

FREE!



NAVIGATE →

P3zine

Issue 41 | August 2010

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

PREVIEW!



nail'd

Could MotorStorm have a new contender?



PLUS!

- GHOST RECON FUTURE SOLDIER**
- GUITAR HERO: WARRIORS OF ROCK**
- TOY STORY 3**

HANDS-ON PREVIEW

KANE & LYNCH 2: DOG DAYS

Heat: The Videogame? We go hands-on with Kane & Lynch's stunning sequel!



FIRST LOOK!



Need For Speed: Hot Pursuit

Criterion's latest racer raises the bar – again!



REVIEW!



Singularity

Biggest surprise of 2010? Our verdict inside!



PREVIEW!

Mafia II

Will 2K's shooter be a gangster's paradise?



HANDS-ON!



NBA Elite

EA's revolutionary baller could be the best sports game you'll play this year!



CONTROL →





Welcome to P3Zine



There are a few interesting questions raised by the games in this issue. Firstly, why have we waited so long for Gran Turismo 5? And will the wait have been worth it? Secondly, why hasn't more been made of Singularity from the publishers, when it's clearly one of the better first-person shooters you'll play this year? And, finally, will Toy Story 3 suffer the fate of some many movie-licensed games in the past?

We can't claim to always have the answers for you, but we can guarantee that each issue of P3Zine will be packed from cover to cover with the latest reviews and previews. We're going to be tweaking the mag over the next couple of months, so if there's anything you'd really like to see, then do write in and let us know.

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

Enjoy the issue.

Dan Hutchinson, Editor
p3zine@gamerzines.com

MEET THE TEAM

There's nowt they don't know about PlayStation...



David Scammell
David's rating Kane & Lynch 2, as it's bound to be an improvement.



Jon Denton
While Jon's quietly confident that True Crime will be the dog's.

DON'T MISS!

This month's highlights...

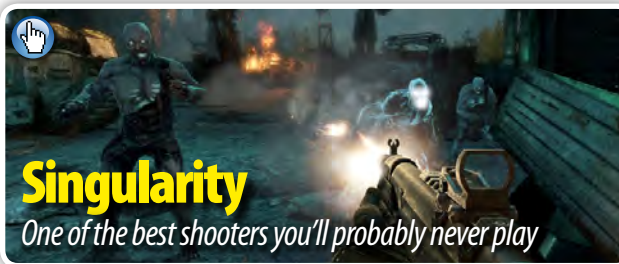
The latest & greatest titles on PS3



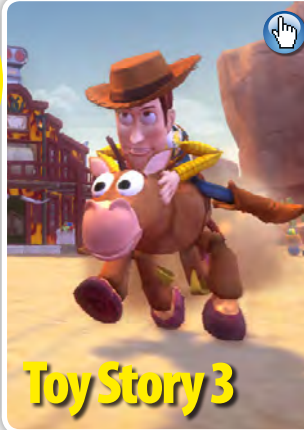
Kane & Lynch 2: Dog Days
New and improved? Find out in our massive preview



Gran Turismo 5
November suddenly seems a lot closer...



Singularity
One of the best shooters you'll probably never play



Toy Story 3

QUICK FINDER

Every game's just a click away

- | | |
|-------------------|-------------------|
| Guitar Hero: WoR | nail'd |
| Need for Speed HP | NBA Elite 11 |
| Ghost Recon: FS | Gran Turismo 5 |
| True Crime: HK | LEGO Harry Potter |
| Deus Ex: HR | Toy Story 3 |
| Mafia II | Singularity |
| Kane & Lynch 2 | Tiger Woods 11 |

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 42 SUBSCRIBE FOR FREE!

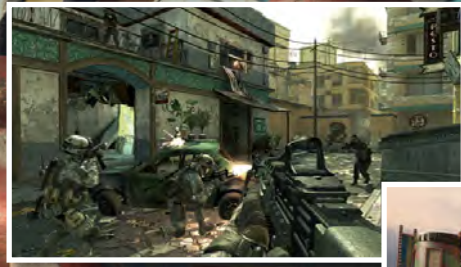
WARNING! MULTIMEDIA DISABLED!
If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

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

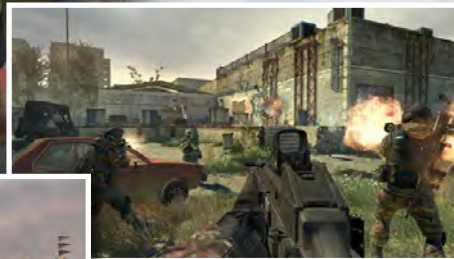
We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.



CALL OF DUTY MODERN WARFARE 2 RESURGENCE PACK



STRIKE



VACANT



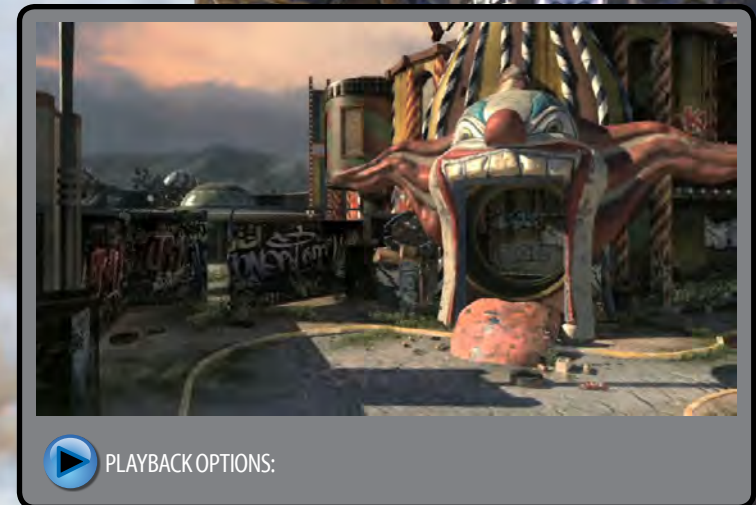
CARNIVAL



TRAILER PARK



FUEL



▶ PLAYBACK OPTIONS:

NOW ONLY ON XBOX 360
5 EPIC MAPS
BUY NOW

18

XBOX LIVE

XBOX 360



INCOMING

Another secret six heading your way...



PES 2011

Publisher: Konami | ETA: Autumn

PES has had its day, right? Well, while FIFA continues to wow us with its lifelike simulation of the beautiful game, Konami's still plodding along in the background to try and tempt us all back to our first love. This year's PES may well be the best yet on PS3, offering completely reworked animation techniques and player physics that better represent the actual sport, alongside an online-enabled Master League that lets you take on rival managers. But will it do enough to fend off FIFA? Only time will tell.



Metal Gear Solid: Rising

Publisher: Konami | ETA: 2011

Everyone's favourite cybernetic ninja gets the starring role in Kojima's next Metal Gear, as Raiden steps up to the plate and slices his way through brick walls, watermelons and a bunch of Privates' privates. This is Metal Gear Solid as you've never seen it before, with the series' usual stealth switched for all-new katana-swinging gameplay. One thing that hasn't been confirmed, however, is PlayStation Move support, but if there's one core game that could actually benefit from using the motion controller, it's this. Make it so, Konami.

Journey

Publisher: SCEE | ETA: 2011

Having already worked on two of PSN's greatest (and most peculiar) titles, we can't wait to see what thatgamecompany can come up with for their third adventure, which sees a lone adventurer awakening in an unknown world, crossing paths with online players as they embark on an incredible journey. Can't wait.



Twisted Metal

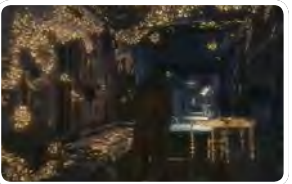
Publisher: SCEE | ETA: 2011

Jaffe may have fooled the majority into believing that his next game would be anything but a revival of his classic PSone car destroy 'em-up, but lucky for us it is. And it looks fantastic to boot, with some brand new modes that see players taking out 100-foot flying statues, while the introduction of characters allow for an all-new way to play. Free up your bandwidth, ladies and gents – Twisted Metal is the new Warhawk.

Silent Hill (Working Title)

Publisher: Konami | ETA: 2011

Are you scared of things that go bump in the night? You should be, because it may be an escaped convict lurking in the shadows with a screwdriver or, you know, a guy with a giant sword and a pyramid for a head. This eighth Silent Hill introduces Murphy Pendleton, an inmate who's gotten away after his prison transport careers off the road, before finding himself stranded in the spooky Silent Hill...



Rayman Origins

Publisher: Ubisoft | ETA: Late 2010

Rayman's returning to his 2D side-scrolling roots, in what could be the most beautiful game to hit PlayStation Network yet. Origins is an episodic title that seeks to retell the beginnings of our armless hero and Globox, his friendly blue... thing. Expect plenty of laughs, co-op play and one of the finest platformers of the generation.



IN THE PIPELINE

AUGUST	SEPTEMBER	OCTOBER	NOVEMBER
KANE & LYNCH 2: DOG DAYS MAFIA II	F1 2010 PLAYSTATION MOVE	STAR WARS: TFU II MEDAL OF HONOR	CALL OF DUTY: BLACK OPS NEED FOR SPEED: HOT PURSUIT

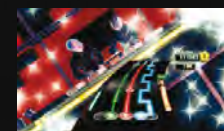


▶ **PLAYBACK OPTIONS:**

DJ HERO™

THE FUTURE BEGINS 30.10.09

NOW THE REVOLUTION IS IN YOUR HANDS. YOU ARE THE MASTER OF 93 MIXES THAT SPAN SPACE AND TIME. SCRATCH AND MIX THE MUSIC OF JAY-Z, EMINEM, DAFT PUNK, BLONDIE, RIHANNA, BEASTIE BOYS, BENNY BENASSI AND MORE. TAKE CONTROL OF THE HEART, SOUL AND CIRCUITRY OF THE PARTY. ACCEPT YOUR DESTINY AT DJHERO.COM.



