

PlayStation 3 Forever

Resistance: Fall of Man

3D Dot Game Heroes

The Difficult Launch of the PS3

& More

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Meet the Team

Matt

Editor

Hi I'm Matt the editor of PlayStation 3 Forever. I've been busy playing 3D Dot Game Heroes for this issue and refreshing my knowledge of Resistance: Fall of Man. When I find time to play some more up to date games I have been playing the Elden Ring DLC Shadow of the Erdtree.

Jon

Contributor

Hello I'm Jon! I've been playing video games since I was very young. I grew up with a Super Nintendo, before moving onto the Nintendo 64, then followed by the Xbox and then finally settled onto the PlayStation and have been a fan of Sony's consoles ever since.

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Batman Arkham Asylum

2009



Ratchet & Clank: A Crack In Time

2009



Letter From The Editor

Welcome to a new way of doing things



I am thrilled to welcome you to PlayStation 3 Forever. A new web magazine project for dedicated fans of the PlayStation 3 written by a group of gamers who just won't let the seventh generation console die. We will be digging into the history, the technical details, the huge library of games and accessories that make this console so fascinating.

We're trying to offer something new with this web magazine project. We want to provide an easy to use system to read interesting articles without the bloat of the modern web. Each issue will occupy the main website with back issues accessible via a dropdown. You can track the progress of which articles you have read and even

download the small App so you can get the issue offline and read whenever you need something to pass the time. You can read more about that by clicking the Download the App button.

My First PlayStation 3

My journey with the PlayStation 3 began in 2008, 2 years after its release. I was a teenager at the time and the launch price tag was far beyond my budget. I had to take a short stint on the opposing side and purchased an Xbox 360. This didn't bother me too much at the time, everyone else I knew also had an Xbox 360 and everyone else I didn't know also didn't seem to be buying the PlayStation 3 a fact that Sony certainly was getting worried about.

It wasn't until June 2008 when Metal Gear Solid 4 was announced that I knew it would only be a matter of time before I acquired a PlayStation 3. My friend was lucky enough to buy a PlayStation 3 and a copy of Metal Gear Solid 4 (Also a copy of 2007's Beowulf on BluRay, a curious CGI film that seems to have dropped out of conversation).

I saved up some money, traded in my Xbox 360 and purchased a 60GB model PlayStation 3 with a copy of Metal Gear Solid 4, Uncharted and Kane & Lynch. I didn't realize at the time how special the 60GB version was with its unique ability to play PlayStation 2 games on and

sadly it succumbed to an incurable bout of Yellow Light of Death some years later.

But the PlayStation 3 was the one for me during those crucial formative years which took me from being someone who played a few games to someone who was a 'gamer' and I mean that in the most sincere and loving way. I have played well over 350 PlayStation 3 titles by this point and am on to my 4th PlayStation 3 console.

It was this console and its games that really solidified gaming to be a huge part of my life. To spend hours playing with friends in-person, friends online

and by myself, getting wrapped up in stories until the late hours of the morning. I still to this day proclaim the PlayStation 3 as my favorite console and it gets regularly played all these years on.

This project is a way to indulge and relive those past memories. There is a rich history to tell about the games that were made for it and the battles Sony waged for it.

So I hope you enjoy reading it and if you want to reach out and get involved please send a message to contact@playstation3forever.com.



Resistance: Fall of Man

Never underestimate humanity's will to survive

SCI-FI SHOOTER

LAUNCH TITLE

EXCLUSIVE TITLE

RELEASED 2007

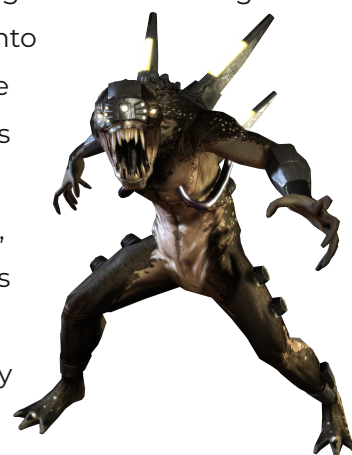


What better way to introduce a new console than with a new franchise? Resistance: Fall of Man is the first entry in the Resistance series and was a launch title for the PlayStation 3. It boasts the first serial number on the spine of the case, BCES-00001, which led me to think it was the first to enter the system of registered games, at least outside of

Japan. The developer, Insomniac Games, is well known for the Spyro and Ratchet and Clank series and Resistance marked a big tonal shift from their recent titles.

