

# PlayStation 3 Forever

## Metal Gear Solid V

God of War III

Lair

PlayStation Move SharpShooter

& More

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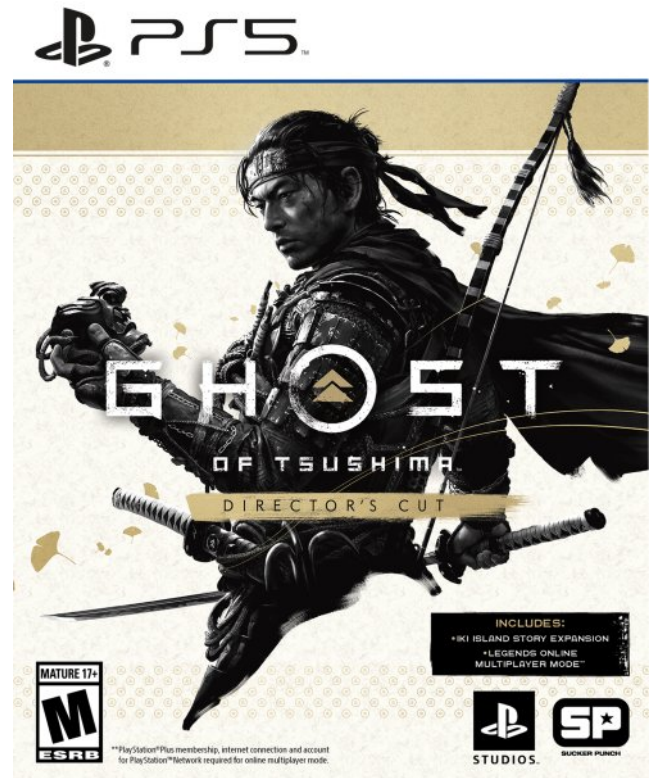
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# Team Update

Matt

## Editor

Since Issue 4 I have primarily been playing Baldur's Gate 3 on the PlayStation 5 which is an absolute time sink but an amazing game. I've also managed a bit of time playing Ghost of Tsushima which I also need to finish. Once I'm done with these modern titles I can finally get back to some PlayStation 3.





# Letter From The Editor

## Time to start gaming again



In the UK we have enjoyed a very warm summer with perhaps two or three heatwaves. Great news if you like being outdoors and enjoy the heat. Bad news if you are a PlayStation 3. My office at home was always 2-3 degrees hotter than the rest of the house which I put down to all of the electronics in there, and the PlayStation 3 expels heat like an electric radiator. I decided not to play it during the worst of the heat due to my fear of it overheating.

But the summer is behind us and the days will get shorter and hopefully slightly cooler. That means more time for some PlayStation 3. I have quite the backlog of games I would like to try out: Resonance of Fate, Dragon Age Origins, Splinter Cell Double Agent and I would love to replay Fallout 3. I am also still searching for some suitable games to work on my next Platinum trophy. I'd like to try Platinum Journey, but my outstanding trophy requires you to play through

the majority of the game with the same online player, but it is totally out of your control as there is no matchmaking.

This issue is focussed on games. I relive my journey into the God of War series with God of War III and then I explore the differences between Metal Gear Solid V on the PlayStation 3 and 4. Is it the best looking, best performing game on the console? I am also really happy with the article on the PlayStation Move SharpShooter, I had a lot of fun playing around with that one. Also Alessio and I did something a bit different for this issue, we had a debate about Trophies and wrote it down just for you. I think it's a fun read, let us know if you like it.

So I hope you enjoy this issue and please send any thoughts, ideas or stories to [contact@playstation3forever.com](mailto:contact@playstation3forever.com).