PlayStation 2



Wii



XBOX LIVE



© 2009 ACTIVISION PUBLISHING, INC. ACTIVISION IS A REGISTERED TRADEMARK AND DJ HERO IS A TRADEMARK OF ACTIVISION PUBLISHING, INC. PATENTS PENDING. PS2, PlayStation 2 AND PS3 ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. WII IS A TRADEMARK OF NINTENDO. MICROSOFT, XBOX, XBOX 360, XBOX LIVE, AND THE XBOX LOGOS ARE TRADEMARKS OF THE MICROSOFT GROUP OF COMPANIES. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED.





Publisher: Activision
Developer: Neversoft

Heritage: Guitar Hero 5, Guitar Hero: World Tour, Band Hero

PS Move Compatible: TBC

Link: www.guitarhero.com

ETA: September

PREVIEW FEEDBACK!
 Click here to tell us what you think of Guitar Hero: Warriors of Rock

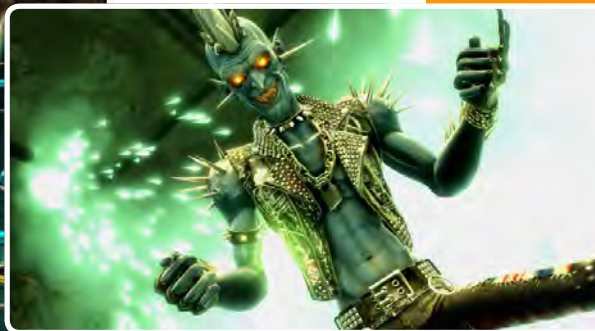


Each character has their own unique ability including, for example, higher multipliers.

"The new guitar is completely customisable, meaning you can switch the entire body for alternative designs"



The art style is a lot grittier and more gothic than any recent Guitar Hero. Do you like it?



Guitar Hero: Warriors of Rock



Knickerrocker glory?

What's the story?

Well, surprisingly there actually is one this time around, with Warriors of Rock being the first Guitar Hero game to implement some sort of story-driven narrative into its structure. It's called Quest mode and follows each of the game's characters on a journey to save rock 'n' roll, tracking their exploits from real-world venues like New York's CBGB into a fantasy rock world, eventually joining forces with the Demi-God to slay 'The Beast' threatening their world. Eat your heart out, Brutal Legend.

What's the tracklist looking like?

Neversoft is keen to bring back Guitar Hero's identity and distance the game from rivals like Rock Band and Band Hero. As a result, Warriors of Rock's soundtrack is geared predominantly towards the rock and metal crowd – and with an art style to match. Over 90 tracks feature on the disc, of which 35 have been revealed so far, including Black Sabbath's Children of the Grave, Metallica & Ozzy Osbourne's Paranoid and a track written exclusively for the game by Megadeth frontman Dave Mustaine.

Is there a new guitar?

Yep, and it's completely customisable. All of the electronics have now been placed in the neck of the guitar meaning you can switch the actual body for alternative designs released by Activision, including an awesome battle axe design and fire wings.

Anything else I should know?

As well as the usual array of multiplayer options, a new feature called Quickplay+ encourages replayability by offering 13 unique challenges for every track on the disc – which should keep you going until next year, at least.

SINGULARITY™

RELEASED 25/06/10

www.singularity-game.com



PLAYBACK OPTIONS:

FIGHT THE PAST
TO SAVE THE FUTURE.
STOP THE SINGULARITY™



activision.com

© 2010 Activision Publishing, Inc. Activision is a registered trademark and Singularity is a trademark of Activision Publishing, Inc. All rights reserved. "D", "PlayStation", "PS3" and "Xbox" are trademarks or registered trademarks of Sony Computer Entertainment Inc. "P", "F", "E3" is a trademark of the same company. All rights reserved. Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. All other trademarks and trade names are the properties of their respective owners. All rights reserved.





Publisher: EA
Developer: Criterion
Heritage: Burnout Paradise, Burnout Revenge
PS Move Compatible: TBC
Link: www.hotpursuit.needforspeed.com
ETA: 19th November



Which side of the law will you choose?

Need for Speed: Hot Pursuit



Police, camera, action

What's the story?

Hear those sirens? Seacrest County's about to get a wake up call – and so is Need for Speed, as the game's going back to its racer-chaser roots with Hot Pursuit, pitting supercars up against supercops as they speed across Seacrest County, a sprawling open-world California-alike environment filled with hundreds of miles of open road to explore and tear up. And who better to reimagine Need for Speed than the team behind Burnout, Criterion Games.

Wait, wasn't Hot Pursuit a PSone game?

Yeah, and rather than being a direct sequel to the stellar 1998 arcade racer, Hot Pursuit's a remake of Need for Speed's classic pursuit formula. The bright yellow Lambos are back, but this time the cops have brought a new weapon: a sleek siren-equipped Bugatti Veyron, and given Criterion's heritage, the comparison's with Burnout are immediately obvious, with the deadly high-speed game of cat and mouse working similarly to the classic crash-'em-up series.

So it's Burnout Paradise's cops and robbers mode?

Almost, but there are pretty major differences. Depending on which side of the law you decide to hit the streets with, evading the cops or taking down the criminals is still the name of the game. But besides just slamming into your opponent to ram him off the road, you're also given access to a variety of power-ups to weigh the odds in your favour. The cops have access to a police helicopter which can keep tabs on your opponent if they disappear out of your line of sight, or organise road blocks or stingers to significantly slow him down. ➤



"Hot Pursuit's bright yellow Lambos are back, but this time the cops have brought a new weapon: a sleek Bugatti Veyron"





PREVIEW FEEDBACK!
 Click here to tell us what you think of Need For Speed: Hot Pursuit



"Autolog automatically updates your friends' scores, times and challenges in real-time"



Road block, schmoad block.



Both cars have health points. Bash them about a bit to ram them off the road.

> Need For Speed: Hot Pursuit continued

The 'robbers', meanwhile, have access to their own including decoys, which confuse cops by putting out a ghost image of your car, and radar jammers that wipe you off the map completely.

It'll be more fun online though, right?

Well, what isn't? And Criterion's expertise in the online field has led them to create 'Autolog', a system that automatically updates your friends' scores, times and challenges in real time. Again, it's similar to Burnout Paradise's Road Rules system but is something that'll significantly affect how you play Hot Pursuit.

I'm convinced. When can I play it?

Hot Pursuit's already been dated for a 19th November release, so we'll be strapping into our Lambos and speeding through Seacrest County in next to no time.

Anything else I need to know?

Seriously, don't let that Need for Speed name put you off. We've all been burnt by the likes of Undercover and ProStreet, but Hot Pursuit's our most anticipated arcade racer of the year.



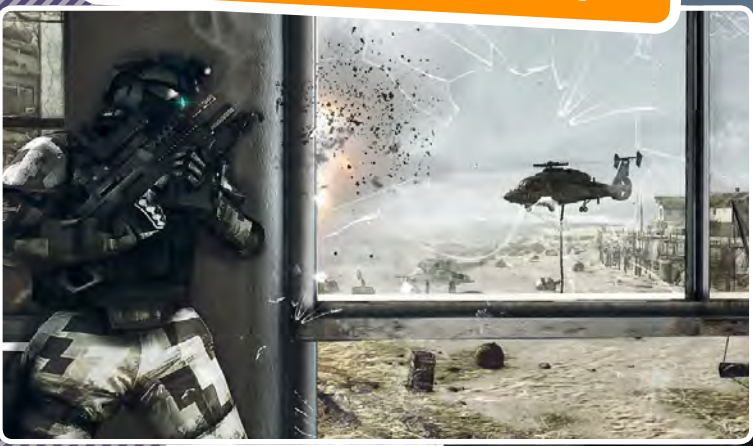
Ubisoft
FUTURE SOLDIER

Publisher: Ubisoft
Developer: Ubisoft
Heritage: Ghost Recon:
 Advanced Warfighter,
 Rainbow Six Vegas
PS Move Compatible: TBC
Link: <http://ghostrecon.uk.ubi.com>
ETA: Spring 2011



Say hello to your optical camo suit – it's your best friend in Future Soldier.

"The Ghosts are sent in to clear out hostiles from a Russian coastline, spearheading the assault ahead of a US convoy's deployment on the beaches"



This is Daniel Kaminski, a war criminal that needs taking down.

Ghost Recon: Future Soldier

FIRST LOOK

Arabians vs. Predator

Middle East meets West

We're not, nor have ever been, soldiers here at P3Zine, but from what we understand, the biggest problem a soldier faces on the battlefield is being spotted by the enemy, and thus being shot at by the enemy. But what if you could avoid that problem altogether by making your infantry invisible to the naked eye? That, apparently, is the theory behind the tech currently being prototyped for real-world warfare, and in usual Ghost Recon-style, something the next game's looking to make significant use of.

Invisible War?

