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# PLAYZINE


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

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A Wii, plus copies of Raving Rabbits Travel in Time!



**REVIEWED!**  
**DONKEY KONG COUNTRY RETURNS**  
*Is Kong still the king of the swingers?*

**REVIEWED!**



**SMACKDOWN VS RAW 2011**  
*Still the king of the ring?*

**REVIEWED!**



**GOLDENEYE**

**REVIEWED!**




**DISNEY EPIC MICKEY**

**REVIEWED!**



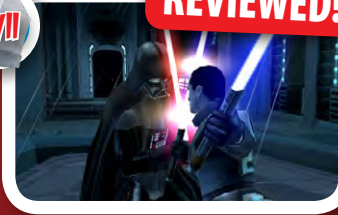
**RAVING RABBIDS TRAVEL IN TIME**  
*Mint multiplayer madness!*

**REVIEWED!**



**CALL OF DUTY: BLACK OPS**

**REVIEWED!**



**STAR WARS: THE FORCE UNLEASHED 2**





# WELCOME



With Christmas now just a couple of weeks away, it's the time for finalising those all-important present lists. From a gorilla to a mouse (and a mad rabbit somewhere in-between the two), there's something here for everyone! Enjoy, have a stunning Christmas, and we'll see you back here in the new year.

Dean Mortlock, Editor  
[PlayZine@gamerzines.com](mailto:PlayZine@gamerzines.com)

**DON'T MISS THIS!**



**Tom Worthington**  
 Say hello to Tom here, who's our new star writer. Gaming is his business, and business is good!

**CHECK THIS!**



## CALL OF DUTY: BLACK OPS

Can Black Ops Wii match the success of its bigger brothers? Find out inside...

## DONKEY KONG COUNTRY RETURNS



**Stop monkeying around! Read our review now!**

## GOLDENEYE

The N64 classic gets a remake, but is it a welcome one?



## DISNEY EPIC MICKEY

Taking the Mickey?



**David Scammell**  
 David has all 10 of his fingers on the gaming pulse, so is the ideal man to write Incoming!



## QUICK FINDER

Every game's just a click away!

### PREVIEWS

**Wii**  
 FlatOut

**PSP**  
 Monster Hunter Portable 3rd

### DS

Ghost Trick  
 Okamiden

### REVIEWS

#### Wii

Raving Rabbids  
 Travel in Time

- Call of Duty: Black Ops
- GoldenEye
- Donkey Kong Country Returns
- Disney Epic Mickey
- Need for Speed: Hot Pursuit
- The Force Unleashed 2
- Sonic Colours
- FlingSmash
- H.A.W.X. 2

#### PSP

SmackDown vs RAW 2011

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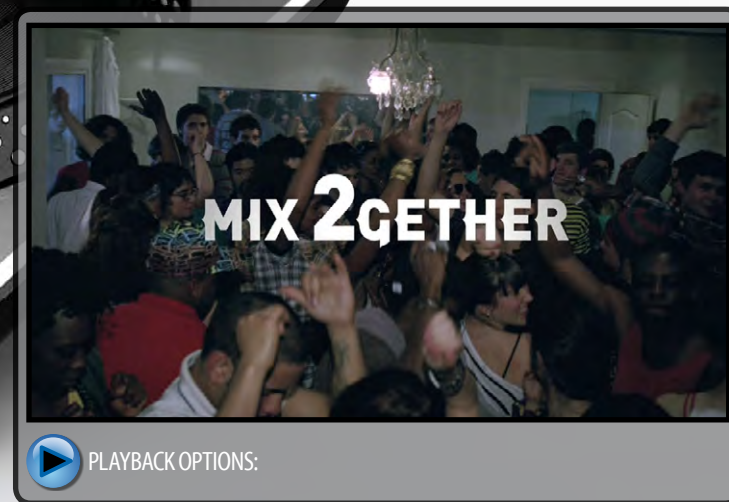
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# BRING THE PARTY HOME

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LADY GAGA ⇄ DEADMAUS  
 PUSSYCAT DOLLS feat. BUSTA RHYMES ⇄ PITBULL  
 DAVID GUETTA vs THE EGG ⇄ FLO RIDA  
 CALVIN HARRIS ⇄ NEW ORDER  
 EMINEM ⇄ LIL' WAYNE  
 DIZZEE RASCAL feat. ARMAND VAN HELDEN ⇄ THE PRODIGY  
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info



FROM: Capcom  
A BIT LIKE... Monster Hunter Portable, Pokemon  
WEB: www.capcom.com/monsterhunter  
OUT: TBA



# MONSTER HUNTER PORTABLE 3RD

I ain't afraid of no monsters!

**WHAT'S THE STORY?**  
Best described as the PSP's equivalent to Pokemon, Monster Hunter's feverish reception in Japan has led a string of system sellers, a trend that's set to continue with the release of Monster Hunter Portable 3rd.

**WHAT DO WE KNOW SO FAR?**  
Not too dissimilar from its predecessors, Portable 3rd adds plenty of new locations to explore and monsters to slay, many taken from the recent Wii-exclusive Monster Hunter 3 Tri.



Portable 3rd features the same grind-heavy persistence gameplay the series is renown for, although the addition of two customisable Felynes to manage your workload on quests is a welcome pair of helping paws.

**WHEN DO WE GET MORE?**  
As you read this, Portable 3rd is already consuming its homeland occupying daily commutes and lunch breaks. With a hefty amount of localisation and translation ahead of them, Capcom isn't quite ready to discuss a UK launch, but we're certain it'll be occupying our UMD slots late next year.

**ANYTHING ELSE THAT WE SHOULD KNOW ABOUT?**  
Among the new locations and other things to see and do, Portable 3rd will no doubt come into its own when you add friends and hunt together. Fans know that alone should make the wait worth it, however long it may be. 🦋



You'll have to visit shops and stalls like these to ensure your hunter is kitted out.



## Best Bit

Returning the favour after Konami threw in a Monster Hunter-style mission into Metal Gear Solid: Peace Walker, Portable 3rd will feature a special downloadable quest whose rewards will allow players to kit their Felynes out in sneaking suits and more.



One day you'll be able to slay this guy on your own but we suggest taking three friends with you.



# DOCTOR WHO



**OUT NOW**  
ON Wii™ & NINTENDO DS™

Starring the voices of Matt Smith and Karen Gillan

**YOUNG FANS WILL DELIGHT IN THESE BRAND NEW ADVENTURES ON  
Wii™ AND NINTENDO DS™. JOIN THE DOCTOR AND AMY POND AS THEY FACE  
THEIR DEADLIEST ENEMIES - THE DALEKS AND CYBERMEN!**

## ACCESSORIES IN STORE FOR CHRISTMAS

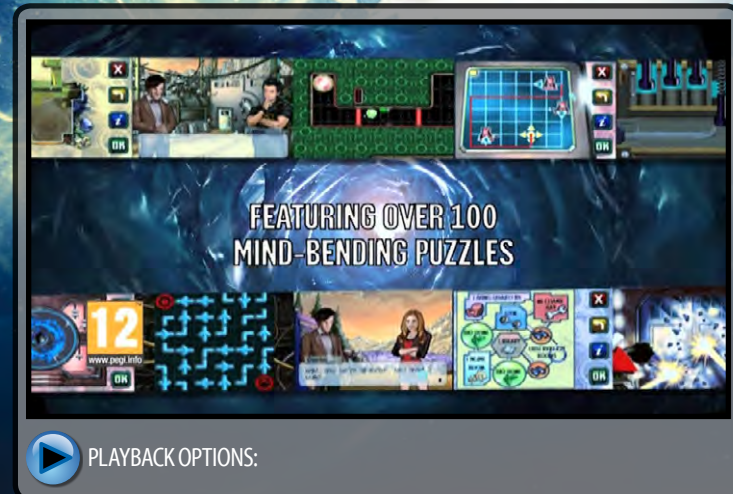


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STYLUS FOR  
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**SONIC SCREWDRIVER**  
FULLY FUNCTIONAL Wii REMOTE  
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FAVOURITE Wii GAMES



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BBC



# PLAYZINE on its way

# incoming



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

## LEGO Pirates of the Caribbean



FROM: Disney Interactive Studios OUT: May

Arr, me hearties! Jack Sparrow be gettin' the LEGO treatment, and you'll be able to take him on a voyage across the seas at the same time as the new Pirates film comes out next spring. The game follows Jack and his crew of plucky pirates across the storylines of all three original films, plus the upcoming Pirates of the Caribbean: On Stranger Tides, swashbuckling above the seas in a LEGO pirate ship. Genius.