A HIDEO KOJIMA GAME

# METAL GEAR SOLID V

## THE PHANTOM PAIN

TACTICAL ESPIONAGE OPERATIONS



It still blows my mind that Metal Gear Solid V (MGS V) was released on the PlayStation 3. I first played it on the PlayStation 4 and was somewhat aware that it was released on the PlayStation 3 but never really thought much of it. As time passed I started to realise what a monumental achievement that must have been, as the game was graphically and technically outstanding. So I became

curious and picked up a copy for the PlayStation 3 and this is what I found.

As a keen video game enthusiast, I am sure you are aware that most modern big games use an off-the-shelf engine as the core part of their game. This is because most games all want to do the same type of thing. They need to take input from a controller, output sound, output video, render 3D

images, implement menus etc and it makes no sense for every single video game to have to create their own way of doing all of this from scratch every time.

It is also the job of an engine to help provide consistent support across various platforms, abstracting away any specialities between PlayStation or Xbox and allow developers to focus on the game. Metal Gear





Solid V eventually released on PlayStation 3, PlayStation 4, Xbox 360, Xbox One and Windows and this was all achieved through their in-house engine the Fox Engine.

The Fox engine was developed by Kojima Productions with the support of Konami, who own the engine, and it is a triumph. It is very rare to find companies producing their own engine these days and it is even more surprising that they went through the effort to make an engine that was only used for Metal Gear Solid V, Metal Gear Survive

and quite a few versions of Pro Evolution Soccer. I can't even begin to understand what the technical cross over point between a soccer sports game

and a cinematic, stealth action game is.

I assume that most of the staff who really knew how to use the Fox Engine left Konami, along with Kojima, to join the newly independent Kojima Productions after MGS V was finished, and Konami was left with a powerful engine that was no longer used and will probably never resurface again. Even the later Pro Evolution Soccer games moved on to use the much more popular and better supported Unreal engine.

So why all this talk about engines? Well Metal Gear Solid V released in 2015, 9 years after the launch of the PlayStation 3.





It seems insane to me that they spent this much time and effort making the game compatible with such an old system, and as we know from previous articles the PlayStation 3 was notoriously difficult to optimize for (It's worth noting the Fox Engine also supported PC and Xbox 360). But MGS V would not even be the last huge title to be ported to the previous generation, it was a surprise to me when I remembered that Persona 5 was released for the PlayStation 3 in Japan in 2016 and didn't release worldwide until 2017, 11 years after the console's release! (Isn't the PlayStation 3 the best console ever?)

### Installing the Game

I inserted the game to start the install process, unsurprisingly it took quite a long time, around one hour, and the resulting Game Save Data file that gets put onto your console sat at 7 GB which is one of the biggest around, most of the other large games on my machine came in around the 4 GB size.

I find it very difficult to talk about the graphics in this game. I first played Metal Gear Solid V on the PlayStation 4 and played it for over 100 hours. When playing it on the PlayStation 3,

I feel like my brain is able to insert extra detail that isn't there because of my pre-existing memories. I feel like I am just playing a next-gen title with a fuzzy filter on. It's like the game has too much quality but







is being pushed through a funnel that is too small for it and pieces around the edge are shaved off.

When thinking about graphics there is always a trade off between fidelity and performance. There are plenty of 2D games on the consoles whose simpler graphics allow them to be rendered smoothly, they look beautiful and operate at a rock-solid 60 fps. This is a stylistic choice the developers can make. MGS V is totally and unequivocally at the other end of the spectrum. It is going for high fidelity because the game was designed as a next gen game. The world and characters are highly detailed and the game pushes for as much realism (In a graphical not a plot sense) as it can.

In order to achieve the high fidelity graphics, the resultant output is a bit fuzzy around the

edges, also known as aliasing, and some of the detail is lost, but nevertheless the graphics are fantastic. But more than just the graphics, the sheer scale of this game is also huge. Hundreds of missions set across a wide reaching open world landscape, cinematic cutscenes and all of the mother base stuff too.