Well precisely, and the Ghosts really are living up to their name in Ubisoft's next Ghost Recon, strapping on an optical camo suit to effectively make themselves invisible, and heighten the element of stealth and surprise teased in previous games. You won't just be stuck in the same sand-ridden environment this time either, with Future Soldier taking the Ghosts on a tour of Asia and Northern Europe alongside the usual Middle Eastern locations. The demo we've seen shows the Ghosts sent in to clear out hostiles from a Russian coastline, spearheading the assault ahead of a US convoy's deployment on the beaches.

It starts off much slower paced than what you might expect from a Ghost Recon game, and seems to have been fairly heavily influenced by Sam Fisher's most recent outing on Xbox 360, with a big emphasis on sneaking around the battlefield before taking combatants down hand-to-hand. But stealth operations can only last so long, of course, and Ghost Recon's awesome cover-based shooting – which now switches to a first-person view while targeting – will leave you both shocked and awed. ➤

UBISOFT
GHOST RECON
FUTURE SOLDIER

PREVIEW FEEDBACK!
Click here to tell us what you think of Ghost Recon: Future Soldier



Drones will be key to your survival, but be careful – your enemies have access to them, too.

“Future Soldier will leave you shocked and awed”

> Ghost Recon: Future Soldier continued

Are there any new toys?

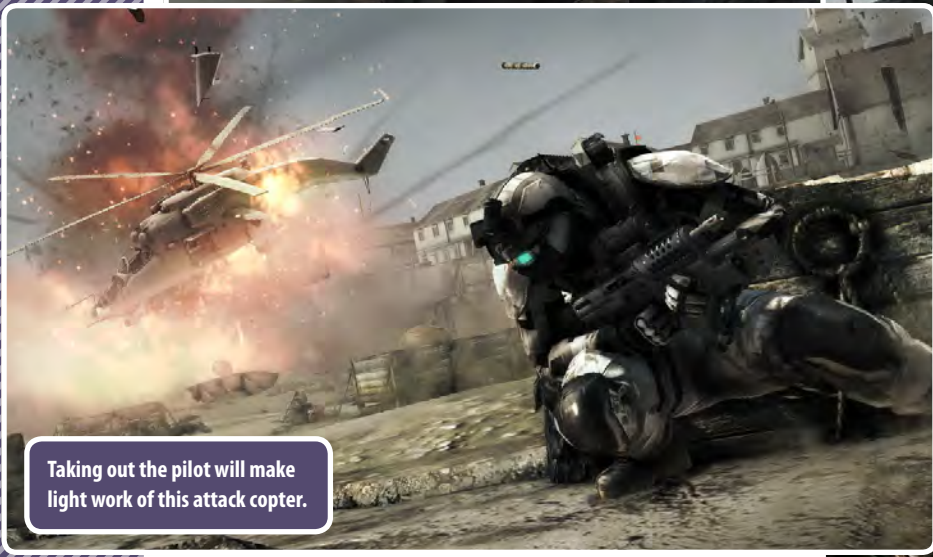
Absolutely. Besides the new optical camo suit, players will also be able to get to grips with drones and an enhanced version of the cross-com visor, which now gives a detailed description of each troop – friend or foe – lined up in their crosshairs. Meanwhile, the weapons themselves will have around 30+ attachments to play around with. Expect plenty of futuristic death aids.

What about multiplayer?

Future Soldier's campaign will fully support four-player online co-op, and Ubisoft has also confirmed to us that there will be an adversarial six-versus-six online mode. The details of which, however, are still to be revealed by them.

When can we expect to see more?

We're going hands-on with the game just in time for the next issue of P3Zine, so expect plenty more on Future Soldier next month.



Taking out the pilot will make light work of this attack copter.



The revised cross-com system now offers more details about the battlefield than ever before.



TRUE CRIME

Publisher: Activision
Developer: United Front Games
Heritage: ModNation Racers
PS Move Compatible: TBC
Link: www.truecrime.com
ETA: October



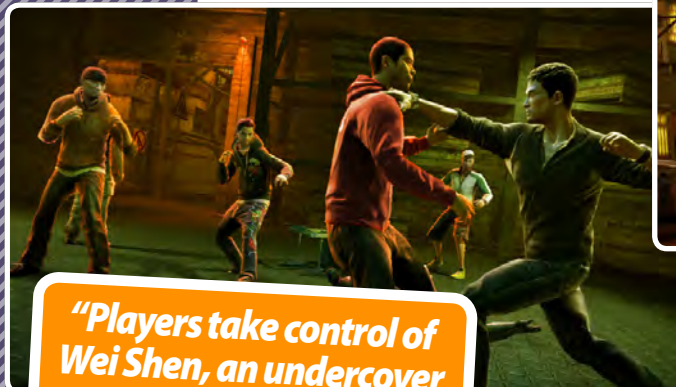
True Crime: Hong Kong



Hong Kong Phooey?

What's the story?

Having conquered the blocks of New York City and given the inhabitants of LA a taste of police brutality, True Crime's switching its North American backdrop for a distinctly Oriental flavour for its PS3 debut, with this third game in the series attempting to recreate the thrill of a Chinese action flick, as players are thrust onto the crime-ridden streets of Hong Kong. As per the PlayStation 2 games, True Crime: Hong Kong remains an open-world affair, as players take control of Wei Shen, an undercover cop trained in martial arts, parkour and outfitted with advanced driving skills who lets his fists, feet and bullets do the talking. Imagine Jackie Chan fused with El Mariachi and Evel Knievel and you've got the right idea.



"Players take control of Wei Shen, an undercover cop trained in martial arts and parkour"



You can disarm enemies before using their weapons back on them.



Jackie Chan and Evel Knievel? How does that work?

There are three core elements to True Crime: third-person shooting, hand-to-hand combat, and driving. Each component is seamlessly integrated into the game with the player able to decide which method to use in any given situation. If you want to slap someone around before putting a bullet in their head, so be it. The combat mechanics are relatively deep too, with a lengthy move list and plenty of options for environmental kills dotted around the city. Fancy putting someone's head through a TV? Now's your chance.





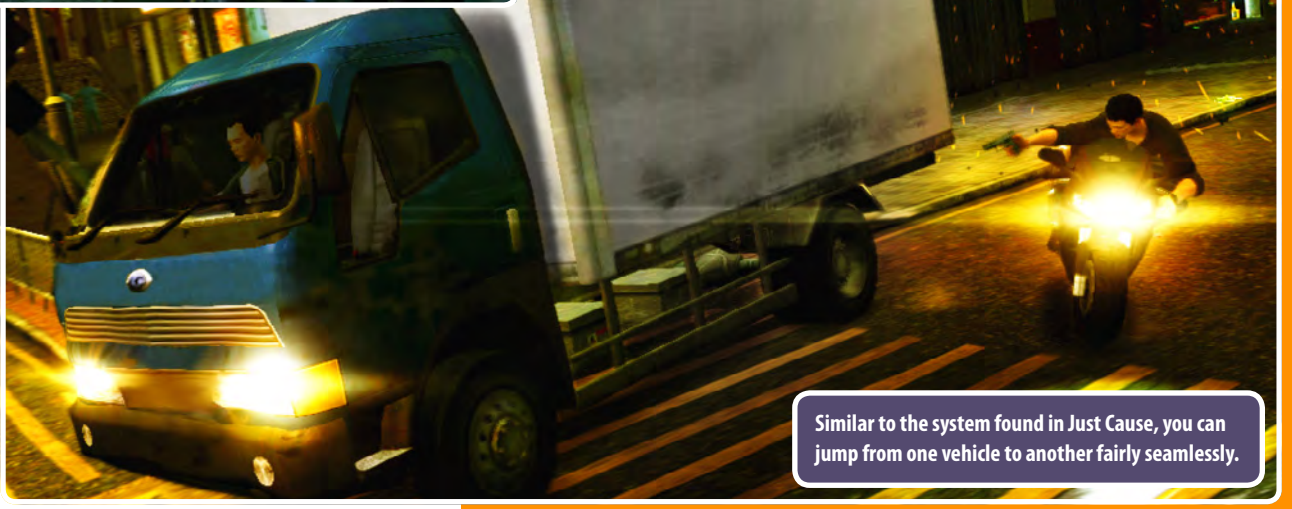
**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
True Crime:
Hong Kong



"Wei Shen can gamble at local casinos, have a sing-song at a karaoke bar and take girls out on dates"



There's no word on whether you can still frisk people for drugs.



Similar to the system found in Just Cause, you can jump from one vehicle to another fairly seamlessly.

> True Crime: Hong Kong continued

But aren't you the good guy?

Technically yes, but whether it stays that way is up to you. Along the way you can choose to side with the Triads and make morally ambiguous decisions that directly affect the plotline and your reputation on the streets.

When do we get more?

We're going to be looking a lot closer at True Crime in the coming months, bringing you a standalone magazine dedicated to Wei Shen's escapades in the build up to the game's release this autumn.

Anything else I should know?

True Crime's strictly a single-player experience, but besides the core story-arc (which Activision reckon will last most players a good 12-15 hours), there are plenty of side-quests and mini-games to engage in in too. We've been told that you'll be able to gamble at local casinos, have a good sing-song at a karaoke bar and, most intriguingly, take girls out on dates.



DEUS EX
 HUMAN REVOLUTION™

Publisher: Square-Enix
 Developer: Eidos Montreal
 Heritage: N/A
 PS Move Compatible: TBC
 Link: <http://deusex.com>
 ETA: 2011

Human Revolution is still an RPG, so your stats affect your weapon handling.