## de BLOB 2

FROM: THQ OUT: February



While we can't help but think that THQ have missed a trick by not calling it 'Deux Blob', we are still a little bit excited about the follow-up to 2008's glorious city-painting game. de Blob 2 is set a few years after the original, with the evil Comrade Black rigging Prisma City's



election to become mayor and put a ban on colour. And with the help of Blob and the Colour Underground, it's up to you to restore a bit of colour to the city. Painting things unlocks new hideaways, and new power-ups let you reach areas previously inaccessible. Probably one of the most endearing games on Wii, and that's praise in itself.

## DRIVER: San Francisco

FROM: Ubisoft OUT: Spring



Driver's picked up a bit of a bad name for itself in recent years, but after taking it back to the drawing board, Ubi's confident it can impress us with Tanner's return. There's no prizes for guessing where this next one's set, as Tanner winds up in a coma following a car accident. Live out Tanner's dreams, fulfil various dares on go on the ultimate manhunt – Driver's back, and hopefully it's better than ever.



## future releases

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

**Golden Sun: Dark Dawn**  
Wii  
December

**Kingdom Hearts: Re:coded**  
DS  
January

**Hello Kitty Seasons**  
Wii  
February

**BEN 10 ULTIMATE Alien: Cosmic Destruction**  
Wii, PSP, DS  
February

**Conduit 2**  
Wii  
February

**Mario Sports Mix**  
Wii  
February

# PLAYZINE on its way

## Final Fantasy Agito XIII:



FROM: Square-Enix OUT: TBA

Essentially, what Crisis Core was to Final Fantasy VII, Agito XIII isn't a side-story to Final Fantasy XIII, but instead a part of the Fabula Nova Crystallis trilogy that explores the myths and themes first introduced in FFXIII. Very little is actually known about Agito XIII so far. In fact, it's rumoured that Square-Enix have only just nailed down the story themselves. But what we do know of the game seems to involve a bunch of students fighting off an invading nation following a crystal being shattered. How very Japanese.



## Sled Shred

FROM: SouthPeak Games OUT: TBA

Picture Cool Runnings meets Mario Kart, and you've got Sled Shred. With the support of the Jamaican Bobsled Team, it's up to you to prove you have what it takes to sled your way to victory on the piste. Race and trick your way down various mountains, ice tubes and snow hills, lobbing snowballs at your rivals to throw them off course. Sled Shred could be met with an icy reception if things don't go to plan, but we've got our fingers crossed for a solid snow racer.



## Bejeweled Twist



FROM: PopCap Games OUT: January

Everyone's played PopCap's jewel-smashing, head-scratching puzzle popper Bejeweled before, haven't they? And so to spice things up, the developer's added a twist for the sequel – literally! Rather than just line-up the jewels, you're now able to rotate them. Mind blowing. If your mum hasn't been badgering you to borrow your DS already, she probably will when Bejeweled Twist comes out early next year.



## Patapon 3

FROM: SCEE OUT: February

Cute on the outside, monstrously dark on the inside, Patapon's a war game with a difference. The idea's simple, really: lead your tribe of warriors against the various baddies threatening to crush them, boosting their morale by banging the drum in time to the beat. The first two Patapons were an absolute delight, so we're expecting big things from the third.



## future releases

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

LEGO Star Wars III: Clone Wars  
Wii, DS, PSP  
March

Nintendo 3DS  
3DS  
March

udraw  
Wii  
March

WWE All Stars  
Wii, PSP  
March

Okamiden  
DS  
March

Kirby's Epic Yarn  
Wii  
March

# ASSASSIN'S —CREED— BROTHERHOOD



▶ **PLAYBACK OPTIONS:**

**"KILLER IN EVERY SENSE OF THE WORD"**  
- FHM



OUT ON  
**19<sup>TH</sup> NOVEMBER**

[www.assassinscreed.com](http://www.assassinscreed.com)



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**info**



**FROM:** Capcom  
**A BIT LIKE...** Ace Attorney, Hotel Dusk  
**WEB:** www.capcom-europe.com/games/Ghost-Trick-Phantom-Detective-Nintendo-DS  
**OUT:** January 2011



# GHOST TRICK

Saving the dead from beyond the grave

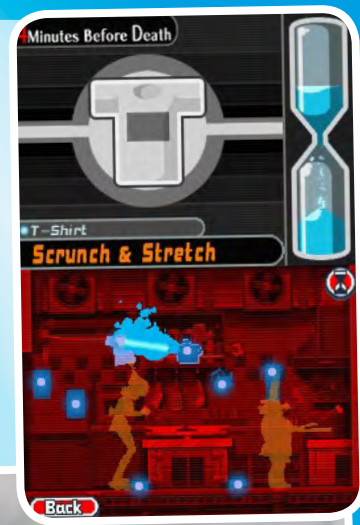
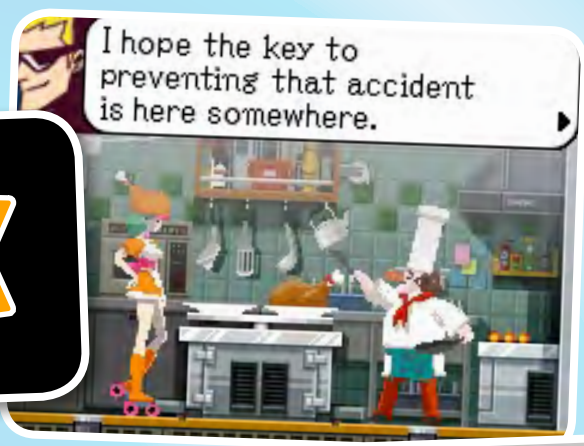
**D**eath isn't an awkward topic for Ghost Trick's sleek-haired protagonist. Murder and the supernatural 'lives' of the dead is something fans of the Ace Attorney series should be at home with. After all,

contacting the spirits of your late mentor to assist in clearing the names of the falsely accused is a day-to-day event for gaming's most-respected lawyer. For Ghost Trick's unlikely hero, the situation is flipped somewhat on its

head. Waking up to discover himself dead with no recollection of how and why he died, Sissel soon discovers new-found abilities that can help save the lives of others who've been targeted by a close-range assassin named Jeego.

One of those neat new perks is to rewind time four minutes before each character is assassinated. Sissel must work against the clock in order to ensure Jeego fails to do his job properly.

Being a poltergeist with no physical means of alerting victims to their looming fates, Sissel must perform 'ghost tricks' to manipulate inanimate objects dotted around each scene. From ringing telephones, spinning bike wheels and dropping chandeliers, you'll have to arrange these events in order to distract Jeego or lure the impending victims around the room for you to access more objects. Piecing together these actions to result in a happy ending will no doubt be a case of trial and error – something Phoenix Wright fans will no doubt be accustomed to.



The pantomime storytelling and quirky cast draw obvious comparisons to Capcom's courtroom drama but Ghost Trick's original spin on the afterlife of an unlucky chump looks downright hilarious. We'll drop dead if it's not. **👍**

**HOW READY** **HOW GOOD**

**DS** ●●●●●●●● ●●●●●●●●

*Original and fun, Ghost Trick should be a hit!*

IT'S TIME TO FACE THE MUSIC!!!

