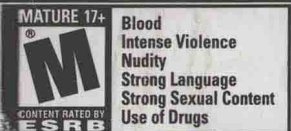


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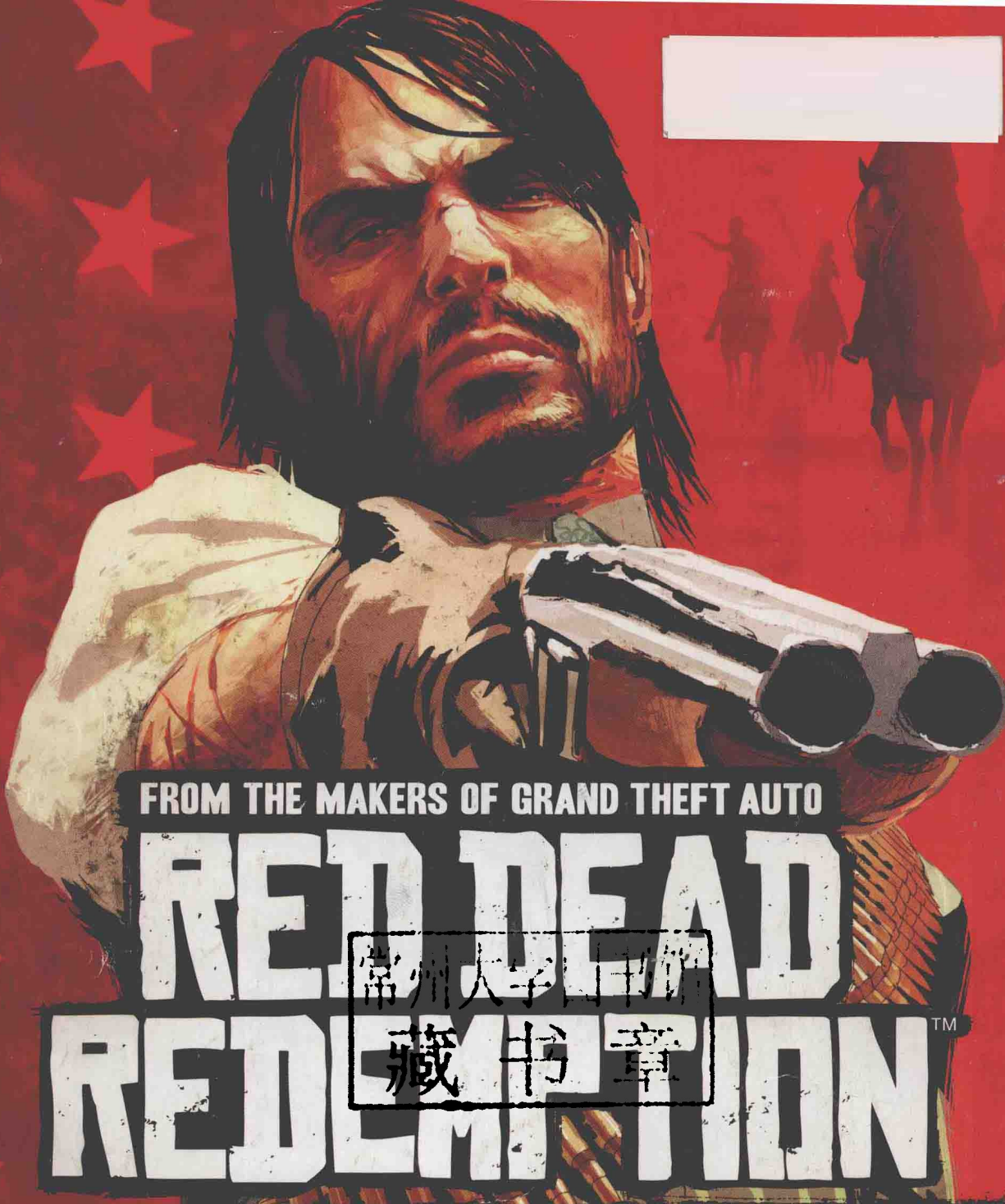


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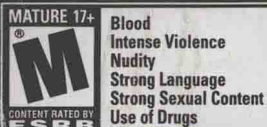