With no re-release, remaster or even a port, Resistance: Fall of Man remains trapped on the PlayStation 3

The game creates an alternate timeline branching off in the early 1900s. We are led to believe a virus started spreading in Russia turning people into Alien-like creatures called Chimera, creatures with far too many



HUMAN WEAPONS



CARBINE

This is your basic standard issue rifle. Fires slow but a reliable weapon.

ROSSMORE SHOTGUN

The shotgun is great for close range and packs a punch.



DRAGON FLAMETHROWER

Now we are having some serious fun. Set the world on fire with this weapon. It's secondary fire lets you expel a cloud of gas to build up for an explosion.

LAARK ROCKET LAUNCHER

This is an extremely powerful weapon but comes with limited ammo. You are most likely to pick it up in a boss or vehicle fight and do some serious damage.



eyes and far too many pointy teeth. This threat slowly bubbled until 1950 when the Chimera swept across Europe finally burrowing beneath the English Channel to make it to Great Britain (Sadly, they weren't able to take the Channel Tunnel Train yet as it wasn't due to be built for another 40 years). Fortunately the Americans decided to come over to save the Brits and Europe from the Chimerian threat and we find ourselves in control of Nathan Hale, a US Soldier.

The gameplay is a typical FPS of that era. The chimera come in a few different varieties requiring different guns and tactics to defeat. Like most early PlayStation 3 titles, efforts were made to find a use for the controllers' SixAxis function. Some of the Chimera like to sneak up on you and cling hold making you shake the controller to get them off. It's certainly

not the worst offender in the list of SixAxis integration but it's not great either. There are a few horror-esq like moments such as navigating small dark places while being attacked by giant spider-like creatures that might deter some players.



Does the game hold up over time? Well it certainly isn't the most visually dramatic PlayStation 3 game out there. The textures and models look a bit soft but the environments are well constructed and you certainly feel like you are in parts of England. I would assume given

this is one of (if not possibly) the first games for the system there were no tools, no examples to copy from, and with a notoriously difficult architecture to work with, they probably struggled to get more from the game graphically.

To me the game suffers on its presumably intentional choice of being very beige, the buildings are beige, the HUD elements are beige, the

Chimera are beige. It helps fit with the feeling of despair of humanity's last ditch attempt to subdue the Chimera but it also makes the game a bit of a blur masking some of the stand out moments. The story is pretty interesting and well told with enough unexpected twists and turns to keep it interesting. Coming in at around 5-8 hours for the campaign it is an absolute must play for PlayStation 3 fans as it is such an important title.



CHIMERA WEAPONS



BULLSEYE

Not a very powerful weapon but it fires a shed load of plasma rounds very quickly.

ARC CHARGER

This curious weapon fires electricity surges but its effectiveness comes when you can chain that electricity to multiple enemies. Not my favorite to use.



REAPER

Dual weilding is always fun. Primary fire and alternate fire are just split between the guns meaning you have full control over your dual weapon weilding!

AUGER RIFLE

This Chimeran rifle is very powerful and can even fire rounds that penetrate through surfaces.





PLAYSTATION 3

RESISTANCE

FALL OF MAN™



INSOMNIAC
GAMES

SONY



3D Dot Game Heroes

A majestic adventure in 3D land



Take a 2D Legend of Zelda Game, add a third dimension, and put it on the PlayStation 3. That's it. That's the review, that's all you need to know. Everyone said it at the time, but there is no better way to describe what this game is like other than a vintage Zelda game in 3D. But that is not to do this game a disservice, 3D Dot Game Heroes is one of those titles that just brings you joy. It's hard to believe a game like this would exist these days.