IN STORES 29<sup>TH</sup> OCTOBER 2010

# THE X FACTOR



PLAYBACK OPTIONS:



Requires a USB Microphone  
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# PLAYZINE PREVIEW

## info



FROM: Zoo Games  
A BIT LIKE... Destruction Derby, Burnout  
WEB: N/A  
OUT: 2011



# FLATOUT

### Destruction DerbyWii?



**Y**ou wrecked your car!" Oh, Destruction Derby, how we miss you so. But FlatOut may just be the next best car-destroying thing to the POne classic. It follows the same principles of DD, following a group of madmen intent on smashing the hell out of each others' vehicles around tracks custom-built for mayhem.

Well-timed jumps let you crush your rivals' roofs in, and perfectly executed boosts will shunt opposing cars into the nearest pylon, tree or bridge support. So it's bumper cars for psychopaths, but there's plenty more to whet your destructive appetite where that came from. FlatOut isn't just the usual smash-'em-up racer. Besides standard

racing, it has a slew of modes where you can really put your car-crushing skills to the test. **HAVE YOU GOT INSURANCE?** Arena pits players against each other in a fight to the death, but forget your standard bowl-shaped arenas, as these bad boys have been rigged with jumps, loops and boobytraps designed to have your car wrecked within minutes. And in Trash you'll get to use your Wii Remote to cause as much devastation to your opponent's car as possible, choosing from a tonne of weapons like a crowbar or lead pipe to smash the other guy's car up. Sounds like a normal night in Tottenham to us... You probably won't want to be leaving this one for the junkyard, then.

## WRECKS 'N' EFFECTS

A quick crash course in FlatOut's modes



- ARENA**
- STUNT**
- TRASH**

### ARENA

Fill an enclosed space with a variety of deathtraps, like spike pits, flamethrowers and 1,000-volt fences. Throw in a handful of cars manned by maniac drivers, and you've got yourself Arena. The winner is the person who survives the longest, but judging by some of the insane arenas we've seen so far, we don't expect anyone to be surviving for very long.

FlatOut's looking like a hell of a lot of fun, and with split-screen support, it should be a car-wrecking riot for your living room. 🚗

### HOW READY



### HOW GOOD



Wreck and roll – FlatOut's looking ace!





“...BLACK OPS, AS A MULTIPLAYER ENTITY, IS ASTOUNDING” — 360 Magazine

# CALL OF DUTY BLACK OPS

09.11.10

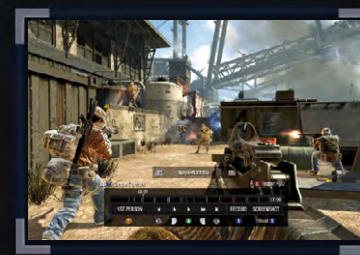
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# PLAYZINE PREVIEW



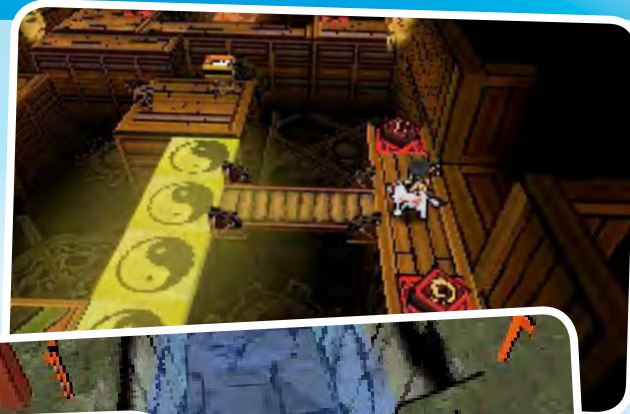
## info



FROM: Capcom  
A BIT LIKE... Okami, Zelda  
WEB: www.capcom-europe.com/games/Okamiden-Nintendo-DS  
OUT: March 2011



Yeah, and the most modest, too.



# OKAMIDEN

### Capcom's stroke of genius comes to the handheld

Okamiden is something of a glimmer of hope, a sign from a higher power that even the most underappreciated gaming gems are never forgotten.

Perhaps not quite as old as some veterans still wallowing in the gaming graveyard, the original Okami was greeted with critical acclaim for its

unique art style and originality but struggled to make strokes on the PlayStation 2. But one Wii port later and Capcom has brushed its act up for a handheld spin-off that doesn't leave this lone wolf to cry longingly into the night.

So Okamiden is something of a miracle, shoehorned into Nintendo's handheld but hardly truncating the experience from its console brethren.

Move over Amaterasu, a new 'sun god turned wolf pup' is on the scene by the name of Chibiterasu. A spin-off set months after Okami, Chibiterasu is tasked with ridding the world of the evils that threaten to remove its picturesque colours.

There's an obvious drop in clarity but the Nintendo DS manages to display the beauty of Okamiden's

highly stylised watercolour worlds and characters outlined by thick black brushstrokes. It's one of the prettiest games Nintendo's handheld has had the pleasure of displaying.

Okami's Celestial Brush also makes an appearance, the DS's direct input being the perfect tool for writing brush strokes that revitalise trees, stun enemies and take care of almost any obstacle in Chibiterasu's way.

In addition to fluid combat, Zelda-esque puzzles and exploration, Okamiden also promise gamers will experience a mix of complex themes such as responsibility and parent/child relationships punctuated by the cast of Chibiterasu's universe.

Chibiterasu and his cohorts might be small in stature but this adventure looks



## YOU'VE GOT A FRIEND IN ME *One man and his dog, 2011 style*



SADDLE UP PARTNER

A HELPING HAND

WORK AS A TEAM

### SADDLE UP PARTNER

One of the new ideas tested in Okamiden is the idea of partners who ride on Chibiterasu's back. Capcom has already promised that many of the characters will be the children of gods and other characters you and Amaterasu will have encountered in the first game, as well as entirely new companions.

to be much bigger than the cartridge that houses it. Okamiden is heading your way in the spring.

HOW READY

HOW GOOD



Big adventure, small cartridge





## info



**FROM:** Ubisoft  
**A BIT LIKE...** Mario Party  
**WEB:** <http://rabbids.uk.ubi.com>  
**PRICE:** £39.99  
**PEGI AGE RATING:** 7+



A well-aimed toilet brush will get you far in this game.



Oddly, toilet rolls play quite a large part in the gameplay.

# Raving Rabbids Travel in Time

Time for a history lesson with a difference!

The Rabbids plan for world domination is actually taking shape pretty well. After appearing alongside Rayman initially, they broke out on their own and have now starred in five games. Not only that, but you might have spotted their car adverts for Renault and there's even talk of a TV show animated by Aardman themselves – the clever people that are behind Wallace and Gromit.

Whether or not you find the Rabbids irritating (and we have to be honest here and admit that we do a little bit), there's no denying that they do make good games. The mould is set for them now, so you pretty much know right from the start what to expect. Aside from last year's Rabbids go Home, all the previous games have been minigame compilations, and that's exactly what you're getting here, too.

Travel in Time, as the name suggests, has our Rabbids travelling through key moments in the history of mankind. In a time-travelling washing machine. You'll head back to see the creation of the Pyramids, witness the creation of fire or intervene on the removal of the sword



from the stone. It's all landmark stuff for even the most amateur of historians, but it gives great scope for the games and also allows Ubisoft free reign to create a series of genuinely funny cut-scenes to accompany each segment of time.

Selecting the time period you want is all done through the game's



**"TRAVEL in Time HAS OUR RABBIDS TRAVELLING THROUGH KEY moments in the HISTORY OF mankind"**





There's plenty of originality to be found in the many minigames on offer.



→ central hub, a museum. Here you can choose where you wish to go (assuming it's an unlocked area, obviously) and also change your outfit.

There are over 30 costumes to unlock for your Rabbid, including cowboy, Napoleon, Caesar or the Three Musketeers, and although they don't directly effect the characters themselves, they do come with their own unique

sound effects, meaning that there's a strong desire to try and unlock every outfit in the game – which may well take a while to do.

Gameplay is split up, as ever, into several types. Some are races, some you get to fly, and some are first-person shooter games – using the Remote to fire toilet brushes at the screen. Each game is well-designed and fun to play, and while we wished there were more than the 20 or so on offer, we thoroughly enjoyed the games that were there.