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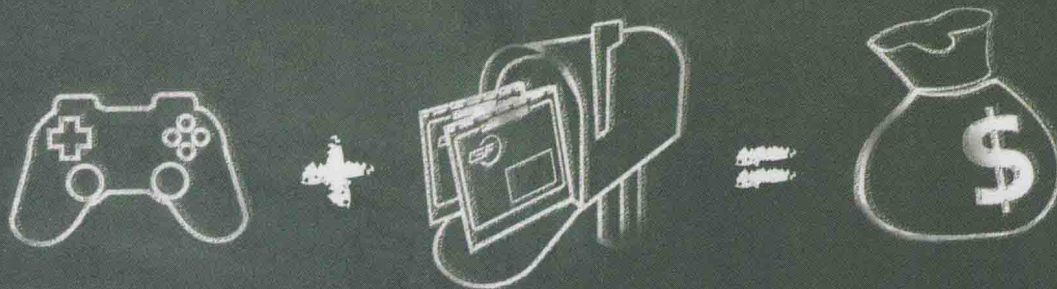
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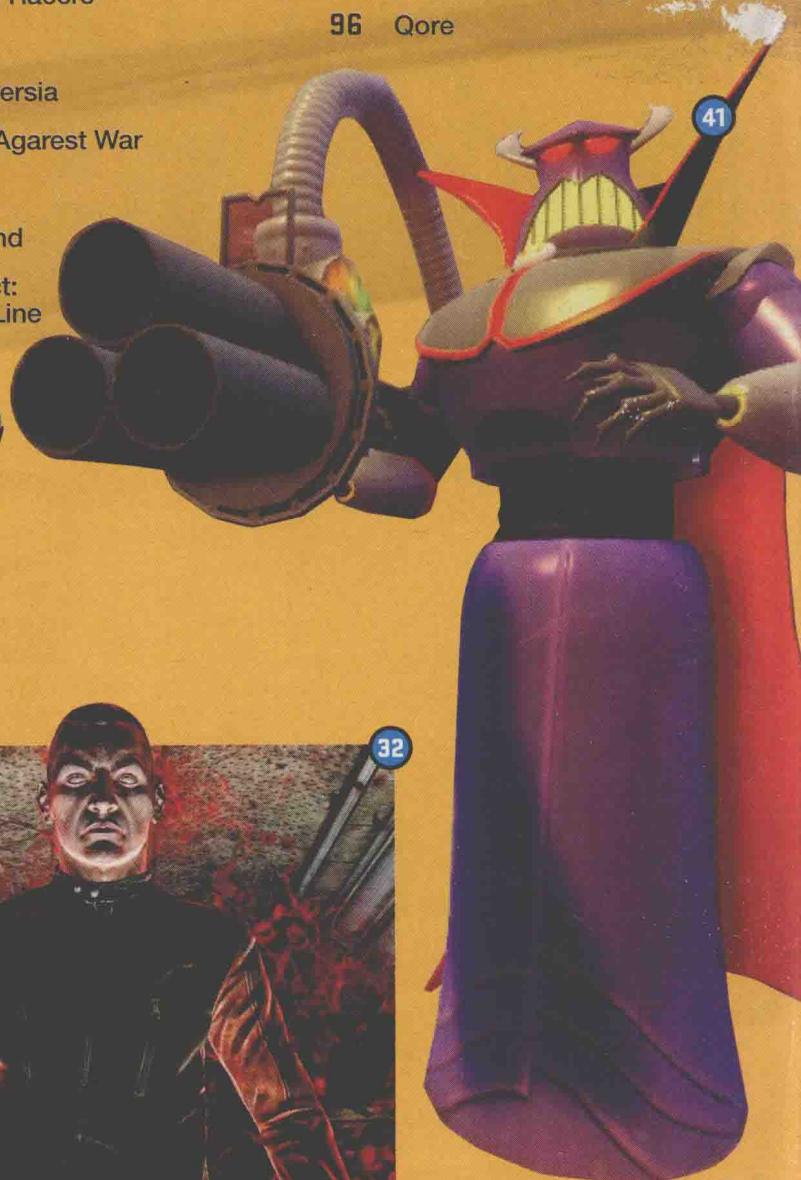


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→ Killer Move

This is how you do multiplayer right. Now, I haven't personally played *Assassin's Creed: Brotherhood*—our trusted reporter had to brave the cold Canadian winds to bring us back our world-exclusive feature. But from what he told me, from what I've read in his riveting report, and from what I know after gathering my own intel while skulking around Ubisoft HQ, *Brotherhood* is on track to be a stunning example of a multiplayer extension, bringing its single-player action into a bigger arena in a way that respects both the game's unique mechanics and rich storyline.

This is also the right way to ramp up a franchise's production schedule. Borrowing a page from Activision's *Call of Duty* model (their release model, not their ham-handed-choking-of-the-golden-goose-known-as-Infinity Ward model), Ubisoft is planning to always have multiple *Assassin's Creeds* in development, possibly releasing a new game every year. Sometimes that will mean a

new assassin; other times we'll return to a former killer. Sometimes we'll get a full 20-plus-hour solo mission; other times we'll get a dozen-hour extension (still a whole lot of solo gameplay!) with new multiplayer modes. I like it.

I also like this issue, if I do say so myself. Every time we put another PTOM to bed, I marvel at what our team has produced. From our incredible preview lineup to our diverse assortment of features to our hard-hitting reviews, we aim to provide you the best insight into everything that matters on any PlayStation platform. But never forget: this is *your* magazine. Keep sending us your letters telling me what you think—good or bad—or just follow me on Twitter and share your thoughts directly. Enjoy!