Part of what I love about going back and exploring old games is finding gems like this.

The game is unabashedly a homage to the older Legend of Zelda games, specifically those 2D adventure type ones. The game's story and its dialogue is very meta in acknowledging that and the lore of the world was that it was once a 2D land which became 3D. So the developers found a way to take 2D pixel art and turn that into

3D pixel art using blocks. It's very clever and inventive. You do all the things you would do in a Zelda type game, explore the land, go to various temples, find keys, fight bosses. There are even bombs, boomerangs, bow's, lamps and all sorts of other items you would expect in a game like this.

The game is also very funny and self aware. At the start of the game the King requests that you go on this difficult quest



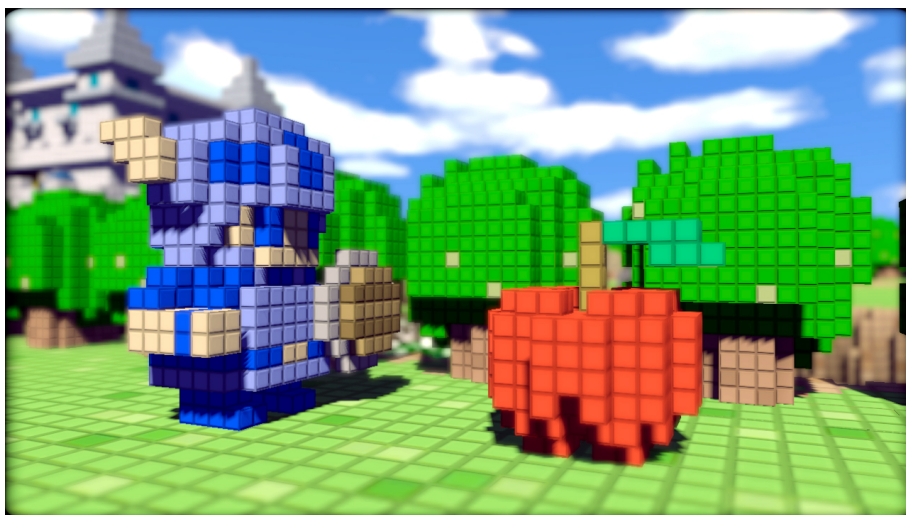
busy with an average completion time between 15-20 hours, even more if you want to go for the platinum trophy which requires some careful planning and 3 playthroughs! But if you can get hold of this title I cannot recommend playing it enough, it is an absolute, nostalgic joy and a breeze to just play casually.

and the game presents you with the “Yes/No” option. Of course I had to find out what happens if you said “No”. The King politely tells you that “This option does not advance the story”. It is a perfect little dig at those pointless choices in so many games like this, I’m looking at you Pokemon Games. Along the way there are plenty of little fun nods to other games, stereotypes of gaming, and there is an unconscious body lying around who your fairy friend assumes “Must be a video game developer”.

To be slightly negative for a moment I did find some of the music a bit repetitive and the environments could feel quite empty. There are boss rooms which are just a big square room with very little going on except for the boss. I get that this might be a natural consequence of the design but I did feel it whilst playing it.

It's not only grassy plains that make up the kingdom but also deserts, mountains and other types of terrain.

The game's art style and simple fun gameplay make this game timeless and perfect to pick up all these years later but there is a slight problem, due to the game being trapped on the PlayStation 3 it can be pricey to obtain a copy. At the time of writing eBay is suggesting around \$40 USD which is not too bad but in the UK you could be looking at £50-60. So definitely one to keep an eye out for. It'll keep you a little bit



The Difficult Launch of the PlayStation 3

Sony's wild ride into the 7th generation



At E3 1995 Sony unveiled their first foray into the console market with the PlayStation. Sony Computer Entertainment's President of America, Steve Race, was asked to come up to the microphone for a brief announcement. "299" were the only words he spoke before departing the stage in an atmosphere of cheers and applause from the audience who knew what it meant. At the time Sony clearly understood

how important price would be at being competitive in the console market. Something which they chose to intentionally ignore at their peril when it came to the PlayStation 3.