The AI-controlled characters work intelligently, but the real fun is to be had with your mates. Gather up a few mates with Remotes (and Motion Plus, too) and it's hard to imagine having more fun. If you're on your own though, then there's still fun to be had, as you can take the game online and compete in the global

Rabbids community, where you can compare your scores as well as play the games online, too.

Party games always work well on the Wii (especially at this time of the year when there are plenty of relatives lurking around the house), and Travel in Time is easily one of the best. The Rabbids may be mad, but you'd be crazy to miss out on the fun to be had here. 🐇



## TOP TIP



**M**ultiplayer is where Travel in Time really shines, and if you're playing with three other players then make sure you play sneaky – get the best position in front of the TV and make sure that you keep the best Remote for yourself!



## Briefly Speaking

The fifth game in the Raving Rabbids series gives them the whole of history to play with. There's over 20 minigames to play through, 30+ outfits to collect and online play. It's the ideal family game for Christmas!

**PLAY TIME**  
 HOURS    DAYS    **WEEKS**

**DIFFICULTY**  
 EASY    **MEDIUM**    ARRGH!

**FUN FACTOR**  
 DULL    COOL    **YIPPEE!**

## VERDICT

Raving good fun!

# 8

## info



FROM: Activision  
A BIT LIKE... GoldenEye  
WEB: www.callofduty.com  
PRICE: £39.99  
PEGI AGE RATING: 18+



# CALL OF DUTY: BLACK OPS

You should always bet on Black

When you consider that the Wii, with its Remote and Nunchuk combo, is perfectly suited to the first-person shooter genre, it's surprising that more developers aren't taking advantage of this. Maybe it's because, generally, the Wii is considered

to be more of a family-orientated console, but whatever the reason, decent ones are thin on the ground. This month has seen a change in fortune for Wii-owning first-person shooter fans though, as first we got the remake (and an excellent one at that) of the N64 classic GoldenEye, and now we have Call of Duty: Black Ops, the latest in what's considered to be the pinnacle of action shooters.

First things first, this isn't the version of the game to own if you also have a PS3 or 360, as there's an obvious drop in

the quality of the graphics for the other versions. That said, it's difficult to imagine them being much better than what's on display here. Some of the lighting and smoke effects have been toned down, and there's some noticeable slowdown when the action hots up, but it's still a very good-looking game indeed.

Control-wise, you have a choice of several options, but the one that most people will go for is the standard Remote/Nunchuk combo. This takes a little getting used to if you

## ANSWERING THE CALL

Three reasons why Black Ops is the dogs



**GRAPHICS** **CONTROL** **online**

### GRAPHICS

There's obviously some drop in quality over the hi-definition versions of the game, but this is still one of the best-looking shooters to appear on the Wii. Treyarch really have done a fantastic job of compressing the detail down, although the cost of that is the occasional drop in the frame rate.

**"CALL OF DUTY: BLACK OPS IS A VERY GOOD-LOOKING GAME INDEED"**





# PLAYZINE REVIEW



You'll meet a wide range of characters throughout the game. Some will help you, while others shouldn't be trusted.



The crossbow with sights is the perfect way to take your enemies down silently.

➔ usually control your FPS games with either a joypad or mouse/keyboard, but after only a short while it will feel very comfortable. If you own a Zapper gun, then this is the game it was made for, as it was easily our favourite control option.

The single-player mode is fun while it lasts, as it's a series of 'episodes' played out as flashbacks from a special ops soldier under interrogation. But it doesn't last as long as you'd hope. It is backed up though by the excellent Zombie mode (first seen in Call of Duty: World at War, which can also be played in 2-4 multiplayer, but it's the split-screen and online multiplayer modes that will keep you playing Black Ops for the weeks and months to come.

The range of multiplayer options is staggering, but mostly what you've seen in previous Call of Duty games. The

main difference here though, is that you don't earn rewards for levelling up, but rather through a new system than hands out COD Points as you progress through the multiplayer game. You can then spend these points on new weapons, perks, killstreak bonuses, etc. This is also linked to a new Wager mode, where you get the opportunity to gamble your earned Points in a variety of game types. This is risky, as you could lose the lot, but if you're looking to build your armoury up quickly and are a FPS master, this is the quickest way to do it.

For those not quite so used to online play, the new Combat Training mode is a godsend. Here you get the opportunity to hone your skills in the online arenas against a range of AI-controlled bots. It's also great for acclimatising yourself to the new maps.

Call of Duty: Black Ops is familiar stuff for CoD fans, but also has enough new features to make it almost an essential purchase. There's a growing feeling that Call of Duty needs to be radically altered for future versions (otherwise it could start to look a little tired), but in the meantime, Treyarch have done Wii owners proud with Black Ops. 🚗

### Briefly Speaking

For the first time since World at War, Activision release a Call of Duty game on Wii alongside its bigger brothers. And it's a doozy, with excellent graphics, tight gameplay and lots of multiplayer modes to keep you busy.

## PLAYZINE Challenge

Enjoying the Zombie mode? Us too, but see how far you can get in the game by just using a knife – you'll score far more points that way, too. If you can get to the seventh stage then you can consider yourself to be doing very well indeed. Remember, you're not allowed to use any firing weapons at all.

**PLAY TIME**  
 HOURS    DAYS    **WEEKS**

**DIFFICULTY**  
 EASY    **MEDIUM**    ARRGH!

**FUN FACTOR**  
 DULL    COOL    **YIPPEE!**

**VERDICT**  
 Back in Black!

# 8

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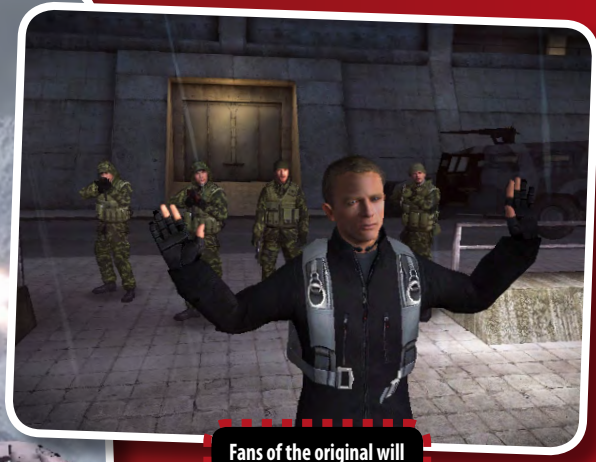
## info



**FROM:** Activision  
**A BIT LIKE...** The Conduit, Goldeneye (N64), Call of Duty  
**WEB:** www.goldeneye.game.com  
**PRICE:** £34.99  
**PEGI AGE RATING:** 16+



Eurocom's reimagining is a stunning tour-de-force of spruced up locations.



Fans of the original will know where this seen will inevitably go.

# GOLDENEYE

### Is Activision's golden gun cash for gold?

**R**emakes are often the result of high demand from loyal fans, or opportune timing to make an extra dime on a classic title. Whatever the case, something's provoked Activision into giving the Holy Grail of console shooters, GoldenEye 007, a 21st century makeover.

Not content with a quick spit and polish, developer Eurocom has completely renovated GoldenEye for what they're calling a 'modern reimagining'. Plot devices, locations and even Pierce Brosnan have all been

swapped out in favour of a rewritten script which features the recognisable mug of Daniel Craig trotting around the world pursuing the Janus group.

The nostalgia trip opens with the iconic Akangelsk Dam, albeit blanketed by stormy weather, and makes regular stops at new scenarios. Previously unused cuts from the original movie appear in modernised glory, including Zukovsky's nightclub which today is a happening venue where strobe lights ignite the dance floor into an arm-waving frenzy.

More than just a face lift, in an attempt to bring Bond up to speed with the conventions and staples of today's shooters, GoldenEye feels like it's had the fingers of Call of Duty and Halo smeared all over it. Heavy (but also adjustable) aim assists, regular context-sensitive actions and regenerating health show just how much times have changed since the original was released.

It's the original's penchant for espionage that shines brightest here. We can't remember the last time we've been so careful with our

## TAKING it Online

Multiplayer is always where GoldenEye shone...



