While you still earn money for completing missions, the real cash is made by dealing drugs between the various dealers dotted around the map. The method is simple… you simply buy from those dealers selling cheaply and then flog your inventory to those looking for what you have to sell. Morally corrupt it may well be, but it's also fantastic fun, too – especially when you're 'busted' by the police and are driving though the city streets at breakneck speeds with a boot full to the brim of class-A narcotics. Then, just at the right time, you get a tip-off on your PDA that a dealer's desperate for what you have, and you're quids in.

The PDA is another new feature to the GTA series, and through it you can check on your emails or plan a route to your many contacts through the in-built GPS. It's all accessible on the bottom screen of the DS and works perfectly.

Yes, the morals of GTA are dubious to say the least, and trading in drugs is always going to make enemies, but it's impossible to deny that it's still one of the most playable gaming experiences you're likely to have.

Dean Mortlock

"MORALLY CORRUPT IT MAY BE, BUT IT'S ALSO FANTASTIC FUN, TOO"

Top Tip



When you're being chased by the police, head for the straight roads in a fast car and go flat out. You need to right-off a number of their cars, so if you can get enough speed up then you can do that quickly by ramming the ones that drive in front of you.



Quick Quiz!

Briefly Speaking

GTA finally makes it to the DS, and it's full of the delightful political incorrectness that make the series so much fun. This is strictly a game for the over-18s though, as the tone of the game is definitely adults only.

PLAY TIME: HOURS | DAYS | WEEKS

DIFFICULTY: EASY | MEDIUM | ARRGH!

FUN FACTOR: DULL | COOL | YIPPEE!

VERDICT: Gaming perfection

10

Sonic and the Black Knight



Sections like this add tension, but they lack the pace that we're used to in Sonic titles.

In days of old, when hedgehogs were bold...

info



FROM: Sega
A BIT LIKE... Super Mario Galaxy
WEB: www.sonicandtheblackknight.com
PRICE: £39.99
PEGI AGE RATING: 12+

Wii

Wii-owning Sonic fans have had good reason to feel rather smug thus far. While PS3 and 360 gamers have been saddled with pretty but ultimately disappointing hedgehog-based outings, Nintendo's machine has been graced with the surprisingly good Sonic and the Secret Rings. It's quality caused many to expect big things of the next chapter in Sonic's 'storybook' series, but sadly it ends up being a far less impressive adventure.

The 'on-rails' gameplay of Secret Rings is retained but this time there's a stronger focus on combat. Sonic wields a talking sword named Caliburn (we're not making this up, honest) and shaking the Wii Remote furiously results in a flourish of swipes and stabs. However, in bringing this element into play, the developers have been forced to slow down the action, and as a result it feels less like a Sonic title and more like a traditional action brawler. The same issue blighted the recent Sonic Unleashed's 'Warehog' sections.

Sonic and the Black Knight isn't a terrible game by any means, it's just a bit misguided. Hopefully with the next instalment in the series, Sega will see sense and produce a game that plays to its mascot's strengths, rather than placing him in a world where his speed counts for little.

Damien McFerran



Some of the locations are wide-open, but you're still funnelled down a fairly strict path through each stage.



When the game does get up to speed it comes close to matching Sonic's former glories.

Briefly Speaking

Sonic and the Black Knight sees Sega's favourite spiky son substituting the breakneck speed of his previous outings for a more combat-orientated affair, with somewhat disappointing results. Fans of the blue hog will certainly lap it up but this is unlikely to challenge Mario's dominance in the war of the mascots.

Speed Freak

How Sega slowed down the hog



FREE-FOR-ALL | SWORD SWINGER | MADE OF HONOUR

FREE-FOR-ALL

Sega has promoted the multiplayer aspect of Black Knight quite heavily but in reality it's little more than a chaotic free-for-all where players hurtle around an arena bashing into each other. Such mayhem is fun for a few minutes but it's hard to display genuine skill and, unsurprisingly, it quickly loses its appeal after prolonged play.