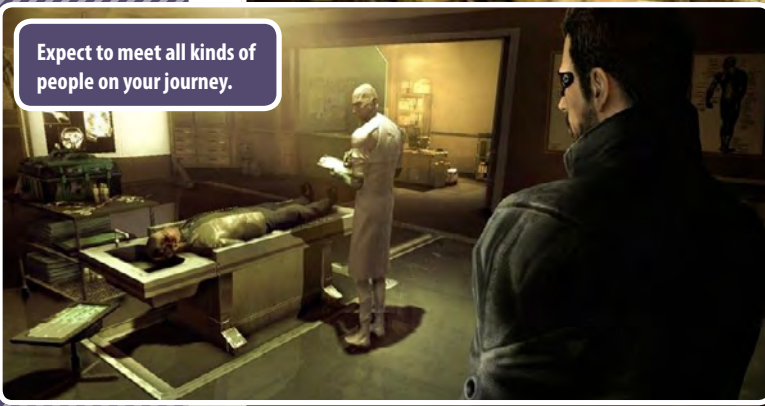


"Human Revolution is set 25 years before the original Deus Ex, introducing players to Adam Jensen, a private security officer"

You'll need to use cover effectively to survive.

PREVIEW FEEDBACK!
 Click here to tell us what you think of Deus Ex: Human Revolution

Expect to meet all kinds of people on your journey.



FIRST LOOK

Deus Ex: Human Revolution

Augmented reality

Day-us Ex?

The correct pronunciation of Eidos' futuristic shooter-RPG may have troubled the gaming populace for an entire decade, but regardless of how you say it, Deus Ex and its hi-tech, nano-augmented gameplay is back for a third round, and it's bringing some jaw-dropping visuals.

It looks a bit orange...

Well, as a certain company's catchphrase goes, the future's bright, the future's orange. Human Revolution is set in 2077, 25 years prior to the original Deus Ex, introducing Adam Jensen, a security officer working for the corporation behind the augmentations. When the company is unexpectedly attacked, Jensen endeavours to get to the bottom of the conspiracy unfolding before him – using the corporation's cutting-edge augmentations to help him on his way.

When do we get more?

Though it looked gorgeous in the demonstration at last month's E3, that 2011 release date is still a fair way off, so don't expect much on Human Revolution for a while yet. As soon as we get our hands on it, we'll let you know.

Anything else I need to know?

Human Revolution is mainly viewed from a first-person perspective, but pulls back into a third-person view while performing takedowns (melee and sneak kills) and when hiding behind cover. You'll also get to roam around populated cities with NPCs reacting appropriately to your actions.



MAFIA II

Publisher: 2K Games
Developer: 2K Czech
Heritage: Mafia, Vietcong, Hidden & Dangerous
Link: www.mafia2game.com
ETA: 27th August



"2K Czech appear to have one of the biggest games of the year on their hands"

PREVIEW FEEDBACK!
 Click here to tell us what you think of Mafia II



Mafia II

COMING SOON!

Gangster's Paradise

What's the story?

Goodfellas meets Grand Theft Auto would be the best way to describe 2K's epic action crime thriller, which finally launches onto store shelves next month. The extra time in development seems to have paid off for 2K Czech who, going by our recent hands-on play time, appear to have one of the biggest games of the year on their hands – and another open-world sandbox game well worth getting exciting for.

The developer has placed a huge emphasis on telling a classic gangster story in Mafia II, documenting the rise of Vito Scalleti, an Italian-American who finds himself thrust into a life of organised crime in an attempt to escape poverty. Expect plenty of classic car chases, bone-crunching hand-to-hand combat, great gunplay and a story worthy of the silver screen.

Why should we be excited?

The PC original is still one of the most fondly remembered titles of the decade, and although there have been plenty of similar games to hit the shelves since then, Mafia still has a certain quality to it that others in the genre just haven't been able to realise. The game does an enviable job of actually making you feel like part of an organised crime syndicate, with its unprecedented authenticity to the 50s time period, fantastic setting and well-written script working wonders to put you in the boots of a mafioso. And who doesn't like the sound of that?

When do we get more?

We'll have the review of Mafia II in next month's issue of P3Zine and will be bringing you more on the PS3-exclusive DLC in later issues.

Anything else I need to know?

Forget pigeons and hidden packages, Mafia II's collectibles are vintage issues of Playboy magazine, complete with fully-viewable nude centrefolds. Blimey.



Publisher: Square-Enix
Developer: IO Interactive
Heritage: Hitman series, Kane & Lynch: Dead Men
PS Move Compatible: No
Link: www.kane&lynch.com
ETA: 27th August

PREVIEW FEEDBACK!
 Click here to tell us what you think of Kane & Lynch 2: Dog Days

HANDS-ON

Kane & Lynch 2: Dog Days

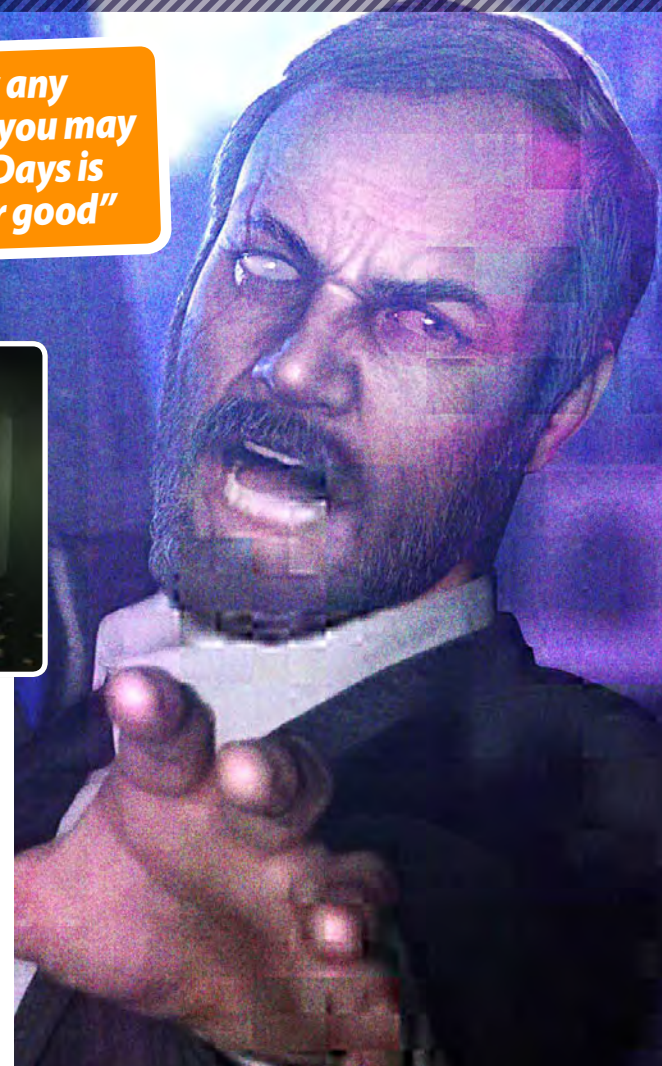
Flops and robbers

It's almost impossible to start talking about a sequel to Kane & Lynch without mentioning the IP-destroying fiasco that met the launch of the original all those years ago. But wipe away any preconceptions you may have, as Dog Days is actually rather good. In an attempt to sweep the shortfalls

and embarrassments of the original to one side, IO has taken the criminal couple back to the drawing board for their first sequel to prove their worth, putting players in control of the shade-wearing psychotic Lynch over the original's relatively more human Kane. And it appears to have worked.

But the ol' character switcheroo isn't the biggest shake-up you'll find in Dog Days. IO wants the sequel to look and feel like an authentic homemade movie, using footage from Michael Mann movies and amateur happy slappers as inspiration to add a sense of character and individuality to the Shanghai-shooting sequel – two things, of course, that the overly generic original completely

"Wipe away any preconceptions you may have, as Dog Days is actually rather good"

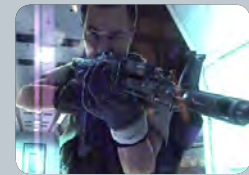


The camera shake, contrast and artefacting all do a great job of conveying Dog Days' amateur video feel.

BURNING ROBBER
 Rather than simply settling for a standard throwaway Team Deathmatch option, Dog Days' online multiplayer is home to some of the most innovative online modes in years...