**TOP RANKING** **We need A HERO** **LOOKING FOR me?**

### TOP RANKING

Unlike couch multiplayer, online features a full XP points system allowing you to rank up your profile. Become the master of GoldenEye by earning XP for each kill and more for unique takedowns, including headshots. New modes and gadgets are rewarded for ranking up, and you'll have to reach Rank 53 before unlocking the proximity mines.



Multiplayer features plenty of iconic heroes and villains to play as.

# PLAYZINE REVIEW



It doesn't look too different to most shooters flooding the genre but GoldenEye is still something quite special.

GoldenEye's opponents are plentiful and always eager to get a piece of England's top agent.

## TOP TIP



A plethora of control schemes are in place to make use of almost every controller the Wii can offer. Aim down the sights with the Wii Zapper, fine tune your aim with the Remote or crack out the Gamecube controllers for that nostalgic feel.



shots to avoid raising the alarms, or spied round each corner staring up at the top of the wall to see if a security camera lies in wait. Bond's all-in-one smartphone replaces a suitcase-full of different gadgets, allowing you to snap pictures of vehicles, plant tracking devices and hack enemy gun turrets.

It's got everything you'd expect from a Hollywood Bond: villains, luscious set-pieces and arm candy to finish off. Throw in an extra handful of objectives and a '007 classic' mode exchanging the regenerating health for back-to-basic

armour and health bars and GoldenEye's campaign packs quite a punch.

It's a shame then that its weakest asset should be the same one which made it such a knockout back in the day. Multiplayer suffers no shortage of modes, down to the variety of modifiers you can use to mix a concoction of melee-only games, to replacing bullets with paintballs.

An aging novelty, sharing a screen with three other friends is an uncomfortable experience. The visuals take a noticeable fall in quality and unless all players are using conventional controllers, four Remotes waving around the screen is a little disorientating. Stick to the game's far more robust and fleshed out online competition if you want the best GoldenEye has to offer (see 'Taking it Online').

The name 'GoldenEye' is synonymous with high-quality gameplay and groundbreaking ideas. Today's GoldenEye falls a little bit short of this impeccable standard but it does manage to stand alone as a solid package that creates new memories rather than tarnish any old ones we may have.



**"BOND'S ALL-IN-ONE SMARTPHONE REPLACES A SUITCASE-FULL OF DIFFERENT GADGETS"**

### Briefly Speaking

Topping the original would have taken a miracle but Eurocom's effort shows no shortage of care and admiration. As a result, GoldenEye is an entertaining shooter that should keep the diehard fans happy.

	<b>PLAY TIME</b>	HOURS	<b>DAYS</b>	WEEKS
	<b>DIFFICULTY</b>	EASY	<b>MEDIUM</b>	ARRGH!
	<b>FUN FACTOR</b>	DULL	<b>COOL</b>	YIPPEE!

**VERDICT**  
Pure gold!

# 8



## info



**FROM:** Nintendo  
**A BIT LIKE...** New Super Mario Bros. Wii  
**WEB:** <http://donkeykong.nintendo.com>  
**PRICE:** £39.99  
**PEGI AGE RATING:** 3+



# DONKEY KONG COUNTRY RETURNS



Go bananas! The big ape is back!

Famous for bringing the Metroid series back to the Wii, the decision to revive the Donkey Kong Country series seemed like a waste of Retro Studios' craft. Not quite the clean slate Retro's Metroid Prime trilogy was, the aptly named 'Country Returns' sticks closely to the values that made it a classic. Donkey Kong's tale of revenge sees the big galoot pursue the Tiki Tak Tribe

responsible for getting away with his banana stash, and is spread over eight themed worlds. It's a familiar formula in which Kong jumps on enemies, grabs barrels to release pal Diddy Kong and occasionally ride atop an exotic animal. What Retro adds to this are minor increments which radically refresh an age-old experience. Retro's craft goes beyond colourful landscapes to pushing

level structure that alters on cue, forcing you to study the patterns of dastardly mine cart levels and rocket-riding segments, making them impossible to ace the first time around.

Often infuriating, Country Returns high threshold for timing and precision is masked with clever pacing and regular checkpoints, and the added bonuses provided by Diddy soften the blow, too. Presentation is also top notch with set-pieces that see you ducking for cover as waves wash enemies away, or running alongside a sunset identifiable only by a silhouette with a red tie.

It's this blend of old and new that makes Country Returns accessible to newcomers and veterans alike. The allowance of Super Guide doesn't deter unseasoned platform kings but numerous collectables up the ante, with K-O-N-G letters and jigsaw pieces peppered across levels to extend your adventures long after the credits roll. ♥



### Briefly Speaking

Familiar yet refreshing, frustrating and brilliantly so, Country Returns is a solid package that never fails to surprise and regularly peaks at platforming excellence. Who said that you can't teach old apes new tricks?

**PLAY TIME**

HOURS    DAYS    **WEEKS**

**DIFFICULTY**

EASY    MEDIUM    **ARRGH!**

**FUN FACTOR**

DULL    COOL    **YIPPEE!**

**VERDICT**

The king of Kong

**9**

## info



**FROM:** Disney  
**A BIT LIKE...**  
 Super Mario Galaxy  
**WEB:** www.disney.co.uk/  
 epicmickey  
**PRICE:** £39.99  
**PEGI AGE RATING:** 3+



# Disney EPIC MICKEY

A stroke of genius that's a little blotchy

**D**isney Epic Mickey is unlike anything you'll have seen: a dark decrepit universe that exhibits Disney's forgotten creations which its most iconic mouse can change for good or worse with the flick of a brush.

When curiosity gets the best of him, Mickey ends up spilling paint and a jar of thinner all over one of Yen Sid's creations, an accident that one day comes back to haunt him. Mickey is dragged kicking and screaming into the Wasteland, a

museum for Disney's most bizarre creations that's falling apart, thanks to evil blots and corrupt icons.

With the help of his magic paint brush, Mickey can use paint to restore platforms and buildings, or remove them using thinner. Many of the Wasteland's attractions are in need of repair, and its townsfolk have plenty of errands that need running. How you conduct yourself in the Wasteland can corrupt or clear the mouse's reputation, resulting in different outcomes along your journey.

Exploring this fascinating world often comes at the cost of completing fetch quests or to-do lists that plague the adventure throughout. 2D platforming segments hark back to Mickey's black and white film debuts but these are fleeting moments that are wasted as transitions to new worlds.

Homework has been done to create an absorbing world that deviates from the traditional Disney palette. It's just a shame that it has enough blemishes to stop it from becoming the masterpiece that it aspires to be. 🐭



Fans of older Disney animation will recognise scenes and characters, too.



This is darker than your typical Mickey adventure.

## BRIEFLY SPEAKING

Disney Epic Mickey is original but half-baked in its execution. A stunning artistic direction is bogged down by dull chores that thin out the game's better qualities. Disappointing but an extraordinary piece of art nonetheless.

### PLAY TIME

HOURS DAYS WEEKS

### DIFFICULTY

EASY MEDIUM ARRGH!

### FUN FACTOR

DULL COOL YIPPEE!

## VERDICT

A flawed work of art

# 7

## info



FROM: EA  
 A BIT LIKE... Burnout, Need for Speed: Nitro  
 WEB: <http://hotpursuit.needforspeed.com>  
 PRICE: £39.99  
 PEGI AGE RATING: 7+



# Need for Speed: Hot Pursuit

Lock it up and throw away the key

Oh dear. After being blown away by Hot Pursuit on the HD consoles, we had high hopes that developer Exient may at least have been able to transfer some of the magic of Criterion's racer-chaser into the Wii version. But forget any sign of magic, as Hot Pursuit on Wii is a disappointment.

Ignoring the fact that it looks like an early N64 game for a minute, the Wii version is everything we'd hoped we'd seen the back of in a Need for Speed game. It's utterly generic, the course design largely consisting of copy/paste city streets and nondescript highways, and the vehicle handling is horrifically unresponsive when you're not slamming on the handbrake. The dull

Career mode spans a series of identical championships filled with the same old events, and though arguably the highlight, the Hot Pursuits are so pathetically handled and lacking in intensity that half the time we didn't even realise we were engaged in one. At least it boasts four-player split-screen, something Criterion failed to include in the 360/PS3 versions, assuming you can find three other chumps to play it alongside you.