GARY

Gary Steinman | Editor in Chief

www.twitter.com/TinyManRages



The Team →



GARY STEINMAN
EDITOR IN CHIEF

In the time it takes to read this biography, Editor in Chief Gary Steinman will have mediated yet another peace settlement in the Middle East and saved 40 orphans from a horrible crushing. Dr. Phil sometimes asks him for advice. We're just saying, is all...

NOW PLAYING: *Prince of Persia: The Forgotten Sands*, *Nier*, *Split/Second*



ROGER BURCHILL
MANAGING EDITOR

Having forgotten more in a three-day period than most people remember in a lifetime, our ardent Managing Editor Roger Burchill has begun his quest to become a yogi. Spiritual enlightenment is sure to follow once his knotted limbs are untangled.

NOW PLAYING: *Backbreaker*, *LEGO Star Wars*, *Uncharted 2*, *Split/Second*



GREG ORLANDO
EXECUTIVE EDITOR

Somewhere over the rainbow but well below expectations lies the enigmatic jug-band hero Greg Orlando. Vegas odds suggest he may never make it to the finals of the World Series of Sock Puppetry—if he knows what's good for him.

NOW PLAYING: *ModNation Racers*, *Dead to Rights: Retribution*



SCOTT BUTTERWORTH
ASSISTANT EDITOR

Having accomplished his lifelong dream of applying cherries to the world's third-largest ice cream sundae, sweater-vest enthusiast Scott Butterworth is searching for a new purpose in life. First up? Defeat Greg in the World Series of Sock Puppetry.

NOW PLAYING: *Skate 3*, *Super Street Fighter IV*, *Green Day: Rock Band*



KEN BOUSQUET
ART DIRECTOR

Monster of artwork Ken Bousquet provides shade from the sun, respite from the wind, and safe harbor from mimes. His fierce and unrepentant Shaolin soccer style defeats your silly crane-fu technique again and again. Yes it does.

NOW PLAYING: *MLB 10: The Show*, *2010 FIFA World Cup*, *Split/Second*



THE DAVID MURPHY
EDITORIAL INTERN

Knighted thrice for meritorious service by the Burger King, young intern Daniel "David" Murphy would be remembered for his many charitable acts, if we didn't already fondly recall him as that really tall guy who loves soup. No man like him for eating soup.

NOW PLAYING: *Iron Man 2*, *Final Fantasy XIII*, *Nier*, *ModNation Racers*

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THE TEN

Stories that everyone's talking about

The Force is Strong in this One

Vader's apprentice rises again

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Fight's on!

Capcom's next super fighting game

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Locked on Target

The PlayStation airwar heats up

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More War

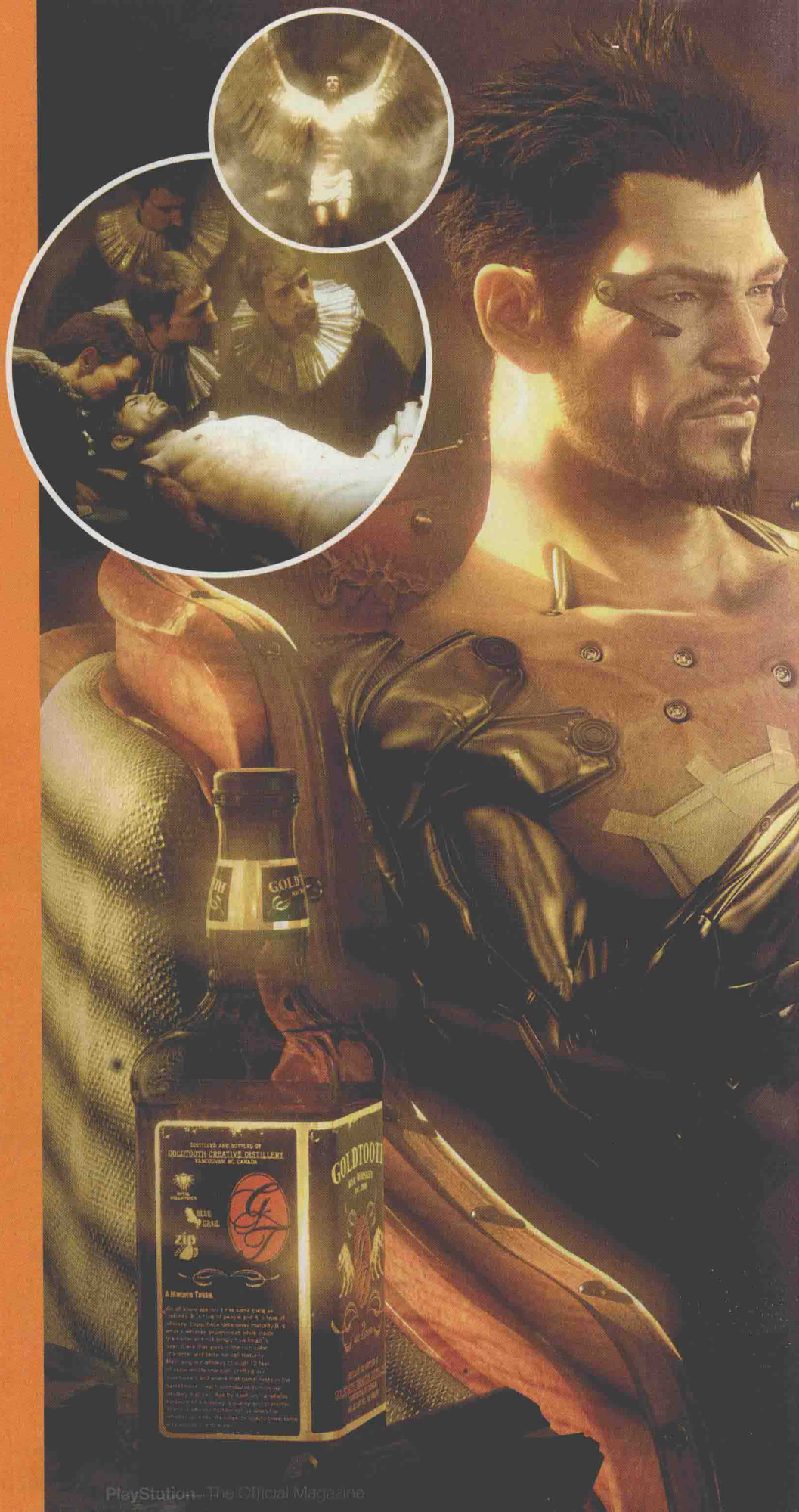
Did you really think Kratos was done?