An important part of MGS V's gameplay is scoping out a village or facility from a distance, using your binoculars to tag enemies and plan your route of entry. I can't decide

whether this is harder on the PlayStation 3 - because the fuzziness and general lack of resolution makes it harder to spot things over a distance or whether it is easier because the enemies stand out more against a less detailed environment. Perhaps both elements provide a happy balance that makes the game playable on both PlayStation 3 and 4 with slight variations on the way the player tackles a situation.

The game also struggles with performance. At its best moments it's a perfectly acceptable 30 fps, but more often than not, you're going to be hitting some frame rate drops, and these can be quite distracting. In still pictures, like the ones on this page, you can see a few graphical differences and they look quite minor, it's only when you start playing it for real that these performance







feat in engineering for the PlayStation 3.

Is MGSV the best looking game on the console, I think I'd argue no, there are many other games with simpler graphics that look and perform better. The high fidelity of the characters is

differences become quite apparent. During very chaotic parts of the game I'd say it's a really rough ride.

## Best Looking Game on the System?

I can't really think of many reasons why you would choose to play MGS V on the PlayStation 3 in 2025 and

beyond. It is fairly cheap to acquire on all systems and the PlayStation 4 version is a massive improvement in graphics and performance. The servers have shut down and the Platinum Trophy is no longer obtainable either. But if all you have is a PlayStation 3 and you aren't looking to upgrade, you owe it to yourself to try this game out as it is an impressive

there but the fuzziness needed to achieve it can be distracting. But is it the most technically impressive feat on the PlayStation 3 - I think I'd have to say yes.



# Lair

Could it live up to one of the highest hype's of the era?

DRAGON FLYING

EXCLUSIVE

RELEASED 2007



**L**air is the product of development studio Factor 5, a part German, part American development company but published by Sony themselves. Lair received heavy marketing from Sony primarily because this game had SixAxis not as a fun add-on or minigame but at the very heart. In fact SixAxis was the only way to play.

Factor 5 had been around since the late 80s, finding early success with the Turricon series on the Amiga. They made a good number of smaller titles

throughout the years but most interestingly to me was the foray into the flight arcade games, most notably with the Star Wars: Rogue Squadron games, so looking back it seemed a natural fit to take what they had learnt from this genre and swap sci-fi and spaceships for fantasy and dragons. Their website is worth a look, it is still up as of today and is gloriously mid 2000's.

When starting up the game I noticed the splash screen mentioned 7.1 surround sound,

not rare for a PlayStation 3 game but it stood out to me as something that they really wanted to highlight, after that, the next splashscreen is a THX video (THX certification is a high end, rigorous standard for audio quality) again not that unusual for a game but still pretty rare, and after that we get to the title screen and you are hit with this gorgeous orchestral score. This game has one of the stand out orchestral fantasy scores in gaming. In fact, it was so well received that La-La Land Records, a company that



produces high quality physical media releases of film and TV shows, released a 2 disc CD soundtrack of Lair and I can say I am now on the hunt for what is quite a rare item. I highly recommend finding what you can on YouTube if you are into that sort of thing. The primary composer for Lair is John Debney who has credits on lots of well known movies and games.

## Promising Lore

The game itself takes place in a fantasy world where a once united state has now split into warring factions with dragons featuring heavily as the elite units of military armory on both sides. Your primary gameplay is flying your dragon during

massive military engagements. You can even land on the battlefield, set entire battalions on fire and eat your way through soldiers. The gameplay is split over a number of levels with each level featuring a series of objectives like destroying catapults, protecting ships and fighting specific enemies to name a few, there is quite a wide variety of smaller objectives. I tend to find that games of this nature tend to struggle coming up with new and different types of objectives for each level but I am quite impressed with Lairs variety, although ultimately it is "Fly Dragon - Burn Stuff".

But let's just jump to what this game is notorious for. Controls, those damn controls. It was

clear that Sony really wanted to use the SixAxis feature as something to set it apart in the competition and that this really was the future of gaming. I'm not sure whose decision it was but the decision was made that the controls for flying the dragon would solely be controlled by the SixAxis. If you wanted to descend you tilt the controller down, lifted it toward you to ascend, tilt left and right to bank and then they also introduced a little flick of the controller, as though you pulled hard on the reins, to whip the dragon into a swift 180 degree turn.