Utterly bland and an insult to its HD counterparts, this is one car crash best left rotting on the side of the road. 🚗💥



Power-ups give you an easy advantage.

In Rush Hour mode you have to work your way to the front of a 100 car race.



You only get to play as racers in the single-player campaign.

## Briefly speaking

Hot Pursuit isn't even half the game its HD brother is, with an average Career mode, dull visuals and some seriously wonky handling. A big disappointment.

## PLAYZINE Challenge

His Ford GT might be fast, but you'll have to be even faster to beat the first boss, Jun Jihuang. But how quickly can you do it? See if you can catch two flags before Jun even manages one. We used a BMW M3 E92 to help us out, but which car will end up being your motor of choice?

🕒	<b>PLAY TIME</b>	HOURS	DAYS	WEEKS	<b>VERDICT</b> A write-off
	<b>DIFFICULTY</b>	EASY	MEDIUM	ARRGH!	
	<b>FUN FACTOR</b>	DULL	COOL	YIPPEE!	
					<b>4</b>

## info



**FROM:** LucasArts  
**A BIT LIKE...** Prince of Persia: The Forgotten Sands  
**WEB:** [www.lucasarts.com/games/theforceunleashed2](http://www.lucasarts.com/games/theforceunleashed2)  
**PRICE:** £39.99  
**PEGI AGE RATING:** 16+



# The Force Unleashed 2

Right about now, in a galaxy sort of here...

Can we just start by saying that we're going to try and get through this entire review without mentioning the phrases 'The Force is strong in this one' or 'Feel the Force' or other such Star Wars-related clichés? Good. Thanks. The Force Unleashed 2 picks up the story where the last game left off, and it's not a bad one. Starkiller's back, sort of, and you'll also bump into more familiar Star Wars icons,

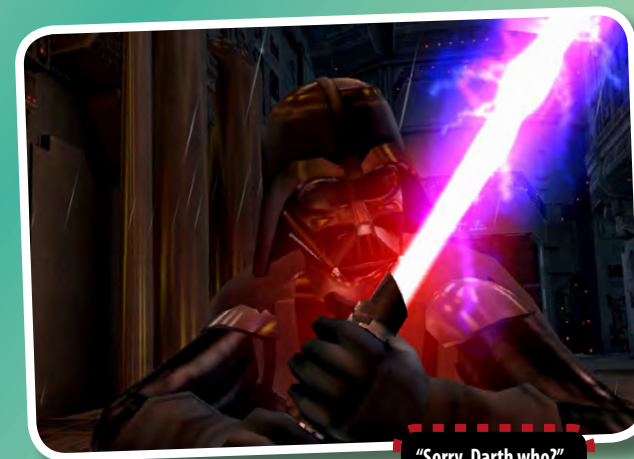
such as Darth Vader, Boba Fett and Yoda. So far, so Lucas.

The game itself feels like more of the same, but just polished and improved in subtle areas. The camera's more intelligent, the combat feels a little smoother and there's a general shine to the graphics throughout. There's also a multiplayer mode which, like Super Smash Bros, gives you up to four players duelling it out with

lightsabers. It's fun for a while, but unlikely to pull you away from the main game for too long.

And that's the slight problem with The Force Unleashed 2. While controlling a character oozing with the power of the Force is always going to be an enjoyable experience, we wish there had been a bit more of it, as you'll likely battle your way through the single-player game in six or seven hours. That said, it's still some of the most enjoyable six or seven hours you'll have, as you never really tire of using a Force move to fling a group of Stormtroopers around.

It's the continuing story that's key here though, as unlike a lot of games, you really will want to know what's happened to Starkiller and will want to see the story through to find out how it finishes up. And while Bowser might be a familiar face in the gaming world, Vader is still one of the most recognisable and captivating baddies of all time. It's almost worth buying the game just for his moments in it.



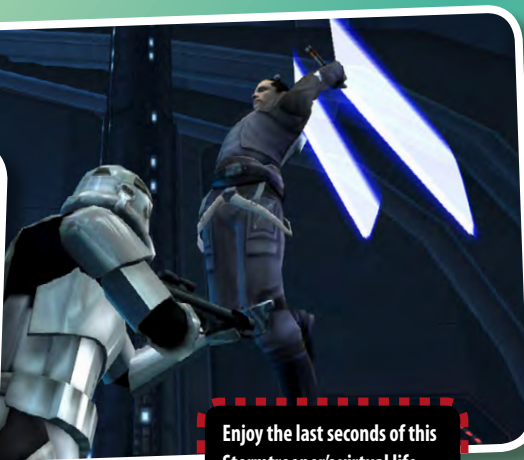
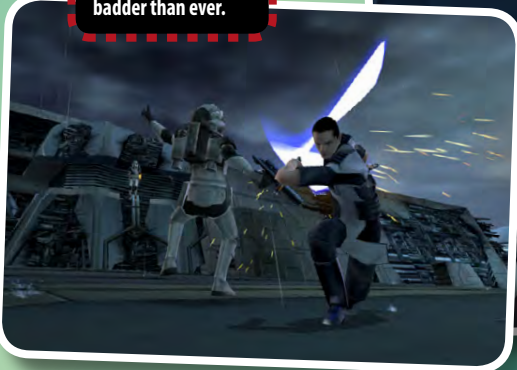
"Sorry, Darth who?"

So a fine sequel, and we managed to get through to the end without having to 'Force' any bad Star Wars puns, too. Well, nearly... 🌟

## Briefly speaking

A decent sequel to the fair original, with tweaked and improved gameplay, and a good multiplayer mode. The story's the hook though, and this makes it worth investigating.

Starkiller's back, and badder than ever.



Enjoy the last seconds of this Stormtrooper's virtual life.

### PLAY TIME

HOURS

DAYS

WEEKS

### DIFFICULTY

EASY

MEDIUM

ARRGH!

### FUN FACTOR

DULL

COOL

YIPPEE!

## VERDICT

Short but sweet

# 8



# SONIC COLOURS

Sega's mascot plays catch-up among the stars

## info



**FROM:** SEGA  
**A BIT LIKE...** Super Mario Galaxy, Sonic Unleashed  
**WEB:** www.sega.co.uk/games/sonic-colours  
**PRICE:** £39.99  
**AGE RATING:** 3+



**A**tattered history of under-polished and downright ludicrous concepts has considerably lowered the bar for Sonic games. This makes Sonic Colours' job much easier but even this effort is snagged by the failings of its predecessors.

Taking notes from an old rival's foray into the cosmos, Sonic journeys into

outer space to visit Dr. Eggman's Interstellar Amusement Park but standing around in long queues and overdosing on candyfloss will have to wait for a little while.

Discovering that Eggman's exploiting the powers of aliens know as Wisps to fuel his latest despicable inventions, Sonic speeds through a colourful array

Graphically, it has to be said that Sonic Colours looks stunning.



of worlds to put an end to his arch nemesis' plans.

Colours borrows the same 2D and 3D gameplay perspectives, chopping out those pesky Werehog stages to keep old blue in his element. Gimmicks surface in the form of Wisps, giving Sonic a range of temporary abilities, such as drilling through the ground or becoming a laser that pings Sonic at bullet-like speeds, ricocheting off anything that gets in your way.

Inspiration is drawn from the Mario Galaxy series but with nowhere near the same level of imagination, resulting in an inconsistent barrage of speedy levels and fleeting obstacles which slow the hog to an awkwardly uncomfortable pace.

Shamefully, this is the best that Sonic has been in a long time. Colours occasionally realises the 3D dream we've been clamouring for all these years but at the same time brings up many memories we'd rather forget.

Roll over screen for annotations



## BRIEFLY speaking

Cheesy dialogue, unwanted gimmicks and dodgy controls diminish Colours' achievement. Salvaging all the best bits of what can only be described as a wishy-washy decade, Sonic Colours miraculously pieces together something enjoyable.