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Sneak Freaks

Scott and Greg can't hide their differences

→ Page 20





1 Deus Ex Returns

It's time for the *Human Revolution*

The revolution will be televised on PlayStation 3 when Square Enix revives the popular *Deus Ex* franchise later this year.

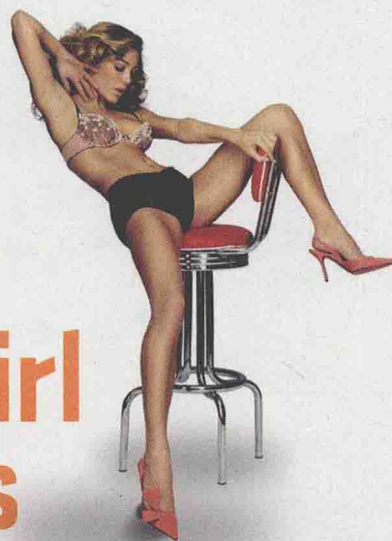
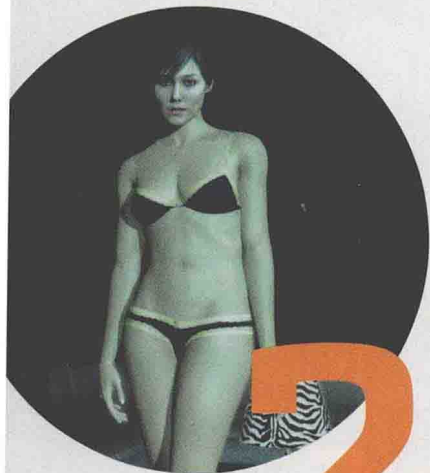
"*Deus Ex: Human Revolution* takes place during a time of tremendous technological advancement that also brings with it some very serious concerns," says *Revolution's* game director Jean-Francois Dugas. "One of these significant breakthroughs is human augmentation, and specifically, mechanical augmentations. For the first time in history, humans are able to literally merge with technology to increase everything from brain power and problem-solving ability to brute strength. Predictably, there are people in society who are for and against these kinds of changes and that undercurrent of struggle and the fear of the unknown hangs over the entire game."

Players won't need to know what has come before; *Revolution* serves as a prequel to both *Deus Ex* (2000) and its 2003 sequel *Deus Ex: Invisible War*.

What sets *Revolution* apart from its more straightforward brethren is its notion of a malleable protagonist and also plot elements wherein a player's choices affect the storyline. Security officer Adam Jensen (pictured here) can augment his abilities with mechanical upgrades, increasing his speed, strength, stealth abilities, and more. In this way, it's possible to tailor the hero to a favored play style. Moral choices, in turn, allow Jensen to define his experience.

Revolution will have a mix of straightforward and open-ended levels. "With the open-ended ones, non-linearity is key," Dugas says. "Although you'll always know what your critical mission is, gamers who like to explore will be rewarded with additional experience points or equipment." Players can also uncover missions that a gamer who only stayed on the critical path would miss.