PLAY TIME: HOURS | DAYS | WEEKS

DIFFICULTY: EASY | MEDIUM | ARRGH!

FUN FACTOR: DULL | COOL | YIPPEE!

VERDICT: Not legendary

6

PLAYZINE interview

SONIC BOOM!

*With **Sonic and the Black Knight** now in the shops, we thought it would be the perfect time to sit down with the game's creators, **Sonic Team**, for a quick natter. Take it away, boys!*


Your sword is upgradeable through the game.


Quick! Drop the portcullis!

As part of the 'Sonic Storybook' series, Sonic and the Black Knight follows on from Sonic and the Secret Rings. Are you attempting to link the two plotlines in any way, or is this a new chapter?
Although it's a completely new story, we treat this as the next in the series from Sonic and the Secret Rings.

Does Sonic and the Black Knight feature the same 3D/2.5D gameplay as witnessed in its predecessor? Can we expect any new modes of play?
In terms of moving method and view, it's similar to Secret Ring. But by introducing Nunchuck for character moves, we have made some entirely new methods of movement.

Can you explain how the all-new swordfighting system will work, and how it makes use of the Wii's motion-sensing capability?
Sonic will swing his sword by shaking the Wii remote like a sword. Of course it uses the motion sensor of the Wii remote, but you don't need big motions. A subtle move of the wrist will be enough to activate his attack.

Can Sonic use his sword for activities other than combat?
His sword is mainly for attacking enemies, but it has other uses too, such as reflecting light on its blade…

Given the introduction of swordfighting, should fans be concerned that this particular Sonic title is going to be a slower affair than previous games?
This game was conceived from the idea 'What if Sonic has a sword?' but we wouldn't be able to stand a 'slow' Sonic as much as you would so this will be a speedy game. If you wish to stay on top speed all the time like


Typically, the levels are beautifully designed and full of detail.



It's just like a scene from Robin Hood – but with a blue hedgehog, obviously.

"NEW CHARACTERS WON'T APPEAR, BUT YOU'LL BE ABLE TO PLAY VERY FAMILIAR GUYS IN THE BATTLE MODE"



The medieval them in Black Knight works surprisingly well.

INTERVIEW CONTINUED

past Sonic games, you will have to develop your skills.

Do we see popular characters from the Sonic universe make an appearance, and what new faces can we expect to be introduced to?
I'm not sure how much I'm supposed to reveal. Let me just say that, umm, new characters *won't* appear, but you will be able to play very familiar guys in the Battle mode.

Can you tell us how the 'Knight Rank' system works and what impact it has on the gameplay?
I think everyone has a personal policy when playing action games. It could be 'take all the rings', 'kill all the enemies', 'collect all the minimals' – small creatures from Sonic Adventure 2 – and so on. Likewise, as a knight, you would want to play like one. For example, you wouldn't beat *all* the evil ones, not look out for those in need of your help or attack an enemy from behind. Knight Rank is a system that rewards the honourable player with a higher score. So you can't just run fast and expect to get a high score.

According to earlier reports, players will be able to unlock various items that enhance Sonic's power and abilities. Can you tell us a bit about what kind of items are available and how they are attained?
Let me start with how to get items – you need clear a stage to get them. In the mission, Sonic beats an enemy, picks up something from a treasure box, exchanges rings with townfolk or get a bonus for completing stage. In completing each stage, you will go through these items and identify them to acquire them.

If you clear a mission with a better score then you get more items, so you will need to develop your skills to collect many of them. To help the process, you can wear some of your items you already have. Some of them help you get high scores or complete levels. Also, there are ways to create weapons, but I will talk more about it later.

What kind of online functionality is present in the game?
We have world ranking and item presents. If you get an item that your friend doesn't have then you can give it to him or her.

From a musical point of view, how does this Sonic and the Black Knight distinguish itself from previous instalments? Can we expect a medieval theme to the soundtrack?
They are traditionally Sonic-ish songs, but, generally, they are acoustic tunes. Some of them feature violin, flute and acoustic guitar, and some of them have the style of more traditional Sonic themes. Enjoy!