### PLAY TIME

HOURS DAYS **Weeks**

### DIFFICULTY

easy **medium** ARRGH!

### FUN FACTOR

DULL **COOL** YIPPEE!

## VERDICT

Still room to improve

# 6

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# WWE SMACKDOWN VS RAW 2011

## info



**FROM:** THQ  
**A BIT LIKE...** WWE SmackDown vs RAW 2010  
**WEB:** <http://community.smackdownvsraw.com>  
**PRICE:** £29.99  
**PEGI AGE RATING:** 15+



### Big men, little console

**W**restling has always had a difficult history on handheld consoles. The Gameboy's Rage in the Cage was probably the worst fighting game that's ever made, despite this reviewer playing it for a ludicrous number of hours in his youth, and things have only got incrementally better since.

In fairness, SmackDown has always been done well on handhelds, be it the odd turn-based DS games or the fully-fledged PSP versions. And it's no different here.

If you've played SmackDown vs RAW 2011 on the home consoles then you'll know what to expect. Lots of big guys punching and kicking each other,

a massive amount of modes and some slightly dodgy animation (which has been the same forever).

So, if you know your Undertakers from your Umagas (RIP), then you'll be happy to know that the classic SmackDown gameplay translates well to Sony's handheld. In fact, the lack of a second analogue stick actually benefits the experience, because it strips away the irritatingly complicated grappling from the 'big' versions and allows you to concentrate on what SmackDown has always done well – which is big, theatrical violence.

Also, SmackDown vs RAW 2011 benefits from the best loading times in the series so far. Not something normally worth mentioning in a review, but if you'd ever had the misfortune of playing one of the older SmackDown games on PSP, you'll know that waiting for 90 seconds while your machine whirls its batteries to death is not worth waiting for, even if it is the main event of Wrestlemania.



Tables can now be stacked. Ouch!

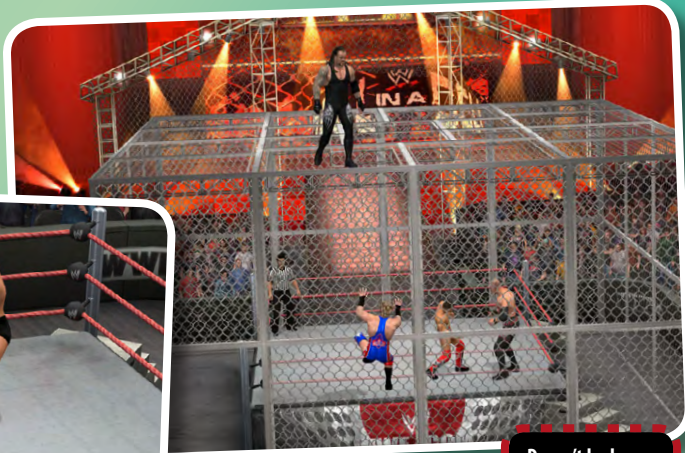
Ultimately, this is one of the best fight feasts on PSP, and the best wrestling game in handheld history. 🐻

### Briefly Speaking

Wrestling games have always struggled on handheld consoles because they're so complicated, but SmackDown vs RAW 2011 manages to remain fun and cartoonishly violent.



Sledgehammer him where it hurts!



Doesn't look very safe, does it?

**PLAY TIME**  
 HOURS    Days    **Weeks**

**DIFFICULTY**  
 easy    **medium**    arrgh!

**FUN FACTOR**  
 DULL    **COOL**    YIPPEE!

**VERDICT**  
 Bullseye!

# 8

## info



**FROM:** Nintendo  
**A BIT LIKE...** Wii Sports  
**WEB:** www.flingsmash.com  
**PRICE:** £44.99  
**AGE RATING:** 3+



# FlingSmash

Tennis + pinball = confusion

**F**lingSmash has the daunting task of reselling Nintendo's Wii Motion Plus, an accessory left to flounder under the promise of a saving grace in the form of Zelda. With the technology finally assimilated into the Remote itself, FlingSmash disappoints as both pack-in software and a decent example of the motion add-on.

The entire ethos of FlingSmash is a bizarre one. Combining tennis

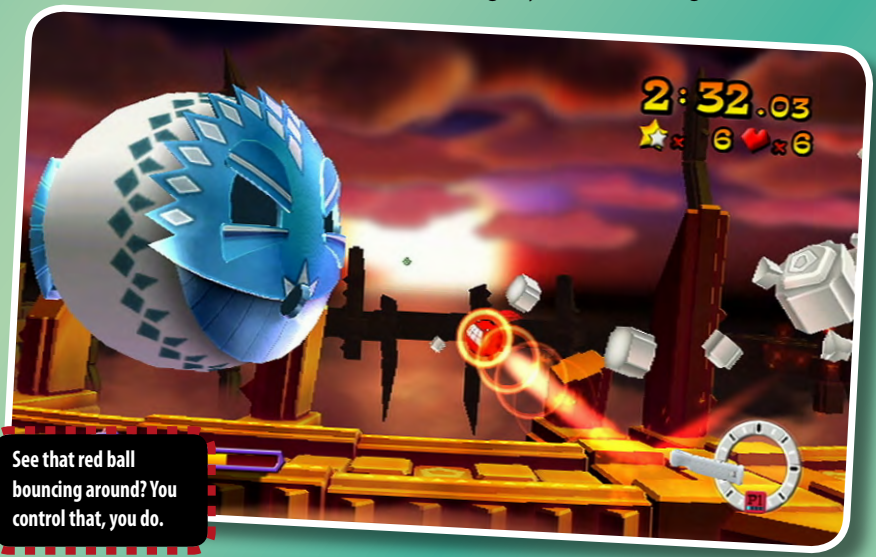
swings with the frantic rush of pinball, you smack a ball-shaped hero around a 2D plane destroying anything that lies in your path, while also avoiding the constant threat of a three-headed dragon nipping at your heels.

Using the Motion Plus as your bat, heavy swings register inaccurately compared to gentler and slower movements. The aid of an on-screen Remote showing the angle of your controller helps define your aim slightly, and mastering the use of the

A button to halt Zip's movements makes for a successful 'pick up and play' title, something that Nintendo will no doubt revel in.

Yet this simple idea turns stagnant quickly. Beyond the first handful of worlds, FlingSmash simply loses its bounce with very few innovations introduced to keep you in play through just a few hours of the game.

There's a story if you want to attach yourself to its wafer-thin depth and familiarity but, sadly, FlingSmash quickly deteriorates into a relentless waggle fest that doesn't really do any favours for the system or the tech it aims to boast.



See that red ball bouncing around? You control that, you do.

### Briefly Speaking

It's hard to recommend this unless you're looking for a new Remote. Better suited for WiiWare consumption in both pricing and content, FlingSmash is an interesting but ultimately disappointing pack-in that lacks any originality beyond its core concept.

## FLUNG AND SMASHED

Breaking down the gameplay



**EARN YOUR MEDALS** **FACE YOUR ENEMY** **Set in motion**

### EARN YOUR MEDALS

In order to progress, you'll have to grab three medals dotted around each level. There's usually more than three to find but getting enough will win you a pearl at the end of each run. You don't need to get them all the first time but you'll need pearls from each level to get the boss waiting at the end of each area.

<b>PLAY TIME</b> <b>HOURS</b> days   weeks	<b>DIFFICULTY</b> easy <b>medium</b> arrgh!	<b>FUN FACTOR</b> <b>DUH!</b> COOL   YIPPEE!	<b>VERDICT</b> Swing and a miss <h1>4</h1>

## info



**FROM:** Ubisoft  
**A BIT LIKE...** Heatseeker,  
 Tom Clancy's HAWX  
**WEB:** www.hawx  
 game.com  
**PRICE:** £29.99  
**PEGI AGE RATING:** 7+



# TOM CLANCY'S H.A.W.X. 2

The sky's the limit

**S**ometimes the Wii doesn't do itself any favours. Or at least those developing for it don't. Here you have a perfectly decent arcade flight game with an impressive pedigree on the HD consoles, but for some reason the development team has forced motion controls onto it, damaging the experience irreparably.