"On top of that is another layer: multi-solution gameplay," Dugas says. "Whether through additional exploration, utilizing a special augmentation, talking to someone, hacking a computer, or going in guns blazing, you can often complete objectives with whatever style of gameplay you prefer."



2 Meet the girl who makes Madison sexy

Heavy Rain motion capture star Jacqui Ainsley talks stunts, bumps, and catsuits with PTOM

In *Heavy Rain*, we lived through every one of fearless photojournalist Madison Paige's experiences with her—and it was pretty grueling. So we had no trouble sympathizing with model Jacqui Ainsley, the motion capture actress who supplied the face and body of Ms. Paige: She had to act out everything that Madison ends up doing on screen, and it was almost as tough for Ainsley as it is for her character.

"I remember [David Cage] asking, 'Are you sporty? Because this is going to be very physical,'" explains Ainsley. "But I wasn't aware of quite how physical that was." For Madison to take a beating in the opening scene, Ainsley would have to as well: "The motion capture suit has the sensors in your boniest places because they're what makes your virtual skeleton, and falling and fighting time after time means that those places are impacted over and over again." It was an extreme level of performance like nothing she'd experienced before. "I was quite often black and blue. Trying to continue modeling alongside that was tricky sometimes!"

Acting in the Raw

The sexy stuff, though, didn't mirror the game's action nearly as closely. For a start, Ainsley wasn't

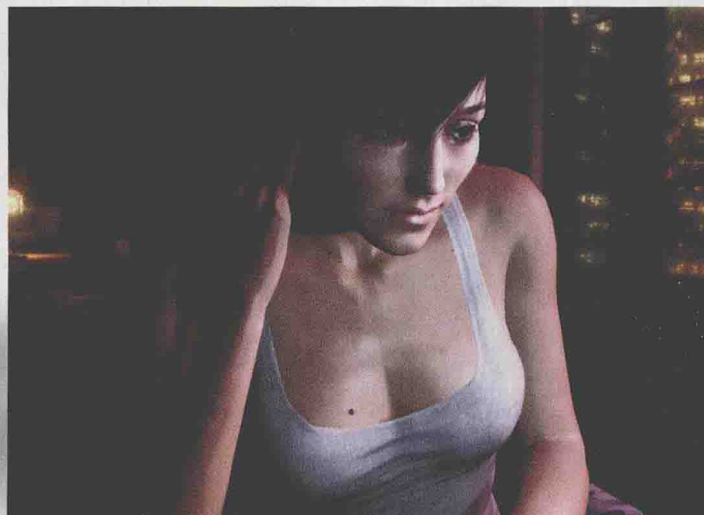
even naked: "[The sex scene] was funny because of the logistics of it. We were in these catsuits with the Velcro sensors, and there wouldn't be any friction or anything getting in the way. There were lots of funny moments." And she stresses that many of Madison's naked moments are more dramatic than

titillating. "The striptease scene is less sexy and more of a violent scene really, because she's being held at gunpoint." Our thoughts exactly (*ahem*).