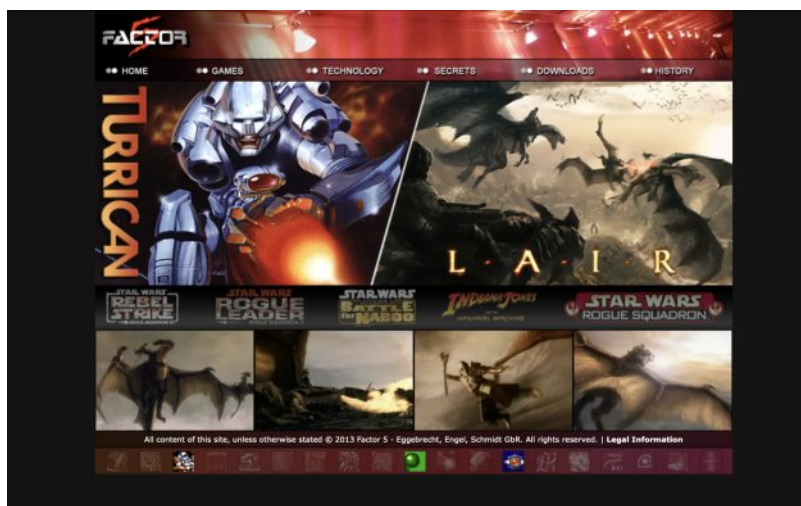
But the game launched with no analogue stick alternative, this was it, this was all you were getting. Even on the behind the



scenes videos that shipped with the game they confessed the other developers thought the controllers were terrible until they were eventually “convinced” that it was actually “very cool”. This was the breaker for almost every review and consumer at the time. The game launched with giant hype, people hated the controls and the reviews show it.

I launched the game today and intentionally did not install the latest patch just to try it and it was indeed very difficult. I just don't enjoy it, there is something for me about wanting to relax into a comfy chair and just move my thumbs but if you want to use the SixAxis and be effective with it, you need to give your whole body room to move and it's just not sustainable. Even for those who do want to try that, the SixAxis is just not reliable enough. The ability to control a character in your game is the bedrock on which all other functionality is built and if you cannot reliably get your dragon into a position to start doing the more exciting functions then you it doesn't matter how exciting the rest of the game may be.

I am willing to accept that SixAxis may well be a personal choice, but it seems incredible not to have launched the game with an optional analogue option. A patch released 6 months later finally introduced the ability to control your



dragon using the analogue sticks and I have to say I never went back for a moment.

Launching with these analogue controls as an option from the start would certainly have helped, but I suspect some of the negativity for the SixAxis would have remained. But it is a real shame because it's kind of a unique title and the story and lore was pretty decent too and we have already talked about the fantastic score.

Factor 5 closed its doors in early 2009. Their website does not suggest this had anything to do with Lair but more to do with the general trend of the industry. This sad story is very common amongst the 7th generation, video game companies were never a safe haven of longevity but this era seemed to claim many mid-sized development houses who just could not compete in this growing landscape where the giant developers and publishers dominated. It's very easy to be a cynic and say that Lair was terrible but the way I see it, it definitely had potential but even with the analogue controls, it just needed a bit more time, perhaps even a second title.

I do think the later patch with the analog controls does make the game playable, and if you can get it for a cheap price, and you are a fan of arcade flight games, I think it's definitely worth a try.