The PlayStation was a success and the PlayStation 2 was an even bigger success with over 150 million units sold worldwide. So when it was time for the next generation console,

pressure internally and externally was huge. Just what would Sony deliver?

A Changing Landscape

The landscape was changing. HD TVs were beginning to be introduced but not ubiquitous amongst all homes, Online connectivity which was supported but underused on the PlayStation 2 and would clearly have to be a bigger part



of the next generation and the player base of these consoles was no longer just children and teens but was expanding into adults of all ages too.

Many people like to point to the huge numbers of PlayStation 2 sales and attribute a large portion of them to the addition of the in-built DVD player. There might be some merit to that and perhaps it was something Sony thought too. As Sony slowly unveiled pieces of the PlayStation 3 it was clear that they were being very ambitious. Their next console would not simply be the next generation of gaming. It would be the center of your entire home entertainment system. Movies,

Streaming, Music, Photos and I guess Gaming if you were into it. Early prototype images even showed the console having 2 HDMI ports. One for your television and another, presumably, for your home cinema projector. This was eventually dropped before release.

Following on from the DVD on the PlayStation 2, the PlayStation 3 would ship with a Blu-Ray drive, not only for those new movies but also for the games. This may have also been Sony trying to "win" the HD format wars with their Blu-Ray specification vs a rival HD-DVD. The list of compatible media types that the PlayStation 3 can

accommodate is staggering. Tons of different file types and some exotic CD and DVD variants too like SACD (Again, this is Sony's format but they eventually dropped this too).

Don't Forget About the Games

But we must not forget this was still a gaming console after all and you cannot talk about the PlayStation 3 without talking about its infamous Cell Architecture. We will save a deep dive into this for another issue but essentially this was a radically different CPU design compared to its rival Xbox 360 and other gaming consoles and computers of the time, and whilst it boasted huge numbers

of parallel computations early developers found it incredibly hard to work with. This meant it was difficult for developers to create titles that worked flawlessly on both systems and with Xbox 360 already having nearly a years headstart in sales it would be hard for many developers to prioritize the PlayStation 3's development and of course a gaming console is really only as good as the games that come out for it. This is a lesson Sony would learn for the coming generations and make exclusivity a huge deal.

Too Expensive

Only 10 years after the landmark "299" moment at E3 2005 Sony would properly unveil the PlayStation 3 in an impressive near 2 hour long



conference. With the final price reveal of \$499 for the 20GB model and \$599 for the 60GB model. They had come a long way since that PlayStation 1 day and placed a lot of faith in getting the message across that this would be worth it to have all of your home media in one machine.

I think there is a lot of confusion when people look back. People will tell you that Sony lost because the PlayStation 3 was too expensive and whilst they are sort of right, it's only expensive if you are comparing it solely on the ability to play games. They were providing a

Launch Options

Upon launch there were 2 models available, a feature filled 60B model and a slimmed down 20GB model with less features. The 60GB model had a number of exclusive features, some notable ones

- Native PlayStation 2 support (Meaning there was literally most of a PlayStation 2 inside the machine, it was not being emulated)
- 4 USB ports
- An SD card slot and a Sony Memory Stick slot (Which the PSP also used) as well as a slot for a pretty dead format called CF.



very good system if you include all the capabilities. This was a tactical decision from Sony and they were losing a lot of money per console to keep the cost to the consumer down. This can be standard practice in the console market, knowing that you get the money back in software sales later and typically the consoles get cheaper and cheaper to produce over time especially with the later revisions and slim models and such but I think the PlayStation 3 pushed this strategy to its limit.

Post Launch Concern

The initial sales after launch were slow, machines were not flying off the shelves but Sony invested in the infrastructure, kept refining the design and features over multiple different revisions and decent exclusive games did start to come out. Sales steadily grew ever since

and I suspect the addition of the Blu-Ray player did start to play a role in this, just as the DVD had done for the PlayStation 2, as the adoption of HD TVs also grew. Eventually the PlayStation 3 did outsell it's rival the Xbox 360 but not by much.