She didn't end up being the

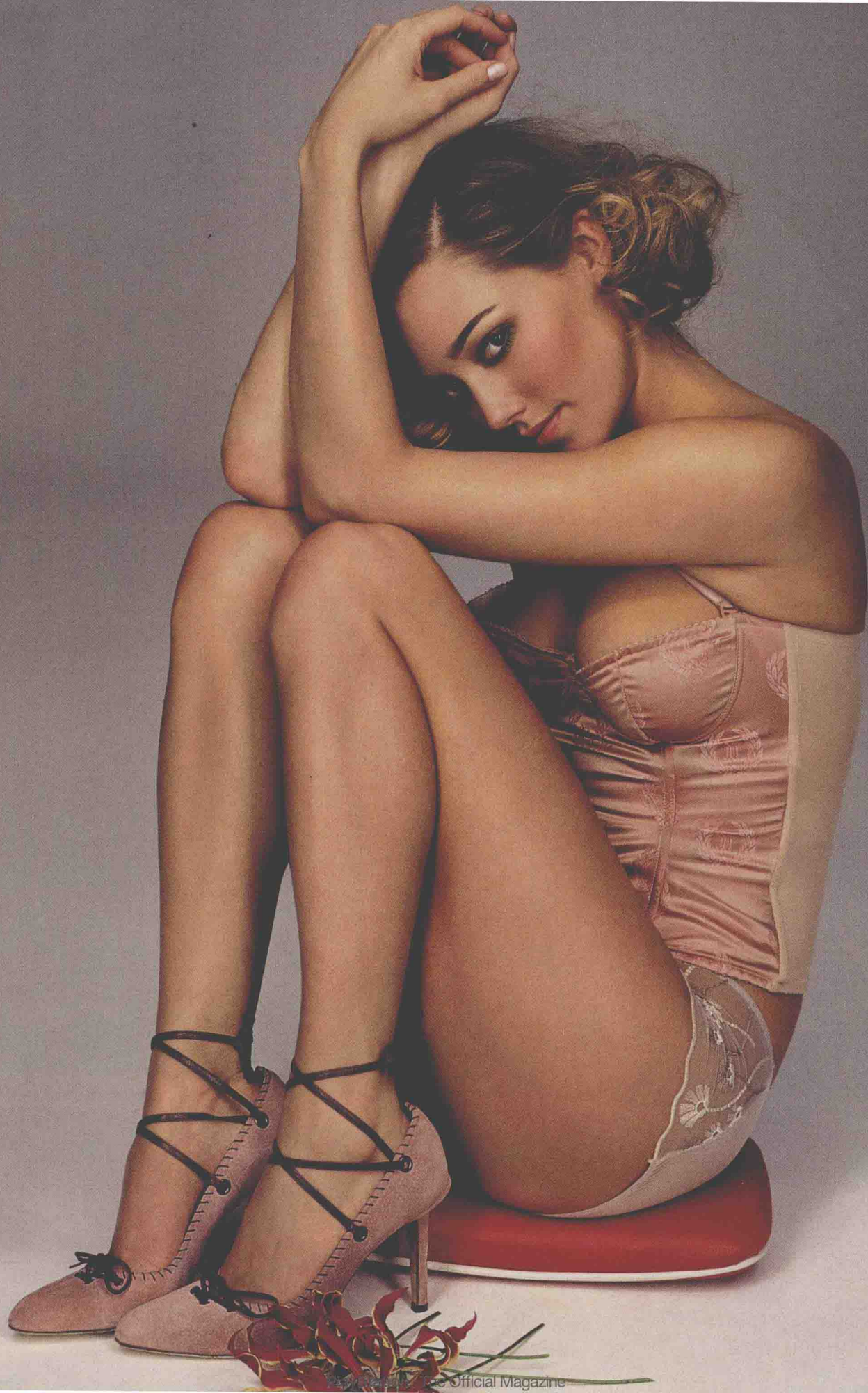
voice of Madison ("I did a West Coast accent, and they really wanted East Coast") but she says that she still feels incredibly close to the character: "Madison's young, she's career-driven, she's very dedicated to people she loves. All those things I'd like to say about myself as well." And in the end, Ainsley enjoyed performing the action parts of the role so much, she's considering putting together her own stunt portfolio. "[*Heavy Rain*] was above and beyond my expectations," she says. "I really did love every minute of it."

"The sex scene was funny because of the logistics of it. We were in these catsuits with the Velcro sensors."



FLY AINSLEY

While she nurtures her stunt woman dreams, Jacqui Ainsley continues to do modeling work as well as appearing in adverts—you can currently see her as one of the outrageously gorgeous air hostesses in a Virgin Atlantic promo and a sexy lady for Lynx men's products. But more importantly than any of that, her CV includes the ultimate gold seal of attractiveness: she's been a Bond girl. (You can spot her in the credits to *Die Another Day*—she's the one covered in fire.)



3 Starstruck

The Force Unleashed 2
answers the question:
Can death stop a Jedi?

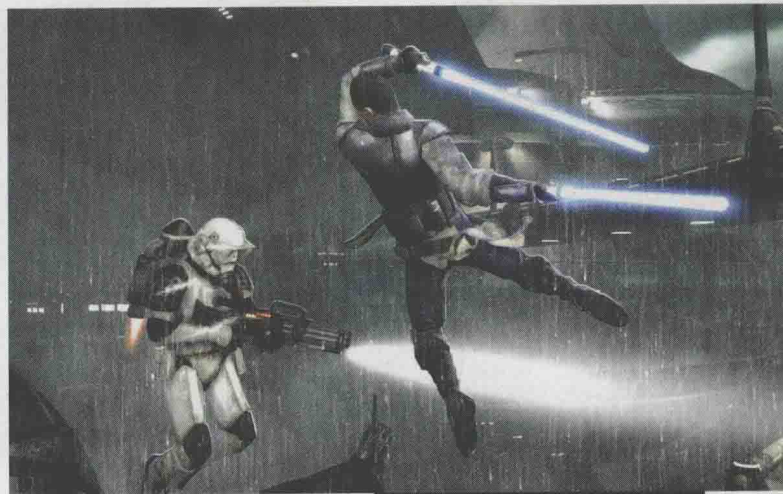
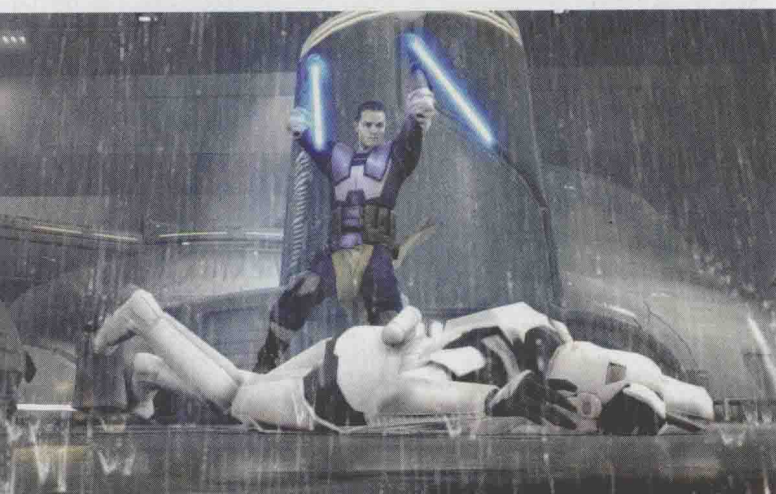
What Came Before