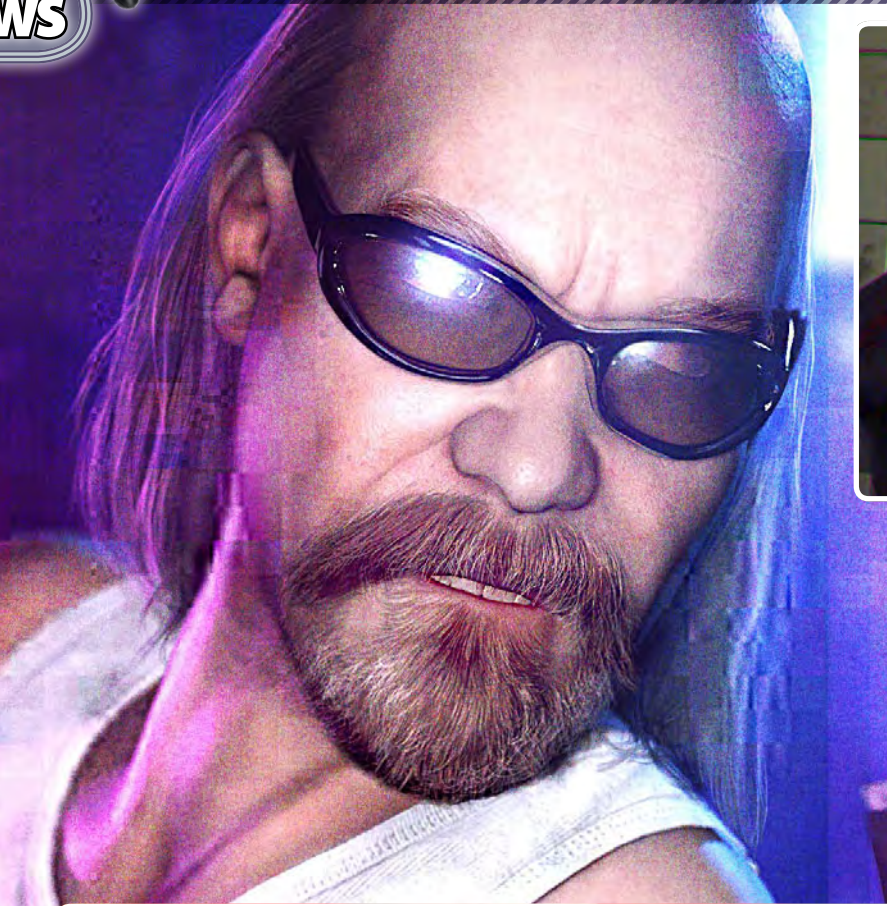
FRAGILE ALLIANCE
 Work as a team to bag the cash, or turn on your allies to take it all for yourself.



UNDERCOVER COP
 Kill the rest of your 'team' sneakily without them working out who did it.



COPS & ROBBERS
 Whoever you decide to play as, securing the cash is still your prime objective.



"Online multiplayer is far more exciting and addictive than we'd ever anticipated"

> Kane & Lynch 2 continued

lacked. The game catches up with Kane & Lynch in Shanghai following an arms deal that's gone wrong, with the story telling of their escape from cops and gang members across a 48-hour time period.

But it's the online multiplayer and all-new Arcade mode that's been eating all of our play time this month, proving to be far more exciting and addictive

than we'd ever anticipated. Arcade mode is essentially an offline rehash of the original's Fragile Alliance, which sees you and a band of AI teammates storm enemy bases, banks or strongholds to steal money and intelligence, before making off with the goods in the back of a van. The twist, of course, is that you can turn on your allies to bring home more of the bacon, shooting them in the back to take



KANE & LYNCH 2 DOG DAYS 伏天

> Kane & Lynch 2 continued

whatever money they've got. They can do the same of course, so be careful.

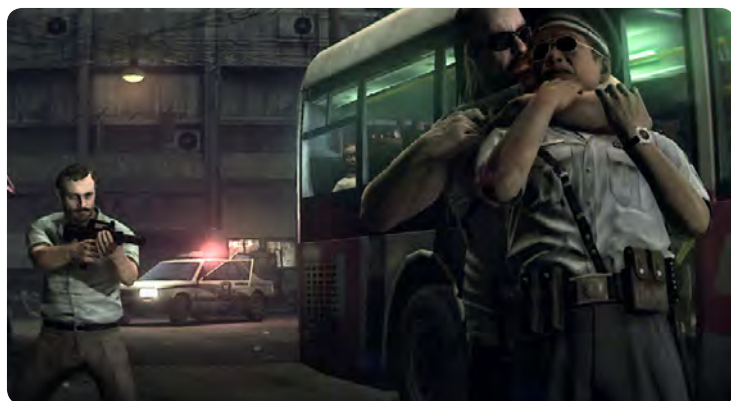
Online multiplayer throws up a few variations on the same concept, one including the option for a team to play as the cops attempting to thwart the heist, and another putting a randomly chosen undercover cop amidst the robbers before telling them to sneakily take out the rest of their own team. It's one of the most innovative online game types in years.

With that having been said, we're still going to remain fairly hesitant until we see the final version next month. We're still not entirely convinced that the art direction isn't as a direct result of an ugly engine and poor texture work, but at this stage, Dog Days seems to be a far superior sequel in every area. The shooting's tighter, both the Story mode and online multiplayer look inspired, and most importantly, Dog Days plays well – something that certainly couldn't be said for Dead Men. ●



If you know your Kane & Lynch, you'll know these two aren't Kane & Lynch. Instead they're two of the characters you can play as in multiplayer.

"Dog Days seems to be a far superior sequel in every area"



P3Zine **PERCENTAGE COMPLETE** **FIRST IMPRESSIONS**

KANE & LYNCH 2 **DOG DAYS** **伏天**

90% 85%

K&L 2 could well be the most improved sequel of all time



HANDS-ON

nail'd

Pure and simple

Publisher: Deep Silver
Developer: Techland
Heritage: Call of Juarez, Call of Juarez: Bound in Blood
PS Move Compatible: No
Link: www.naildgame.com
ETA: Winter

PREVIEW FEEDBACK!
 Click here to tell us what you think of nail'd



If we didn't know any better, we'd swear blind that nail'd was a side project of Evolution Studios. It is MotorStorm, and we don't just mean in terms of its off-road quad bike racing concept, but in its aesthetics too. The bright yellow text and grungy fonts of the menu screens all scream of Evolution's title even before you've booted up a race, while the option to take part in a Festival – nail'd's name for a Quick Race – only rams the point home.

We needn't point out the obvious similarities with Pure's art style, either. Indeed, if Techland's nailed anything, it's how to rip off the competition.

So nail'd's borderline plagiaristic, but some of the best games are. Singularity (reviewed this issue) is

proof enough that putting your own spin on existing ideas *can* work, but the jury's still out on whether Techland's racer is going to be able to pull it off with so much aplomb.

The studio wants to keep nail'd simple. Unlike Pure or MotorStorm,



BIGGING IT UP

Four things you need to know about nail'd.

"The bright yellow text and grungy fonts of the menu screens scream MotorStorm"



BIG AIR
 There's no trick system, but catching air earns you plenty of boost.



BIG BIKES
 As well as ATVs, you'll also be able to get on a bike. They feel the same, though.



BIG SPEED
 nail'd's mountain drops will have you building up some insane speed.



LITTLE CUSTOMISATION
 Forget the intricacies of Pure's customisation system, nail'd's is far less detailed.





> **nail'd** continued

there are no fancy mechanics, no stunt system nor an attack option, instead just equipping players with accelerate, brake and boost buttons for a pure arcade racing experience. The tracks, however, could barely be described as basic, littered with hazards, jumps and fairly open-plan routes. Each of them, of which we've been told there'll be around 11 in total, are inspired by a real-world location, with Sawmill, for example, set amidst the woodlands of Yosemite National Park, while the dusty plains of Railroad have been based on the Grand Canyon.

Furthermore, each track is set around a central theme, too. Sawmill takes place around exactly that, weaving racers in-between stacks of timber, falling trees, lethal buzzsaws and workmen's shacks, while Railroad follows a set of a train tracks across a canyon, complete with a moving train that you can jump onto – or, of course, into.



They're incredibly lengthy too, thanks in no small part to Techland's technical achievements with Call of Juarez, but you'll be whizzing through them far too quickly to soak up the view. nail'd's fast – much more so than the relative sluggishness of Evolution's racer – and it's incredibly easy to pick up and play.

It seems that Techland's followed the definition of an arcade racer to the letter, with the twitchy handling of the ATVs and MTXs instantly gelling and immediately fun. But because of that arcade approach, nail'd also seems quite lightweight. There doesn't seem to be a career mode to sink your teeth into, instead relying on a very early-noughties-sounding Tournament mode, while a split-screen option, too – something we'd expect from an arcade racer – appears to have gone AWOL, leaving us solely with the game's online option for our multiplayer kicks.

But despite the shortcomings in design and the obvious lack of creativity, you can't criticise nail'd for what it is, a frivolous dash of old-school arcade racing that's great fun to pick up and play for 15 minutes at a time. Whether it's anything more than that remains to be seen. ●



nail'd is all about big air. The higher you go, the more boost you get.



"There are no fancy mechanics, just accelerate, brake and boost buttons for a pure arcade racing experience"



PERCENTAGE COMPLETE	FIRST IMPRESSIONS
<i>It wears its influences on its sleeve, but nail'd could be a treat</i>	



Subscribe to P3Zine

FREE! EVERY MONTH!

The world's best PlayStation 3 mag!

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!
 Over 50,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?



www.gamerzines.com



HANDS-ON

NBA Elite 11

EA's awesome baller alley-oops the rulebook

Before you discard this year's NBA as another one purely for the fans, we've got one thing to say: NBA Elite 11 changes everything you know about basketball games.