It's hard to work out whether Sony's home media centric vision was a good idea or not. Those crazy features are part of what makes the console so great to me and I am really glad they were in there. Sony eventually worked out that gaming should be the primary focus for their PlayStations and that seemed to serve them well in the PlayStation 4 and 5 era with those machines getting off to a much stronger start. The launch of the PlayStation 3 happened during a really fascinating era with so many new technologies starting that we now just take for granted and they certainly took the console in a fascinating new direction.



My First Seventh Generation Console

By Jon

It wasn't! My first next generation console was an Xbox 360.

It feels like a long time ago that I first owned a seventh generation game console. I was yet to turn eighteen, when, encouraged by my friends at my local sixth form, I succumbed to my desire to upgrade my PlayStation 2 and move on to the next generation of consoles.

It was a very memorable occasion. I remember unboxing my new console, turning it on for the first time and seeing the high-definition graphics pop onto my TV. A significant improvement over the PlayStation 2's standard

definition, the few games I started with were all bigger, smoother to play and more accessible than any I had played before. The only downside I could see was that the controllers needed batteries!

Now I know what you're thinking. The PS3 doesn't need batteries for its controllers! You are correct of course and based off the subject of this magazine and the fact that I was a PlayStation 2 owner, you'd have every reason to expect this amazing new console to have been a shiny new PlayStation 3.

The PlayStation 2 had been a very popular console for many reasons. It was sleek, had a DVD player, a great games library and was backwards compatible with the original. These were just some, amongst many other great features.

The PS3 was promised to be even better, but there was a problem: it was expensive. On top of that, none of my friends in School owned one at the time and Halo 3, an Xbox exclusive, had become a popular game amongst my peer group. Not wanting to be left behind, the new Xbox 360 took priority and became my console of choice.

Xbox 360 Problems

My time with the Xbox 360 started off well. There were some standout games including Gears of War and the previously mentioned: Halo 3. I also enjoyed the Fight Night boxing game series as well as Jade Empire and The Elder Scrolls: Oblivion on the console.

This positive start was not to last however, I soon found that



moving the console while a game was inserted in the disc drive resulted in the game getting damaged! Not a handy feature when I was regularly sharing the console with my eldest sister and moving it from room to room.

This was unfortunately discovered when I tried to play *Fight Night*, it became the first casualty, skipping and freezing whenever I would try and load the game. Not quite realising why it had happened, my habits didn't change fast enough, and more games were broken before an explanation was forthcoming.

The Pull of an Exclusive

In the meantime, my attention had moved away toward the PS3 again. One of my favorite game series, the *Metal Gear Solid* franchise, was releasing *Metal Gear Solid 4: Guns of the Patriots* as an exclusive on the PlayStation 3! This, coupled with the Xbox regularly breaking my games, led me back towards Sony's new console. As soon as my birthday came, I was a proud owner of a new PS3, and



I never looked back! As soon as I opened the box containing my new console it had impressed me. No discs to break simply by moving the console, a nice Blu Ray player, chargeable controllers and the main game I wanted to play. The same PS3 is still being used to this day which is more than I can say about my Xbox 360. A year after owning it, I got the dreaded red ring of death and my time as an Xbox gamer was officially over.

Now reading this you might think I have animosity towards Xbox players, after all I have been talking about my frustrations with the Xbox 360 console that I used to own. This isn't true. My own experience doesn't give me the right to criticise the many players who enjoyed their Xbox 360, the

console was, after all, a better seller than the PS3 and had a great games library. The online features were also fantastic, and Microsoft released updated versions of the console that made it sturdier and less likely to break than the version I had.

It all comes down to personal preference in the end, so if you are an Xbox player or a PlayStation one, good on you! Here is to many more years playing the seventh generation of game consoles. Long may it continue!