Familiar Sonic characters pop up throughout the game.





info

FROM: Sega
A BIT LIKE: Sonic Unleashed
WEB: www.sonicandtheblackknight.com
OUT NOW!



Final Fantasy Crystal Chronicles: Echoes of Time

info



FROM: Square-Enix
A BIT LIKE...
FFCC: Ring of Fates
WEB: http://na.square-enix.com/ffcceot
PRICE: £29.99
PEGI AGE RATING: 12+



As with any good loot-'em-up, you can purchase gems to enhance your equipment.

Just add friends...

"A multiplayer gem, but you still feel like there's better to come"

Our first Crystal Chronicles experience involved a tangled mass of wires, three Gameboy Advances and a lot of arguing over who wanted to carry the bucket. Five years on from its Gamecube origins, Square seems to have finally moulded that game's brilliant ideas into a much friendlier, less messy form.

It's all about hacking, slashing and looting – a modern-day Gauntlet if you will, and if DS predecessor Rings of Fate felt like a game that was starting to get the formula right, Echoes is the one which almost nails it.

We say 'almost' because there are still a few disappointments – online play is laggy, the plot isn't up to much, and in single-player, your AI helpers are almost gleefully stupid. But played in front of a telly with pals – one of you manning the Wii Remote and three mates with DSes at hand – there are few multiplayer experiences that can match this. Quite simply, it's brilliant fun – whether you're madly running around collecting loot that's cascading from the ceiling, hurling each other into pits to get ahead or teaming up to battle bosses or complete puzzles, you'll only stop, breathless from giggles and banter, when someone's battery runs dry. A multiplayer gem, but you still feel like there's better to come in future releases.

Chris Schilling



The plot – involving an outbreak of 'crystal sickness' – is more than a little twee.

Wiimake?

Has Square-Enix improved the Wii version?

For an extra fiver, the Wii version allows you to connect to the DS game, and if you're playing a multiplayer session, you can host it from your console. Visually, it's virtually identical to the DS game, but because the graphics are expanded, it looks pretty ugly on the big screen. The layout is sensible, but menu controls aren't as intuitive as the cheaper DS version, and as it's cheaper and looks nicer, the handheld game is the one to go for if you have the choice.



Briefly Speaking

There are better DS games for the solo player, but if you have friends with money to burn, then pick this up sharpish. It's perhaps a tad easy for experienced dungeon-crawlers, but for competitive *and* co-operative fun (often at the same time), this is tough to beat.

PLAY TIME
HOURS | DAYS | WEEKS

DIFFICULTY
EASY | MEDIUM | ARRGH!

FUN FACTOR
DULL | COOL | YIPPEE!

VERDICT
Multiplayer gem

8

PLAYZINE Review

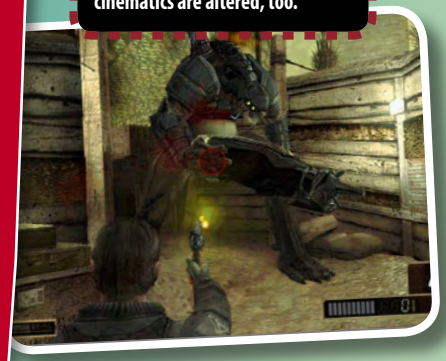
Resistance: Retribution

info



FROM: SCEE
A BIT LIKE... Syphon Filter
WEB: http://uk.playstation.com/games-media/games/detail/item118114/Resistance-Retribution%E2%84%A
PRICE: £24.99
PEGI AGE RATING: 16+

PSP



Infected mode doesn't just change Grayson's look, but dialogue and cinematics are altered, too.