Okay, maybe not everything – this is no NBA Jam – but that statement is at least true of everything you know about the way your typical basketball simulation feels. Reflected by EA's decision to drop the 'Live' moniker the series has utilised since its 1995 inception, this year's NBA is home to the biggest change the series has ever seen, which EA hope

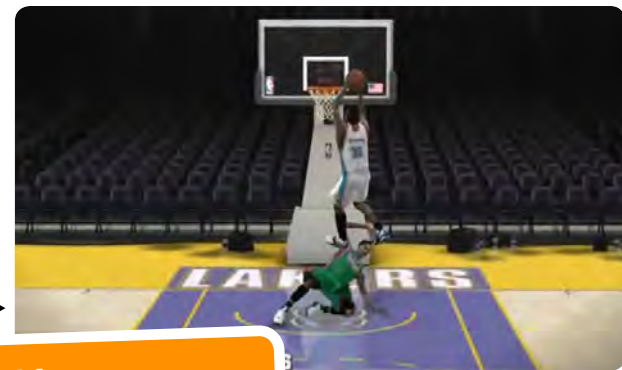
won't just revitalise interest in the series, but open up the game to both casual fans and non-fans of the sport alike.

An impossible task? Well, you might think so, but going by our recent hands-on, the studio appears to have achieved the unthinkable. It's all thanks to a new control method similar to NHL 07's genre-changing skill stick, placing control of the player's legs on the left stick, and control of his hands on the right. It's a revolutionary new interface, being both simple to use yet difficult to master. Much like the sport itself.

Defense follows the same rules as offense, using the right stick to control your hands.

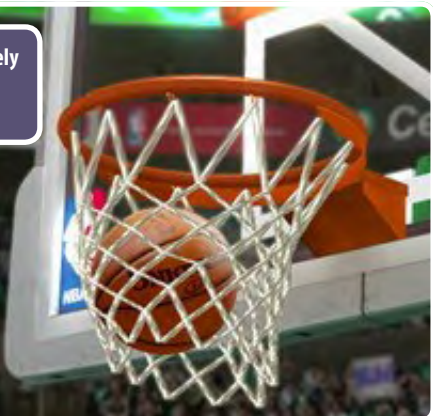


Flicking the right stick from left to right naturally bounces the ball from hand to hand, while pulling diagonally downwards weaves the ball between the player's legs. Hold the left stick back and flick from side to side and he'll effortlessly juggle the ball left to right behind his back, while letting off a shot is as easy as pushing the right stick forward and releasing



"NBA Elite 11 uses a revolutionary new interface, placing control of the player's legs on the left stick and control of his hands on the right"

Shooting hoops is now completely skill-based, as opposed to last year's roll of the dice.



> **NBA Elite 11** continued

at the peak of his hop. The closer to the peak, the higher the shot accuracy, while dunking the ball is as simple as running to the backboard and flicking up the right stick. More advanced moves come via holding down L2, forcing our player into a jump. Combine a jump with a shot and, if it goes in, you've got one of the most satisfying sensations in sports games. If you've played one of the recent NHLs, you'll know exactly what we're getting at.

The same mechanics are true of defense. Swing the right stick left and you'll throw in your left hand; throw the right stick right and... well, you get the idea.

It's a wonderfully natural and thoroughly convincing evolution, and though it's still very early in development, the mechanic already appears to do exactly as intended, adding a sensation of accuracy, flexibility and realism to a series previously dictated by roll of the

"NBA Elite 11 could end up being the most accurate and most exciting basketball sim ever created"

dice button presses and canned animations. More importantly, the technology won us over much the same way it did in NHL 07 four years ago. We're not particularly basketball fans, yet we found ourself returning to Elite 11's demo pod time and time again. It really is that good.

NBA Elite 11 is still a way away from its targeted October release, but it's already evident that NBA is something worth getting excited for. The control system works exactly as you'd expect it to, and though there are still the obvious kinks to work out – we were scoring three pointers all the way from the other end of the court in this early code – NBA Elite 11 could end up being the most accurate and most exciting basketball sim ever created. ●

Use your skills to confuse the defense.



You'll be able to make quick turns and fade shots easily.





FIRST LOOK

Publisher: SCEE
Developer: Polyphony Digital
Heritage: Gran Turismo 4, Tourist Trophy
PS Move Compatible: TBC
Link: www.gran-turismo.com
ETA: November

PREVIEW FEEDBACK! Click here to tell us what you think of Gran Turismo 5

Gran Turismo 5

Vorsprung durch Technik

There are over a thousand licensed cars in Gran Turismo 5 (seriously, go and count them; we'll still be here when you get back), but while 200 of them carry all the next-gen wizardry you've come to expect from your PS3 (photo-realistic chassis, fully modelled cockpits and perfectly detailed exteriors, for example), it might sadden you to learn that over 800 of them do not. Instead they're what Sony call 'Standard Cars' updated and included from

previous series' – upscaled PS2 assets, in other words. But while that may be a rather large bombshell to start on (and a rather feeble attempt from Sony to brush a pretty major oversight under the carpet), there are still plenty of things to be excited about in Polyphony's latest super sim. Day-to-night transitioning is the latest addition to send race fans into a tizzy, with the sunswept skies gradually giving way to darkness while racing, as Gran Turismo's



"GT5's glorious lighting paints an utterly mesmeric picture on your 3DTV. Yep, GT's gone 3D"

glorious lighting paints an utterly mesmeric picture on your 3DTV. Yep, you read that right, Gran Turismo 5 is the latest title to step into the third dimension, offering a whole new way to play if you've got the cash to have upgraded to a snazzy new 3D-compatible television.

Of course, there's still an unrivalled degree of finesse beneath Gran Turismo 5's snazzy exterior, with cars that feel as real as they look, thanks to the game's brand-new physics engine that replaces the three-year-old one found in GT5: Prologue to add an unrivalled sense of detail >



NASCAR, WRC and Super GT cars all feature.





> Gran Turismo 5 continued

and unmatched vehicle handling. Sports cars delicately hug each corner, rally cars glide around dust-swept tracks and NASCAR cars power around their oval arenas, picking up dents, dust and body damage as they wrestle for position – the first time vehicle damage has featured in the series. A track editor, too, and an all-new weather system – though still to be seen at the time of writing – both further help justify GT5's long development process.

And the new features don't stop there. Head-tracking lets players use their PlayStation Eye to look around their vehicle exactly as they would in real life – a mouth-watering prospect when combined with the game's 3D capabilities – and if you've already played through the PSP version of Gran Turismo, you'll be able to transfer your vehicles directly into your Gran Turismo 5 garage. You'd better get on it now if you want a

"The product of elegant design and delicate engineering; a driving game worth waiting for"

headstart come November. And if you're an avid YouTube uploader, prepare to be excited, as GT 5 lets you save replays and upload them to your YouTube account in high definition directly from your PlayStation 3, while an alternative photo mode lets you create a photo album from in-game snapshots before sharing them online, presumably via Gran-Turismo.com.

So, Polyphony's latest looks certain to be firing on all cylinders when it finally launches this November, with a 16-player online mode bound to dominate your playtime over Christmas. It wouldn't be Gran Turismo if we weren't made to wait, and like many of the cars themselves, Gran Turismo 5 appears to be the product of elegant design and delicate engineering, and a driving game worth waiting for. ●



The photo mode lets you snap your motor in exotic situations before sharing a photo album online.



GT5's lighting and particle effects are second to none.



GRAN TURISMO 5
THE REAL DRIVING SIMULATOR

PERCENTAGE COMPLETE

80%

FIRST IMPRESSIONS

90%

The driving game you've been waiting for



LEGO Harry Potter

Does Potter spell doom for the LEGO series?

Publisher: Warner Bros.
Developer: Traveller's Tales
Heritage: LEGO Star Wars, LEGO Indiana Jones
PS Move Compatible: No
Link: <http://games.kidswb.com/official-site/lego-harry-potter>
OUT NOW

It is the turn of the Harry Potter franchise to cast its magic upon Traveller's Tales popular LEGO-themed ventures, faithfully transforming the film adaptations of J.K. Rowling's first four books one brick at a time.

Those who've dabbled with previous iterations of the LEGO games should find that the basic foundations of this latest outing aren't too dissimilar, the majority of your time being spent blasting objects with your wand, amassing LEGO studs, building contraptions and seeking out collectibles. The unique element here is to throw the world of wizardry into the mix. Players can utilise a selection of seven spells as well as the Invisibility Cloak and a number of potions to concoct, drip fed to you in relation with the story. You'll have to switch regularly between these spells depending on your situation. Countering Dementors will have you conjuring up the Expecto Patronum spell, whereas Riddikulus must be used to dispel the shape-changing abilities of Boggarts.

Of course, cast favourites make an appearance equipped with unique



abilities. For example, Hermione can use a book to decipher symbol combinations on bookcases, while Ron can navigate his pet rat Scabbers through a series of pipe work. The story mode will make up for a solid 12 hours of playtime.

As you may have guessed, the entire game is divided into four parts, each segmenting into a further six levels. Each of these chart the more significant events throughout Harry's early life, extending right from escaping the care of the Dursley's at Privet Drive through to the challenging tasks of the Triwizard Tournament. This time around, players will also find sections that intersperse the



BRICKING IT

The key ingredients to Potter's brick adventure



Platforming for all

Local co-op

Sprinkle of humour

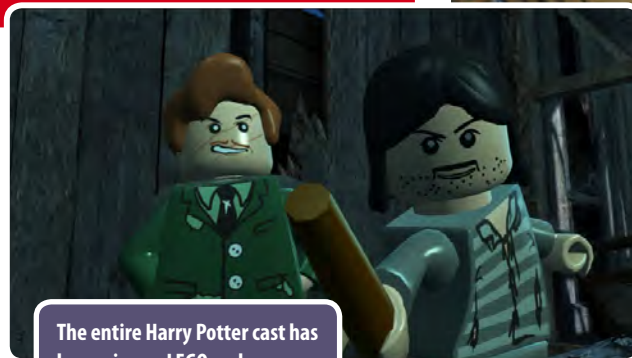
Platforming for all

As with previous entries in the LEGO series, much of the gameplay encompasses navigating past straightforward platforming sections as well as solving simplistic puzzles, meaning that it is easily enjoyable to players of all ages.