# God of War III

An epic game, an icon of the console



Let me take you back to 2010. It was a Wednesday morning and I had the day off so I did what I often did and went to BlockBuster to rent my next PlayStation 3 game for the week, back then I had the luxury of a lot more free time which allowed me to complete most new releases within the one week rental period and return with no late fines. The latest release that week was God of War III. I had never played a God of War title before, although I was vaguely aware of it, I did have a vague interest in Greek mythology though and I dived in. I was absolutely blown

away by what I played. Looking at my trophy stats I returned home and started playing and finished the main story a mere 2 days later. I became a life long God of War fan, picking up every title I could get my hands on and it is the series where I have the most platinum trophies, although sadly I still don't have the platinum for God of War III.

The first God of War game released in 2005 on the PlayStation 2 by developer Santa Monica Studios and directed by David Jaffe. It was extremely well received and

naturally a sequel followed in 2007 which was directed by David Jaffe and Cory Barlog, who would later go on to direct the 2018 God of War reboot and its sequel which both had incredible success on the PlayStation 4 and 5.

But God of War 3 was a bit of a departure from the names that have bookended the series. Its director was Stig Asmussen, who had worked on the previous God of War titles and took over after the previous two directors left.

Quite often in this magazine we

have seen games struggle to make the jump from the PlayStation 2 to the PlayStation 3, but God of War 3 capitalized on the graphical and cinematic potential of the upgraded hardware and smashed it out of the park. The game became a PlayStation 3 icon, a must have for the platform.

Playing it again today it is clear why it was so important for the system, if this game does anything well it is scale. The game manages to create a dynamic environment where your small Kratos character interacts directly with the huge features of the world. The game starts with the Titans (A race of gigantic proto-gods) climbing the sheer face of Mount Olympus. These Titans are hundreds of times bigger than Kratos and you really feel it. The first tutorial section takes place on the arms and hands of one of these Titans - Gaia, the Earth

Mother, covered in plants and vegetation. As you fight the minions in the small arena on her body, the whole background is moving with Gaia fighting in the background and then as she moves her body your fighting arena rotates causing Kratos to have to hang on and fight whilst climbing.

### Incredible Scale

This then escalated as you then find yourself platforming - swapping between titan, mountain and back to titan, fighting the minions along the way with interwoven sections of Poseideons manifested water horses acting as a pre-boss battle. It is epic in every sense of the word. When you finally dispatch Posideon and make it to the top of Mount Olympus you are quickly knocked off and sent into the underworld splashing into the River Styx - I think technically means Kratos

died - but as we know, Kratos doesn't stay dead for long.

We go from a spectacular scene on Mount Olympus straight into another fantastically detailed underworld complete with Cerebrous dogs to fight, the vast expanse of the planes of Tarterous and Hephestatus, another massive titan who is eternally trapped in Tarterous as per the mythology.

I cannot tell you how much I enjoyed Kratos singlehandedly dismantling the entirety of Greek Mythology. There is no God he won't have a go at taking down, perhaps gauging their eyes out or ripping their heads off. The brutality is hilarious and just brilliant. Even characters who try to assist Kratos find that they meet an untimely demise. Whilst the game takes a lot of extreme liberties with Greek Mythology, it also finds a way to build upon it, inventing new ideas which feel totally totally integrated into the mythology. I particularly enjoy a later scene taking place over a giant physical chain that links the heavens to the underworld and Kratos is falling and fighting for about 5 minutes like Gandalf and the Balrog.

Speaking of fighting, let's talk





about combat. This game is so much fun to play. Some detractors will have you believe it is just button mashing nonsense, and to be fair on easier difficulties, button mashing will probably see you through, but harder difficulties will get you to engage with the combo system and really learn a few.

The bigger enemies typically have a QTE takedown when they are on the verge of death. A circle button appears above their head allowing you to take them down in cinematic fashion with a QTE sequence. Personally, after my 3rd playthrough of the game, I am a bit bored of these animations. I prefer just smashing them until they are dead. The animations are just a bit too long and too repetitive.