You know what to expect. You're a young, hot-shot pilot who finds himself in the H.A.W.X. team and prepped for shooting down all manner of other planes, and you'll obviously get access to some of the coolest flight vehicles on the planet.

Unfortunately though, you're hampered by the controls. You have

to play with a Wii Remote and Nunchuk combination, with the analogue stick used to steer (is that the right word?) your plane and the Wii Remote used for aiming. Now, you can just about get away with this in a shooter or a flimsy Wii Sports flight game, but in a dogfight, you need more precision. Moving the planes around the sky is frustratingly difficult, and you'll need a steel rod in your arm to handle a seriously long play session.

It's a shame too, as H.A.W.X. 2 is a technically proficient game in plenty of other areas. It's nice-looking, displaying more colour than the HD console versions, and showing off its meticulously recreated planes with flair. And when the action flows, it's enjoyable – fast, snappy and dramatic. It's just a travesty that most of your time will be spent wrestling with the controls rather than your enemy.

It's a lesson in what not to do with the Wii. As the console has matured, it has become more acceptable to get



Explosions are a frequent occurrence.

rid of motion controls altogether, and this really is one game that would have benefited from that. 🚫

**BRIEFLY speaking**  
 It should have been good fun, but the cumbersome and tiring motion controls hamper an otherwise fun arcade flight game. Would have been much better with 'classic' controls.



It's more colourful on the Wii.



Red planes are innately cool.

**PLAY TIME**

HOURS    DAYS    **WEEKS**

**DIFFICULTY**

EASY    **MEDIUM**    ARRGH!

**FUN FACTOR**

DULL    **COOL**    YIPPEE!

**VERDICT**  
Plane, but plain

**6**



# Compo Corner

Want something for nothing? Then enter our fab competition!

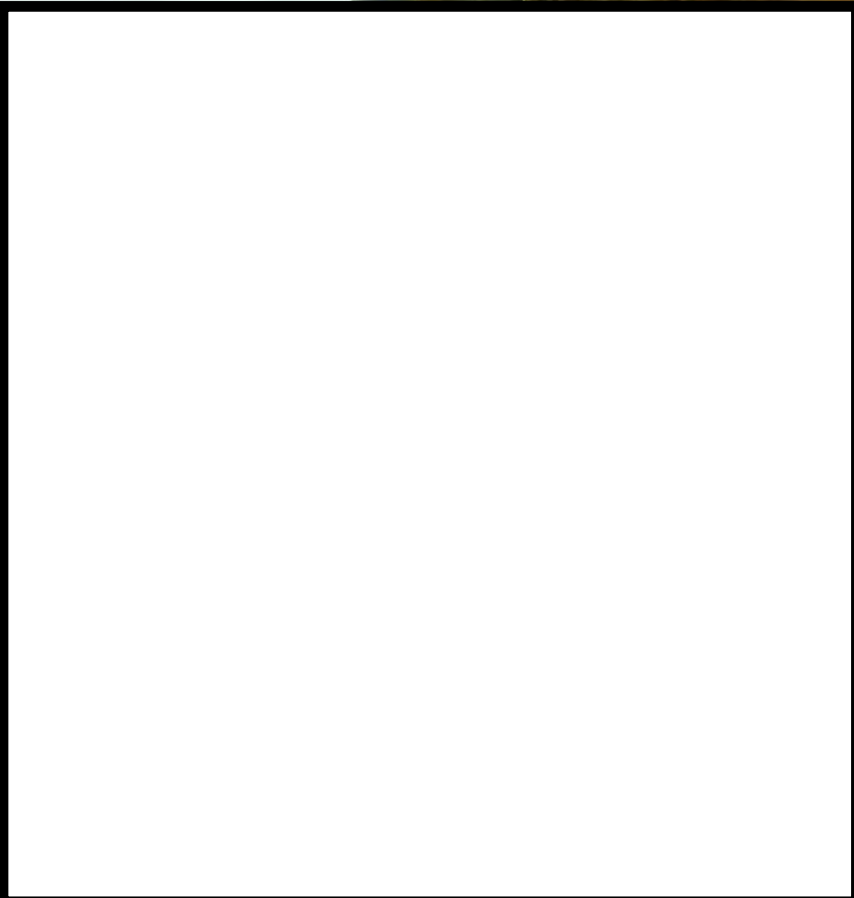


## Win yourself a Wii, PLUS copies of Raving Rabbids Travel in Time!

If you've already read our lead review of Raving Rabbids Travel in Time then you'll know how much we loved it. Quite simply, if you're looking for a multiplayer game to get the family around the Wii this Christmas, then they don't get better than this gem. With over 20 minigames to play through, 30+ costumes to unlock and the ability to now take the game online too, Raving Rabbids Travel in Time is brilliant fun for gamers of any age.

Best of all though, thanks to those lovely people at Ubisoft we're able to give away a Wii plus a copy of Raving Rabbids Travel in Time, and five runners-up will also win themselves a copy of the game, too.

To be in with a chance of winning one of these fantastic prizes, simply answer the question over on the right. And the very best of luck!



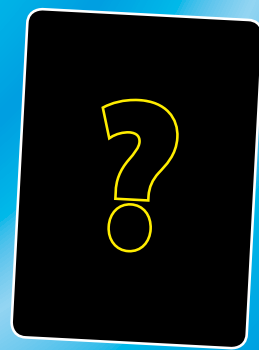
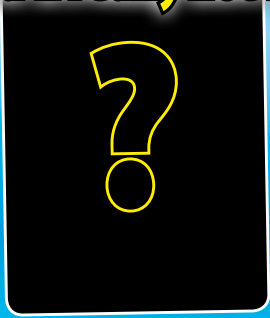
Competition closes 15/01/2011. See website for full T&Cs.



# Next month

# The Games of 2011

Start your gaming new year in style, with our complete guide to the games you'll be playing in 2011. This is one feature you'll really not want to miss.



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The site has sections for all gaming

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

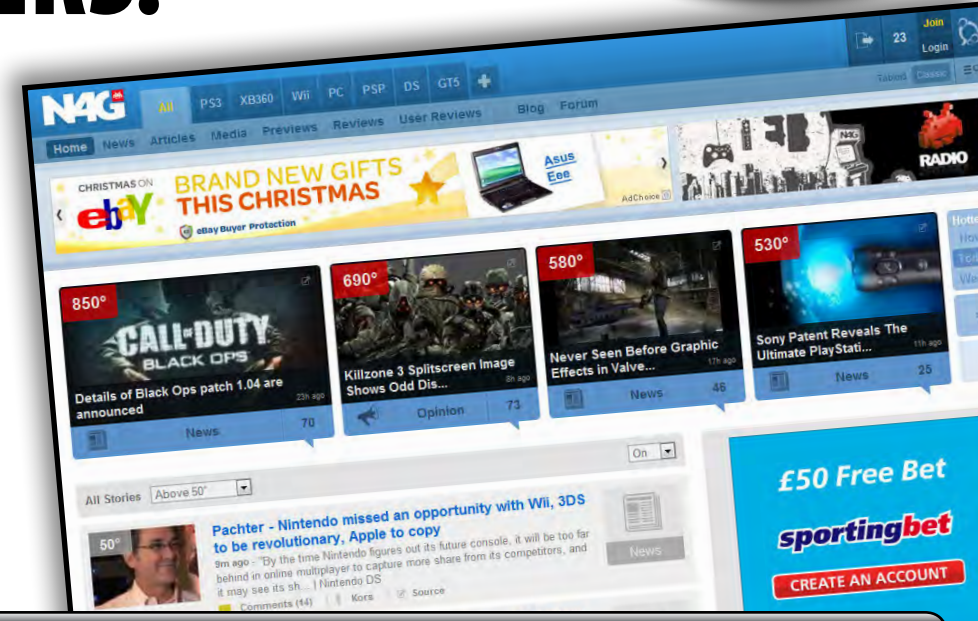
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