Revenge is sweet

Forced to kill his recently Chimera-ised brother, then captured while trying to destroy the alien conversion centres and forced to fight alongside a French resistance force to prevent a death sentence for his desertion, it's little wonder that James Grayson is so grumpy. Bickering and blasting his way through several levels of third-person action, Grayson's a much more charismatic hero than Resistance's Nathan Hale, and with some badly accented NPCs, Retribution's story is arguably more engaging than its console predecessors.

It can't quite match it in the action stakes, though Syphon Filter developer Bend gives it a good go, with a clever aiming system which uses the face buttons and a generous auto-aim that makes popping caps in Chimera asses fairly simple. Sometimes a little too simple, in fact – find cover and a decent weapon and you'll get through most encounters, while a secondary fire mode for a sniper rifle which slows down time feels like a compromise too many brought to bear by the limitations of the handheld.

It's a bit of a looker – coming close to capturing the scale of the PS3 games, while enemies are pleasingly varied. An 'infected' mode and decent multiplayer variants round out a substantial package that's great value for your 25 notes. But it still feels like a compromise – it's a solid game which makes decent use of the host hardware, yet there's little here that will linger in the memory.

Chris Schilling

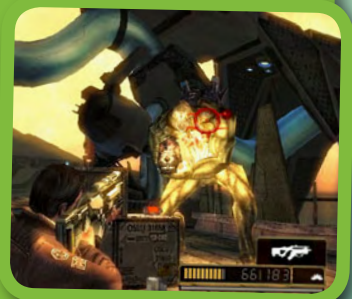


No modern shooter would be complete without a section where you pilot a giant mech.

Top Tip



As with its PS3 forebears, the Auger is the best weapon. When you get hold of one, try and put a wall or two between Grayson and his foes wherever possible, as damage increases the more surfaces each shot passes through.



Briefly Speaking

The PS3 hit gets ported down to the PSP, and like its bigger brother, there's a slight feeling of 'style over content'. Its 16+ rating is well placed, so expect plenty of the ol' claret flying about, but plenty of action-packed alien bashing, too.

PLAY TIME
HOURS | DAYS | WEEKS

DIFFICULTY
EASY | MEDIUM | ARRGH!

FUN FACTOR
DULL | COOL | YIPPEE!

VERDICT
Slick shooting

7

Broken Sword: Shadow of the Templars

Can a decade-old game still draw the crowds?

info



FROM: Ubisoft
A BIT LIKE... Sam and Max
WEB: www.ubi.com/uk
PRICE: £29.99
PEGI AGE RATING: 12+

Wii

A whopping 13 years have passed since the original Broken Sword thrilled and captivated adventure fans, so you could argue that the decision to resurrect this classic title is long overdue.

Based around a mystery involving descendants of the Knights Templar (an ancient order with its fair share of secrets), Broken Sword focuses on two main characters: French journalist Nico Collard and American tourist George Stobbart.

The game has undergone some fairly robust changes. When conversing with other characters, large portraits are displayed (drawn by Watchman illustrator Dave Gibbons, no less) and this enhanced version also contains new puzzles that make use of the Wii's unique control setup.

Despite being promoted as the 'ultimate' version of the game, this Director's Cut is a little rough around the edges in places. The most noticeable elements are the dialogue and cut-scenes. Some speech has been re-recorded to tie in with the updated script, but the old voices remain – the difference between the two is instantly noticeable. Likewise, some of the FMV cut-scenes are a little poor.

Pushing these relatively minor issues aside for a moment, it's clear that Broken Sword has lost none of its intrigue and appeal. If you're discovering Broken Sword for the first time then this really is the best place to start.

Damien McFerran


Nico investigates one of the many locations in the game.


The hand-drawn scenery looks as good today as it ever did.

Briefly Speaking

It's over a decade old but Broken Sword is as appealing today as it ever was. It's a masterclass in storytelling, and despite a few irksome presentation issues, remains a solid-gold classic that is worth rediscovering.