> **LEGO Harry Potter** cont.

story by traversing you through the corridors of Hogwarts Castle, rather than solely depending on the Hub.

In an effort to ensure that you don't end up in Potions class rather than Transmogrification, Nearly Headless Nick also guides you to your next objective. This allows for a more continual flow through the on-going narrative, although you are free to ignore him and explore at your leisure. However, even the most intrepid explorers will unfortunately find access to certain areas of the Castle blocked by obstacles. These will remain inaccessible until you are provided with the necessary spell to bypass it. Nevertheless, Hogwarts is full of life



The entire Harry Potter cast has been given a LEGO makeover.

here, and so it should be. You'll easily spend your time gazing at all the detail – wizard portraits adorn the walls and hordes of students line the school's lengthy corridors. Making the experience feel all the more authentic is the inclusion of John Williams' sweeping orchestral score, and the whole design immediately begins to exuberate the charm



You'll frequently return to Hogwarts during your adventure.

and character of Rowling's literary creation from start to finish.

Free Play also returns, providing you with the opportunity beyond completing the story to revisit each level in your continuing search for an assortment of collectibles. You'll have to hunt high and low for four Hogwarts Crest pieces, a 'Student in Peril' and hidden characters to unlock within each – all the while hoarding a certain number of studs to achieve the 'True Wizard' target. It is within the Hub world that you'll then spend your time unlocking extras, with three shops along Diagon Alley allowing you to purchase additional characters, hexes and cheats, provided by the Red Bricks you discover. Along your journey you'll also begin to collect Gold Bricks for your efforts that allow access to Bonus levels and the LEGO Builder found within Gringotts Bank.

While the blend of exploration and simple puzzles can't be faulted – the visible success of the previous

Star Wars, Batman and Indiana Jones titles are clear evidence of LEGO's mass appeal – we still feel it is perhaps time for the series to receive a fresh coat of paint in relation to design.

LEGO Harry Potter: Years 1-4 easily provides the best videogame homage for fans of the source material, with plenty of Traveller's Tales' quirky humour present in abundance. This is truly an enjoyable experience throughout, but for fans of previous LEGO titles it is a shame that there really isn't much that is new here. ●

Roll over screen for annotations



P3Zine
Verdict

The LEGO series keeps hold of its magic

- + Full of fun and charm
- + Plenty of unlockables
- Not much new

84
%



Toy Story 3

Disney toy with the concept of a movie tie-in

Of all the games that we dreamed of playing while growing up, a faithful videogame conversion of Toy Story – CGI-quality graphics included – ranked pretty high up there. At the time it simply wasn't possible, and in the 16 years since, attempts at capturing the look, charm and feel of Pixar's animated flick just haven't been as successful as they promised. Don't get us wrong, they were good – the original game offering cutting-edge tech for the 16-bit era, and Toy Story 2 being a surprisingly

fun PSone game – but they were lacking that 'Pixar magic' we associate with the films. Until now.

Toy Story 3, then, is the Toy Story game we've always dreamed of, and one that's just as much fun for adults to play as it is children. Via its superb animation, excellent atmosphere, witty script and fabulous design, Avalanche has jolted Pixar's characters to life in your living room and capture the core components of the IP almost effortlessly. It just *feels* like a Toy Story game that Pixar would be proud of.

It's a game of two halves: one comprised of levels inspired by the films, and the other an open-world quest-driven sandbox mode called 'Toy Box'. The primary story mode is fairly standard, comprising of a sequence of disparate levels, each inspired by the films, with Avalanche translating particular scenes into gameplay with much aplomb. The second film's Buzz Lightyear videogame, for example, has been turned into a full-length level here, effortlessly blending rail shooting with typical 3D platforming,



> Toy Story 3 continued

top-down platforming, side-scrolling and finally an into-camera chase sequence as Buzz battles against the evil Emperor Zurg. Others aren't quite as successful, with the mission directly after feeling more of an afterthought, as Buzz, Woody and Jessie each take part in timed racing challenges and minigames, and later ones often consisting of fairly dull gameplay mechanics. While the variation is good for a mode you'll likely finish in a single afternoon, it flits between being genuinely exciting and utterly tedious far too many times for comfort, and you'll wonder why Avalanche opted to take the jack of all trades route rather than focus on

Certain levels let you play as either Woody, Buzz or Jessie, with each having their own special move.



creating one particularly strong area. Two-player support isn't particularly well implemented either, forcing the player to restart the level whenever a second player comes along, rather than including the drop-in/drop-out support we'd have expected.

It's fairly evident, then, that it's the game's Toy Box mode that's been



Jumping on Bullseye reduces your travel time across Woody's Round-Up significantly.

given the most attention. Toy Box offers a completely different style of gameplay to that presented by the story mode, offering an open world to explore, quests to complete and a town to build. It follows a fairly simple structure – completing missions earns you gold with which to buy new toys, new toys bring new missions, and new missions mean more gold, all the while picking up collectibles to deck out the town and its plastic inhabitants. It's marvellous, and proof that movie tie-ins can be good when publishers are prepared to experiment.

Slight technical problems mar the experience, as texture pop-in can be fairly obtrusive, and there's a slight fuzziness to the whole thing, but you'll be too busy enjoying what the game has to offer to care. In fact, one of our biggest disappointments

with the game is Tom Hanks and Tim Allen's decision not to reprise their roles, something highlighted by the relative lack of dialogue uttered by Woody and Buzz, and a tremendous shame considering Avalanche's success in making Toy Story 3 otherwise feel completely in tune with the franchise. And that's ultimately testament to how well Avalanche has pulled it off. If you're a Toy Story fan then Toy Story 3 is a must-have. ●

Roll over screen for annotations



P3Zine
Verdict

The best movie tie-in in years

- + Captures the feel of Toy Story
- + Toy Box mode is great fun
- Story mode underwhelming

85
%

FREE MAGAZINES FOR PC GAMES, MMOS, PLAYSTATION 3, WII, PSP & DS AND MORE.

NEW FEATURE! CLICK ON A COVER TO DOWNLOAD LATEST ISSUE WITHOUT LEAVING THIS MAGAZINE!

Just click here to download the latest issue of PCGZine while you read...

PCGZine
FREE! For PC gamers




Just click here to download the latest issue of PlayZine while you read...

PlayZine
FREE! For Wii, DS & PSP




Just click here to download the latest issue of MMOZine while you read...

MMOZine
FREE! For MMORPGs




Just click here to download the latest issue of 360Zine while you read...

360Zine
FREE! For Xbox 360






Publisher: Activision
Developer: Raven
Heritage: Wolfenstein, X-Men Origins: Wolverine
PS Move Compatible: No
Link: <http://singularity-game.com>
OUT NOW

Singularity

Presumed lost

At the time of writing, Singularity has just debuted in the UK Top 40 charts at a dismal number 38. It's no surprise really, as the game's pitiable pre-release coverage and uncharacteristically slack marketing campaign, leading to an almost complete lack of fanfare and expectation commonly associated with a title from one of the biggest names in the business. But it's a great shame, considering Raven's latest is one of the best games you'll never play this year.