On top of the combat, my recent playthrough reminded

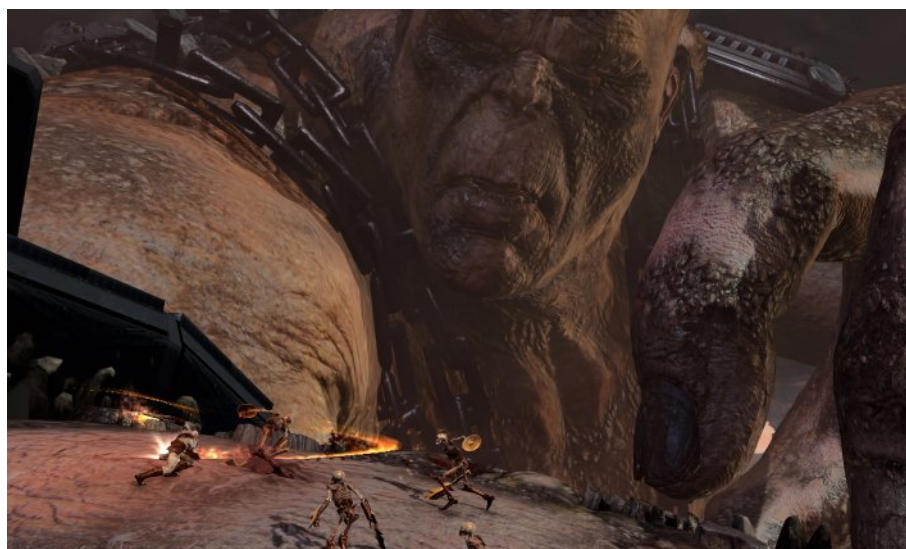


me just how great the little puzzles are. To mix up the combat there are environmental puzzles and platforming elements which are pretty decent and they give you a great excuse to explore and engage with the rich mythological world and lore that the game has created. There are even little “Sight-seeing” points, where you can press a button to get a description of what you are seeing and learn a little bit.

I really want to get the Platinum Trophy for this game.

You need to beat the game on Titan, the game’s hard mode, whilst getting all the upgrades and then finishing the challenge levels you unlock by beating the game. It’s a tall order but I will get around to it one day.

The legacy of God of War is clear, the series has reached even higher heights with the PlayStation 4 and 5 games but the direction the series has gone in has steered away from the absolute brutality of this era. Whilst there was a remaster for the PlayStation 4, the PlayStation 3 remains an excellent place to play this fantastic game, which can be picked up pretty cheaply, and it performs and looks great keeping its reputation as an absolute PlayStation 3 icon.



# Love it / Hate it - The Trophy Debate

## Matt and Alessio discuss their thoughts on the Trophy system

I thought I would do something different this issue and sit down for a chat with our JRPG Specialist, Alessio as we have different opinions about the trophy system.

### Matt

I'm going to hit you with the main question straight away, do you like trophies?

### Alessio

Ah I don't know. It's hard to describe. In theory I do not. But my brain is not immune to the little squirt of dopamine when it pops up. I very much dislike the fact that the notifications for them are on by default, I understand why, but maybe don't have them pop during cut scenes.

### Matt

Right, they can kill the mood or tension if they pop at the wrong time.

### Alessio

Yeah, the one that I can think of the most I think,

is from The Last of Us, there was a hyper emotional moment and it's just like, bloop, bloop. People are crying and then this trophy just pops up with a stupid pun name.

In the early days, when they were first introduced I felt it was like artistically bankrupt.

### Matt

I think that's fair. I think the early additions of trophies really served to try and pump the numbers on the multiplayer sections of some games. We went through this trend of having a game with a 4,5,6 hour long single player mode with a really basic multiplayer mode but then trophies that want you to do 10,000 kills in death matches. It annoys me more that those one are now completely unavailable because servers are offline.

I would say I think things have gotten better though.

### Alessio

Right I think so too for the most part. A lot of



games you would walk through a door and it would ping that you walked through a door for the first time.

**Matt**

So I know you aren't a big fan of the system but do you have any Platinum trophies?