OLD BUt NOt BROKEN

Broken Sword has been buffed up for the Wii



CONTROL | Getting Stuck | Pocket Rocket

CONTROL

The manner in which the Wii's control interface has been integrated into Broken Sword is particularly pleasing. Using the Wii Remote you can highlight areas of the screen and the Remote will vibrate whenever you put the pointer over an object of interest. Some puzzles call for you to twist the Remote to turn the sections of paper. Ingenious!

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

VERDICT
An epic adventure
8



It doesn't look exciting, but it's great fun to play, honest.

Commander: Europe at War

A whole war, right in your pocket!

info



FROM: Deep Silver
A BIT LIKE... Advance Wars
WEB: N/A
PRICE: £24.99
PEGI AGE RATING: 12+

DS

We'll be the first to admit that strategy war games aren't always the most exciting games to play, but we also know that if you're prepared to put the time in, then you'll usually be rewarded with a game that grabs your brain and doesn't let go until you've successfully completed the final campaign.

Commander lets you take control of either the Axis or Allies in World War 2, and you then battle over a grid to slowly take control of the various regions – it's a little bit Advance Wars and a little bit Risk.

There's a lot of game here for your money, and if you're thinking about getting a strategy game then you could do a lot worse than this one.

The level of detail is truly staggering.



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

VERDICT
A serious war game
7

Objects are never what they first seem.



The torch is great for poking around in dark corners.



Dementium

The NHS definitely needs more funding...

info



FROM: Gamecock
A BIT LIKE... Metroid Prime Hunters
WEB: www.dementium.com
PRICE: £29.99
PEGI AGE RATING: 15+

DS

When you start playing Dementium: The Ward you find yourself in a deserted hospital with blood-stained walls and clearly some problem with the lighting. You know nothing about why you're there or what you have to do, but it doesn't take long before your purpose becomes clear.

For some strange reason, there aren't many first-person shooters on the DS, which is odd, as the control method is perfectly suited to it – as shown here. You move with the D-pad and look around with the stylus. It really is the closest you'll get to mimicking the perfect keyboard/mouse set-up of computers.

Dementium is basically Silent Hill in 3D, so it's only for those of you old enough to play it, but if you're looking for a mature DS game, then this fits the bill perfectly.

Bloomin' zombies... they get everywhere.



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

VERDICT
Small but very scarey!
8





You won't die if you fall off this, but you will have to keep doing it until you get it right.

CID the Dummy

Crashed and burned?

A platformer featuring a crash test dummy who decides that there's got to be more to life than being repeatedly slammed into a wall is an interesting start, but while there are a few neat touches in CID the Dummy, it ultimately fails to make any real lasting impression.

Most of the action is viewed side-on, which technically makes it a 2D platformer, but every object is rendered to have depth, giving it a 3D feel – and the angle does change occasionally. You zip around, pulling levels, leaping over stuff and getting through timed doors before they close. Oh, and there's a bit of weapon-based combat too.

While CID the Dummy is not without some amount of charm, there is a wide range of platformers on the Wii that do it better.

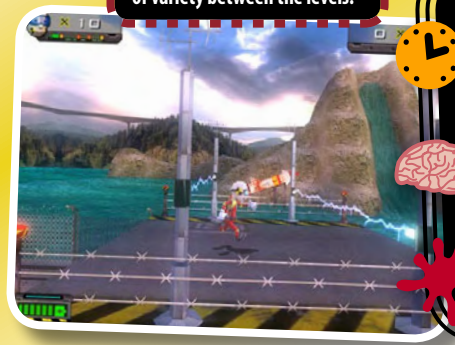
info



FROM: Oxgyen Interactive
A BIT LIKE… Crash Bandicoot
WEB: www.cidthedummy.com
PRICE: £24.99
PEGI AGE RATING: 7+

Wii

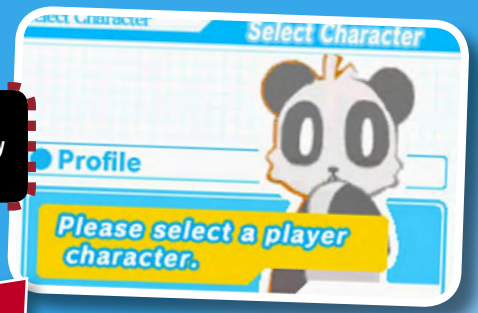
On the plus side, there's plenty of variety between the levels.