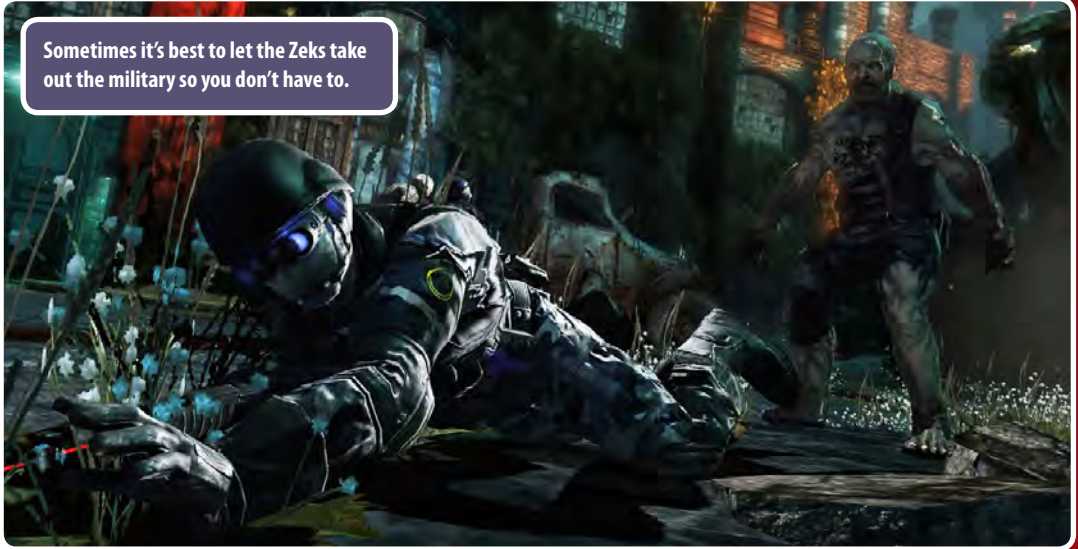
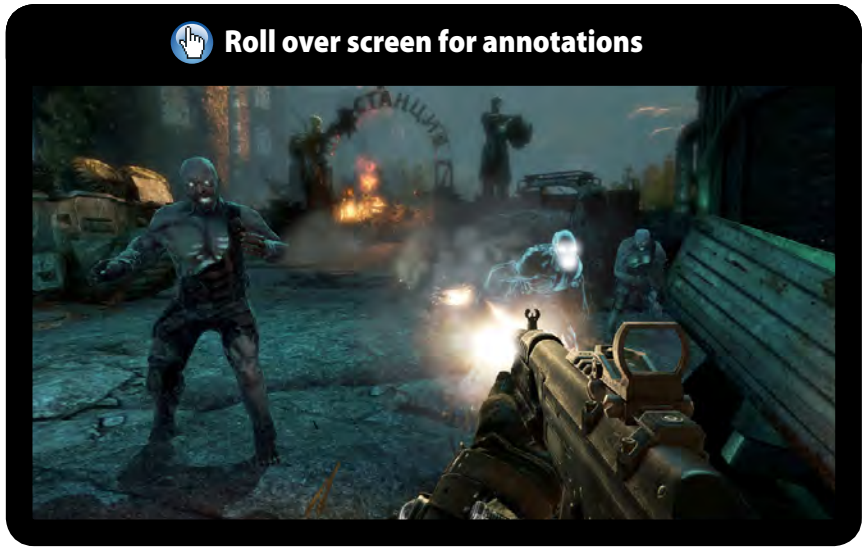
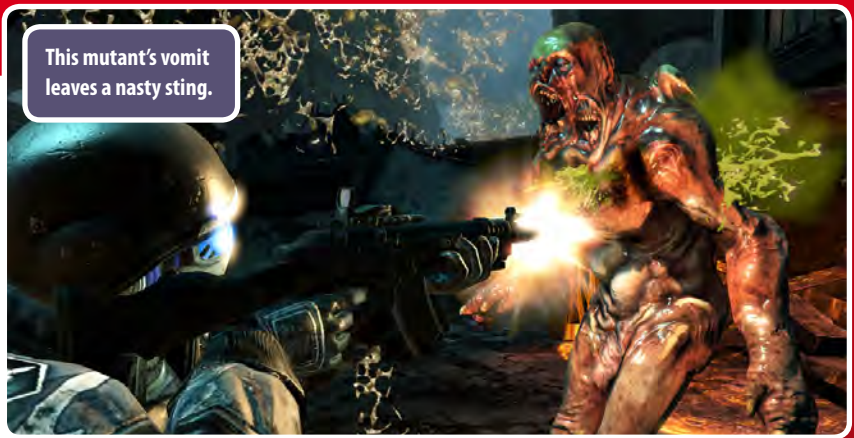
Singularity could best be described as a first-person horror shooter mixed with an uninspiring yet wonderfully chilling time-shifting sci-fi plot. Those pesky Russian scientists have once again found themselves playing with things they don't quite understand, this time an energy source known as E99 which Stalin believes can be used to manipulate time, pushing their experiments to the point of creating a catastrophic time rift dubbed 'Singularity', and sending the island of Katorga-12 spiralling



into chaos – and quarantined off from the rest of the world. 55 years later, following intelligence reports of activity on the mysterious island, a US recon team is sent in to find out what's happening on the mysterious island, before discovering that they're not the only one determined to get to the bottom of it.

So far, so early-noughties TV show, but Singularity's influences don't end there. It rips off almost

every major game of the last decade, and some of the not so big ones, too. Its BioShock-alike tendencies are obvious from the get go, from Singularity's crash-landing into an unknown civilisation to the frequent radio chatter, while Wolfenstein appears to have been Raven's proving ground for some of the features of the game's Time Manipulation Device, which



> **Singularity** cont.

can be used to slow down time, rip open time rifts, and punish the island's ghouls with a Force Unleashed-like push. The game also frequently flirts with ideas from *Half-Life*, *System Shock* and *TimeShift*, with the player seamlessly switching between 1955 and 2010 on the fly, while the new abilities regularly paced throughout the entire game are similar to the gameplay-changing elements seen in *Metroid Prime*.

More impressively, Raven have presented a previously untapped Valve-like quality in *Singularity*, with some perfect pacing, a harrowing atmosphere and an initial sense of player vulnerability that gradually transcends into an unstoppable, telekinesis-abled one-man killing



These Zeks play on time rifts to teleport.

machine. Whether being stalked by time-manipulating predators, plucking rockets out of the sky or walking through abandoned schoolyards complete with visions and haunted screams of slaughtered children, it'll have you gripped all the way up to the final mindblowingly awesome end sequence.

The odd kinks *do* occasionally show – a brief section where the player is tasked with outrunning an army of explosive spiders proves to be utterly frustrating and ultimately unnecessary, while the reliance on using the same puzzle mechanic to prop open gates and security shooters goes some way to prove that Raven lacks an ability to think outside of the box.

But to focus on these elements would be to discredit Raven's forte – its ability to set up jaw-dropping set-pieces and boss battles. Imagine a fantastic armament of weaponry, and scenarios that will remain with you long after the credits roll around. It deserves to live in the memory alongside the games it so desperately seeks to imitate, and indeed, it seems almost criminal that so few will likely get round to experiencing one of the better shooters we've seen this generation. But if you're one of those gamers



FUTURAMA

Raven's time-bending shooter in a nutshell



TMD

Time team

Multiplayer

TMD

As well as *Singularity*'s array of Raven-typical heavy weaponry, you'll always have your trusty Time Manipulation Device (TMD) to fall back on once you acquire it around an hour into the game. The TMD has multiple uses, from reverting time to repair crates and bridges, advancing time to turn soldiers into dust, creating spheres energy to slow down time or to grab objects.

prepared to give it a try, rest safe in the knowledge that *Singularity* will likely prove to be one of the games of the summer. ●

P3Zine
Verdict

If you liked
BioShock, you'll
love *Singularity*

- + TMD opens up new ways to play
- + Amazing boss fights and set-pieces
- Lack of decent puzzles

90%



Tiger Woods PGA Tour 11

Any hole's a goal

Tiger Woods 11 is the biggest argument yet for annualised sports games to be shipped as incremental DLC updates, rather than as full-priced boxed releases. Just take a look at the feature list for this year's game: PGA Tour Season, Ryder Cup, GamerNet Challenges, Skill Challenges, Performance Tuning, True Aim, Online Team Play, Live Weather, Photo Game Face, an XP system, and that's largely it. Recognise most of it? Sure, that's because the vast majority is almost exactly the same as what you saw in PGA Tour 10. The new stuff? Well, it's

content that could have been fairly easily crammed into a title update.

The new Ryder Cup option does exactly as it says on the tin, offering players the chance to compete in the Euro/US face-off for the first time in the franchise, while True-Aim, though touted by EA as an 'all-new, more authentic way' to play Tiger Woods, simply adds the option to remove the targeting reticule. Lazy.

Of course, the biggest new addition to this year's Tiger Woods is the one that nobody's able to put to the test yet: support for Sony's upcoming motion

controller PlayStation Move. We briefly tried Tiger with Move a few months back, and though it was competent at the time, we're not going to be able to know exactly how well EA has managed to translate an authentic golfing experience to the device until final retail units of the motion controller come along next month. Of course, it's fairly safe to assume that it'll be on par with Tiger's recent Wii outings, which we felt were fantastic.

But even with all that having been said, Tiger Woods PGA Tour 11 is still the greatest golf game on the green.

Though the amount of new features may be relatively lacking, the polish and subtle tweaks made to the franchise keep it head and shoulders above the rest of the competition – especially the new Focus element, which introduces a fresh tactical element to activating ball spin and power shots by dictating how much 'juice' you've got to play with across a round. Simply put, if you're in the market for a golf game, you won't find any better than Tiger Woods. The question is, do you lay down a premium to have this year's model, or settle for last year's older, yet almost identical version? If you've no intention of picking up Move, we'd suggest the latter. ●



P3Zine + Still the most authentic

Verdict + Move support is natural fit

- Still not enough new content

The best golf game, but not enough new content

82%

In P3Zine Issue 42



Assassin's Creed: Brotherhood

Previewed next month!

Hands-on with AC's all-new multiplayer mode

PLUS!

PlayStation Move
Kane & Lynch 2: Dog Days

Tom Clancy's H.A.W.X. 2
Mafia II

Issue 42 Out 26th Aug

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 42 SUBSCRIBE FOR FREE!

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

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

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

Cranberry Publishing Limited
www.cranberrypublishing.com
Publishing Director: Dave Taylor
Email: dave.taylor@cranberrypublishing.com
Editorial Director: Dan Hutchinson
Email: dan.hutchinson@cranberrypublishing.com
Commercial Director: Duncan Ferguson
Email: duncan.ferguson@cranberrypublishing.com
Telephone: 0117 986 6550

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

Staff Writers: David Scammell, Andy Griffiths, Jon Denton, Alex Seedhouse

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them. All contents © Cranberry Publishing Ltd 2010. Company registration number: 4987058

Want more PlayStation3?

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

news for gamers

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

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

The site has sections for all gaming

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

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

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

- Exit this issue and go and download another magazine?
- Exit this issue and subscribe FREE for future issues?
- Exit. Read our other next-gen magazine now!

CLICK HERE TO DOWNLOAD 360ZINE - FREE XBOX 360 MAGAZINE