**Alessio**

I have 14 and I think I got most of them by accident. TellTale games for example, you get the platinum for just beating the game essentially. Control (PS4) I do and possibly Alan Wake 2 (PS5) where I just got so obsessive about doing every little thing in the game and then if I end up having 90% and I just need to do one little thing to get it, I'll go for it.

**Matt**

I think I have over 60 Platins just for the record. But you won't seek them out especially?

**Alessio**

No, if it happens then great alright but I'm really not bothered. I'm not as irritated by it any more as I was though. I do think the Trophy system is more elegant than the Gamer points offered by Xbox, but I think Steam have really taken achievements to the next level with the way you can get these trading cards and show off certain ones in your profile.

**Matt**

Yeah I think something extra would be really nice here. The website PSN Profiles does a lot of that heavy lifting for Sony. You can see which of your



trophies are rare and how many you have collected over time.

**Alessio**

Do you remember when trophies were introduced?

**Matt**

Yes, they were patched in with a later system release. I remember at the time playing Uncharted 1 and back then you could get a Demo Disc with the PlayStation 3 magazine and on it was completed game saves that you could copy onto your machine and I was able to copy over a game save that was 100% complete, all medals all collectables but it glitched out my trophy list for that game and to this day Uncharted 1 is sat there on 0%.

**Alessio**

So you are pro trophies then?



## Matt

Yes I am. I like them as a reason to go back and play a game, maybe do some things I wouldn't normally do or explore different content. I talked about it in a previous article that I have these conditions that I think make for a good trophy list and whether or not I will go for the Platinum in a game.

I prefer it when you don't have to go and find a guide and you can pretty much do it by looking at the list alone.

## Alessio

Yes, I think it's good when they are tied with in-game rewards for collecting things or achieving things.

## Matt

The only negative from me is that sometimes if I have Platinumed a game, part of me feels it's a waste of time to go back and play it again, which is kind of sad. I got the Platinum for Control (PS4) first time through and have never gone back despite really wanting to.

Do you think you will Platinum Death Stranding 2 (PS5)?

## Alessio

I'm considering it, as obviously we are playing it for the show (Metal Gear Mondays Podcast) but I looked at the list and some of them seemed pretty miserable.

## Matt

I think I am going to go for it. Thank you for your time Alessio!

# PlayStation Move SharpShooter

## A new take on the Light Gun technology

The death of the CRT TV and the rise of the Plasma and LCD was fantastic, unless you were a fan of light-gun games. These games were very popular in the arcade with notable titles like Time Crisis and House of the Dead, and they made the move to the home consoles very early on with the Nintendo Entertainment System coming bundled with Duck Hunt and a light gun, and every subsequent generation had a few games and devices.

The light gun technology is very picky about how it works and it does not work very well (or most of the time not at all) on modern flat screens.

The PlayStation Move was not introduced to solve this problem, it was more of a happy accident, but early on it was showcased that this type of game could make a come-back with this technology and a small single handed PlayStation

Move Gun Adapter was released.

The PlayStation Move SharpShooter released about a year or so after that and was bundled with Killzone 3 and Resistance 3. The device has two compartments, the first at the front of the barrel is where you slot in and connect the Move controller, this one is mandatory. Secondly you can attach a Navigation Controller, this is optional for some games.







## Compatible Games

- Cabela's Dangerous Hunts 2011
- Cabela's Big Game Hunter 2012
- Child of Eden
- Dead Space: Extraction (Included on Dead Space 2 Limited Edition)
- GoldenEye 007: Reloaded
- Greg Hastings Paintball 2 (PSN Only)
- Heavy Fire: Afghanistan
- Heavy Fire: Shattered Spear
- House of the Dead Overkill: Extended Cut
- Killzone 3
- MAG
- Resident Evil 5: Gold Edition
- Resistance 3
- SOCOM 4: U.S. Navy Seals
- Time Crisis: Razing Storm
- The Shoot
- BioShock Infinite
- Counter-Strike: Global Offensive (PSN Only)
- Modern Combat: Domination (PSN Only)
- Modern Combat: Demolition (PSN Only)
- Resident Evil: Chronicles HD Collection

The device itself is also more than just a piece of molded plastic. It has some simple integrated electronics that provide alternative buttons for the Move controller. For example the physical trigger on the gun in place of the T button and a button where the magazine would go, acts as the Move button.