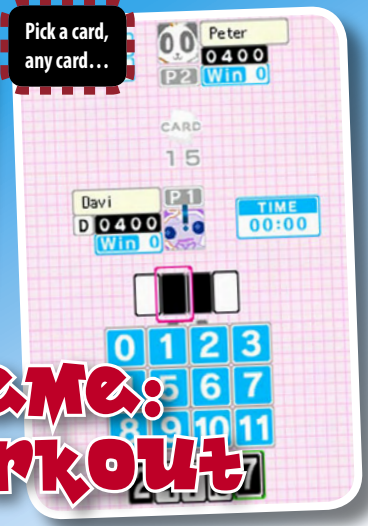
PLAY TIME: HOURS | DAYS | WEEKS
DIFFICULTY: EASY | MEDIUM | ARRGH!
FUN FACTOR: DULL | COOL | YIPPEE!

VERDICT: A bit of a dummy
6

We've got to be honest, we were very fond of the panda.



Pick a card, any card…



ChallengeMe: Maths Workout

Maths + challenge = ?

There's no shortage of 'Brain Training' style games on the market, but we like to think that there's always room for one more – especially if that game manages to bring something new to astound and delight us.

Sadly though, ChallengeMe: Maths Workout is not really such a game. Yes, the two games included (Formulate! and Hidden Logic) will probably challenge you to some degree, but when neither one is actually that fun to play – Hidden Logic, especially, seems to be little more than picking cards randomly – then you can't help but think that this is a missed opportunity.

It's good to see developers trying something different, but Maths Workout is more of a light jog than a proper training session.

info



FROM: Oxygen Interactive
A BIT LIKE… Brain Training
WEB: N/A
PRICE: £19.99
PEGI AGE RATING: 3+

DS



Rearrange the numbers to make the equation work.

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

VERDICT: Brain scratching
5



Mushroom Men: The Spore Wars

Make room for the mushrooms…

info



FROM: SouthPeak
A BIT LIKE… Any 3D platformer you've ever played!
WEB: www.mushroommen.com
PRICE: £34.99
PEGI AGE RATING: 7+

Wii

The first thing you notice about Mushroom Men, the latest in a long line of platform games, is just how lush it looks, as the cartoon-style graphics are utterly gorgeous, from the characters themselves to the well-designed levels. This is definitely a good start.

Things continue to improve when you actually start to play the game, too. The control method makes full use of the Remote and Nunchuck controllers to make hiking through the levels and swatting away the enemies a total breeze.

So it's fair to say that there's plenty to like here, and more than enough of a challenge to keep you playing for enough days until you eventually get bored.



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

VERDICT
Fungis to be with
8





Hysteria Hospital

Nurse! The screens!

info



FROM: Oxygen Interactive
A BIT LIKE… Hospital Tycoon
WEB: N/A
PRICE: £29.99
PEGI AGE RATING: 7+

Wii

Sometimes the simplest ideas are the best ones, and while Hysteria Hospital may not set the gaming world alight with cutting edge 3D graphics and seamless motion captured animation, it manages to get the gameplay just right.

You pay a nurse in Hysteria Hospital, and the object of the game is to get a certain amount of patients dealt with in the time limit. That means going through a series of procedures, including checking the patient in, taking them to their treatment area, collecting their medication and then tidying up their area when they've gone. As you can imagine, this all gets very frantic when the crowds build up. Hysteria Hospital is good honest fun, but overpriced at £30.



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

VERDICT
Old-school fun
7

Next month



Guitar Hero Modern Hits

Guitar Hero on the DS, but with a very modern flavour. Exclusive next month

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X-MEN ORIGINS: WOLVERINE
DISSIDIA: FINAL FANTASY

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