Star Wars: The Force Unleashed (September 2008)

It was a bad time to be a rebel or a Jedi. Mean old Mr. Vader took to training a secret apprentice, Galen Marek aka Starkiller, in the ways of the Force, and then set him loose upon the galaxy.

Utilizing two impressive graphics technologies, *Star Wars: The Force Unleashed* turned the safeties off, allowing Starkiller to juggle a Star Destroyer, huck TIE fighters, and tear the hell out of slaving Rancor monsters. Digital molecular matter allowed for the destruction and manipulation of items in a realistic way: glass shattered, stone crumbled, steel bent and twisted. Its counterpart *Euphoria* imbued all the in-game enemies with a functioning central nervous system that enabled them to react to external stimuli, meaning they flailed realistically, grabbed at items to right themselves, and would try to seize any nearby railings to avoid being knocked into a void by a blast of Force energy.

Starkiller, unleashed on the galaxy, sought to kill Jedi for Vader. He found a love interest in pilot Juno Eclipse, and a robotic companion in Proxy. Eventually, the Jedi repented of his evil ways and aided the fledgling rebel alliance. This put him into direct conflict with Darth Vader and the evil emperor, Palpatine, and Starkiller met his demise at their hands.



What Comes Next

Star Wars: The Force Unleashed 2
(Q4 2010)

Death, where is thy sting? Starkiller, showing the plucky, can-do attitude of comic book characters and horror movie villains, will not let his status as a cadaver deter him. He's returning as the protagonist in LucasArts' *Star Wars: The Force Unleashed 2*.

"We knew at the beginning of *Force Unleashed 2* we wanted to bring back Starkiller," says Hayden Blackman, the game's executive producer. "We kicked around some other ideas, but ultimately we're very attached to Starkiller as a character.

We thought we could build an entire franchise around him, and continue to tell stories in this time period. So our first order of business was to tackle how we'll bring him back."

Blackman reveals *Unleashed 2* begins with Darth Vader traveling to Kamino, the watery world where the Army of the Republic clones were created in the *Star Wars* prequel films. Vader lands at a secret facility where Starkiller—alive, but not well—is in chains. "Vader tells Starkiller he is a clone," Blackman says. "Starkiller is very confused. His memory is fractured, his emotions are raging, he doesn't know who he really is. Everything from the real Starkiller's life

seems to be just a hazy dream, and Vader really preys on this."

In rebellion, Starkiller flees, searching for his love Eclipse and stealing Vader's personal TIE fighter in the process. His journey takes him from Kamino to Cato Neimoidia to the cave of evil on Dagobah. In the cave, he'll be confronted by visions as Luke Skywalker was, and one of those visions will suggest he's been had: It's not possible to clone a Jedi. Were such insanity possible, the Clone Wars would have been fought exclusively with lightsabers. The answer to this conundrum, of course, will be resolved when the Force is again unleashed, later this year.

↑ POWER TRIP

Young Starkiller has expanded his skills for *The Force Unleashed 2*. Where he used to wield one lightsaber, now he carries two. But that's barely a bullet point on a features list.

"We are introducing new powers," Blackman says. "We have a Jedi mind trick which will be re-envisioned in an unleashed mode; it will allow enemies to target other enemies with a really high rate of fire. They will attack relentlessly for a brief period of time and then they'll explode in a glory of Force energy."

"We also have Force Fury, which is an overpower or super-Force mode," he says. "When you go into Force Fury, all your powers will be totally amped up. You'll have brand-new combos; your lightning, which might hit a small group, will now hit almost everybody on screen; your Force push, which hits somebody like a cannonball, will now send them out to orbit."

HEROES UNMASKED

Hulk, Wolverine, Iron Man, Ryu, Morrigan, and Chris Redfield have all been confirmed, and Capcom's promotional artwork hints at such characters as Chun-Li, Frank West, the Super-Skrull, Dr. Doom, Deadpool, and Captain America.