There are also two sets of Square and Triangle buttons, to support left and right handed players, a reload button and a firing mode selector. At first, when I attempted to put the PS Move controller into the mechanism at the front, I thought I would have to remove the strap, which would be a bit of an inconvenience when swapping between games, but they thought of that and provided a pass-through for the strap too. You can even change the length of the stock to fit different player sizes.

I have to say I am impressed with the quality of it. When the controllers are attached it has a very satisfying weight and solidity to it.

The list of compatible games for it however, is quite low. This is the best list I can find, so even with some more obscure titles it's around twenty games and MAG you can't even play because it is permanently online and the servers have shut down. You do have to be careful when picking up titles though, some of the games only have move support on a re-release or a downloadable patch. I believe Resident Evil 5 needs the Gold Edition to get the support. Looking at my library of games I have eight compatible games but I decided to pick three to have a go at for this test. Those were: Time Crisis: Razing Storm, Killzone 3 and Resistance 3.

## Time Crisis: Razing Storm

Time Crisis with the PlayStation Move SharpShooter is fantastic. It is a totally valid replacement for the light-gun of days gone by. I found it accurate, responsive and tons of fun. I believe, although not tested, you could play local co-op if you had two SharpShooters and a willing friend. When I tried out Time Crisis I just assumed I would need the Navigation controller so I equipped it, as I played I realised that I didn't, because there is no player movement, but I accidentally pressed a button on it which activated it as player two. This meant I could play two players all by myself and use the navigation controller thumb stick to move the crosshairs for the second player. Whilst initially realising this was brilliant I quickly determined that playing two controllers at

once was far beyond my skill level, although with practice, I bet it could be done.

## Killzone 3

Next up I tried Killzone 3. I thought this one worked alright, here you need the Navigation Controller to move around. So you use the thumb stick to move and you look around by physically moving the Move controller. In the opening section of the game you play through a tutorial taking place in a military base, it feels less than optimal to use the SharpShooter for this section, but when you get into combat it comes into its own. I could only manage the game in short bursts with this though, as the device is quite heavy and it gets a bit tiresome. I also realised that Killzone 3 and Resistance 3 support 3D, I sadly do not have a 3D TV but I would very much like to experience



playing these games with this device whilst in 3D mode.

## Resistance 3

Onto Resistance 3 now and the experience is very similar to Killzone 3, you start the game in a resistance bunker and it is quite funny to be pointing the gun at all of your family and friends as you move around the bunker chatting to people. I found the controls particularly frustrating on this one, it doesn't feel as smooth as Killzone 3. You can configure the deadzone to try and make it better, but it is just so awkward moving the gun to aim and to control the camera.

Out of all three games, Time Crisis was definitely the best fit, whilst I appreciated the sharpshooter elevating the basic light gun concept with the ability to move around and play a more traditional FPS, it is just clunky, sub-optimal, and it limits your play session time.

The PlayStation Move SharpShooter is a pretty decent but underused device. Currently on eBay the device itself is going for about £40 - 50. The PlayStation Move and Navigation controllers can go between £10 - 20 each and then you still need to get a few of the

games to actually have something to play, although ironically the games are the cheapest part of the whole package. Personally I don't see myself finishing the campaigns of Killzone 3 and Resistance 3 with this, but I do think I will regularly pick it up to play some Time Crisis to scratch that Arcade itch and I think I am definitely going to go and pick up the House of the Dead now too, but for everyone else it is just far too expensive to justify it.