Batman Arkham Asylum

TROPHY HUNTER



Batman Arkham Asylum is a fine release from Rocksteady Studios in 2009 and it is still fantastic to enjoy on the PlayStation 3 to this day. Whilst there are newer ways to play it, it still performs well on the PlayStation 3 hardware and copies can be picked up for less than £5 in the UK and around \$7 in the US. The Platinum Trophy is still available as there are no online requirements and it's a nice platinum to have to showcase your skill as a gamer.

this is a single run Platinum Trophy, no multiple playthroughs are required and all collectables are available at the end and to make it even

simpler, the collectables are on the in-game map, so you don't need to keep consulting an online map.



Let's start with the good things,

Missable Trophies

Missable Trophies are those that would require a second playthrough of the game.

LEAVE NO MAN BEHIND

Rescue the guards and henchman from the Joker toxin in decontamination

At some point in the game during the story you will be in a room filled with toxic gas. You need to find and save all the guards and one bad guy before turning the gas off to get this trophy. Which is odd considering turning the gas off would save them anyway?

PARTY POOPER

KO all the henchmen celebrating your arrival at the party

This one is right near the end of the game. Without too many spoilers there will be a bunch of non-hostile guards waiting for you. It is easy to walk past them but no, for this you need to take them all out. This is also a good place to try for the trophy below Freeflow

Combo 40

Difficult Trophies

FREEFLOW COMBO 40

Complete a combo of 40 moves

This is a trophy that requires pretty decent mastery of the controls. You need to keep your combo going to 40 hits which means hitting enemies consistently within a small window and also not getting hit yourself. In order to even

attempt this you need a lot of enemies around you which is why it is best to try and get it along with Party Pooper. Make sure to consult a guide for these and they won't ruin the story by looking them up in advance.

The next set of difficulties are in the challenges. These challenges are separate to the main story but all take place within various locations from the main game. These range from combo challenges to stealth challenges and they are pretty difficult but if you are skilled and persistent you can definitely do it.

You should be looking at 20-30 hours to get the Platinum which is not too bad. It took me an impressive 10 years from obtaining the first trophy to finally getting the Platinum so if you can beat that, let us know.



PlayStation 3 Blu-Ray Remote

ACCESSORY

The previous generation of consoles saw the addition of a DVD player as part of the console. The addition of that functionality to the PlayStation 2 was largely seen as one of the driving factors behind the console's extreme success, at its launch it was one of the cheapest DVD players you would buy and just in case that wasn't enough it was also a top of the range video games console. Both the PlayStation 2 and the Xbox released a separate remote in the traditional rectangular format to make playing DVDs a lot simpler.

The PlayStation 3 would be no different. Shortly after launch the Blu-Ray Disc Remote Control. The Blu-Ray standard introduced a number of new features to playing a disc on top of an already comprehensive list that DVD provided. There were now 2 different menu types and the red, green, yellow, blue buttons which were supposed to be bookmarking options. Unlike traditional

remote controls this was bluetooth and not infrared, meaning it didn't have to be pointed directly at the device, perfect for large cinema rooms. On top of this the build quality was pretty decent as well



the remote was large, solid and weighty. PlayTV, a device which turned your PlayStation 3 into a PVR, not sold in America, came bundled with a sticker overlay for the remote. It remapped some of the buttons to make more sense when navigating TV. The controller worked brilliantly as a TV controller, although the sticker was prone to peeling off

and wasn't a great solution, but it's unlikely there was a big enough market to release yet another dedicated remote.

A later revision of the remote was released in 2011 known as the Media/Blu-Ray Disc Remote control. This remote was a combination controller which let you control a TV or amp as well as all the features of the previous remote control. It was released alongside the PlayStation 3D Display, a dedicated 3D display. It did not have the functions of a typical TV. Bizarrely, this remote control was not bundled with that display. The prices for both on ebay are pretty reasonable < £10/\$10 for the basic controller and somewhere in the region of £20-£30 for the later revision. It's a must buy for those still making avid use of their PlayStation 3 as their media center.

As it uses Bluetooth and not Infrared it's a lot easier to pair with non PlayStation 3 devices and map the buttons to do whatever you want. If you have a PC media center with a bluetooth adapter you can pair it, and remap it to do whatever you want.