4

It's Mahvel, baby!

The fighting game renaissance rolls on with the announcement of *Marvel vs. Capcom 3: Fate of Two Worlds*

Capitalizing on the momentum of the successful *Street Fighter IV* and the fantastically popular re-release of *Marvel vs. Capcom 2* on PSN last year, *Marvel vs. Capcom 3: Fate of Two Worlds* will once again pit Marvel's stable of iconic superheroes against Capcom's most beloved characters in a wildly over-the-top fighting spectacle.

This time around, we can expect a lot more than recycled sprites. The entire game is being built from the ground up on the same technology powering *Resident Evil 5* and *Lost Planet 2*. It also features an all-new art style resembling a living comic book, complete with dark, dramatic shading, and contains prologues and epilogues for every character.

Who will appear in the game? And what about the gameplay? Unfortunately, Capcom refuses to divulge details. However, it has revealed the current roster is 30 characters strong and growing—with several newly added characters mixed in with the more familiar crowd—and the gameplay will retain all of the "highlights" (think Hyper Combos) of *MvC2*'s combat, though Capcom wouldn't confirm whether or not the game would still focus on three-man fighting teams. The combat commences in spring 2011.

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PlayStation



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Violence

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UBISOFT

5 High Time

After being grounded for what feels like years, the jet flight sim genre is ready for takeoff in 2010



ACE COMBAT: JOINT ASSAULT

Possibly the most venerable flight franchise on our beloved platform, Namco Bandai's long-running *Ace Combat* series is gearing up for its second flight on PSP this summer. Though the straightforward arcade formula remains largely unchanged, it's packing a couple of "firsts" just in case.

The entire story campaign features co-op for up to four players (via ad-hoc or infrastructure). Certain missions allow all four players to fly side by side while others will split the squad and task each player with completing separate objectives that will affect their teammates' games. Of course, for those who prefer to blow their friends out of the sky, *Joint Assault* also offers competitive multiplayer modes for up to eight players.

Unlike previous *Ace Combat* games, *Joint Assault* features real-world locations, including major cities like London, Tokyo, and San Francisco. Naturally, there'll be a hangar full of licensed real-world aircraft as well.



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

Tom Clancy's first foray into the highflying world of aerial combat proved only moderately successful, but Ubisoft clearly sees more potential in *H.A.W.X*'s fast-paced mix of realistic settings and arcadey gameplay. Here's what we can expect from the second PS3 fly-by coming this fall:

As a member of a super elite squadron with expert training and access to sophisticated prototype technology, we'll be among the most select pilots around. The Solid Snake of the skies, so to speak. That means engaging in a range of white-knuckle combat scenarios, including taking off while under fire, carrier night-landings, and intense dogfights in aircraft that, according to most governments, don't actually exist yet. This all takes place within a "richly detailed storyline" that will include real-world locations such as Moscow, the Arctic Circle, and the Persian Gulf, all painstakingly recreated using high-resolution satellite imagery.

The devs also revealed that the Enhanced Reality System from the original—which provided players with various forms of flight assistance—will return, though specifics on its new capabilities remain classified.

6 Odd Couple

We take an in-depth look at the unlikely heroes of *Majin and the Forsaken Kingdom*

A wiry, amnesiac thief and a lumbering, dim-witted beast might seem like a mismatch, but their strengths play off each other in a platform/puzzle/adventure reminiscent of the PS2's *Ico*. Their adventure begins in the middle of an overgrown temple that seems abandoned save for the occasional group of oily-looking demonic guardsmen. Tepeu the thief has no choice but to begin exploring and, with Majin in tow, the two set off on a quest to find out more about their murky pasts and the fate that befell the kingdom that confines them. All will be revealed when Namco Bandai releases the game this summer.



↑ **TEAMWORK** Environmental puzzles like destructible walls and complex locked doors litter their path, and the duo must cleverly use each other's strengths to solve them. Tepeu can move soundlessly and squeeze into small spaces while Majin is best at brute force.



← **STEALING AWAY**
Vulnerable to enemies when separated from Majin, the thief must use stealth to avoid detection. Tepeu can also set up diversions like small explosions to distract enemies.



→ **TEPEU THE THIEF** Tepeu initially finds Majin chained up in a cell, where, separated from his magical powers, the poor beast had been waiting for a hundred years to be rescued. Indebted to Tepeu for his release, Majin becomes a powerful ally.



← **100% ORGANIC KINGDOMS**
Real kingdoms aren't divided into levels or chapters, and neither is the *Forsaken* one. Explore freely, but certain areas will remain impassible until power-ups are acquired.

↑ **MAJIN THE GENTLE GIANT** Childlike Majin isn't directly controllable, but obeys Tepeu without question. For example, Tepeu can lure enemies to a specific area and signal a hidden Majin to knock over a wall and crush them.