

ROLE-PLAY

WARGAME

BOARDGAME

CARDGAME

CONSOLE

PC GAME

## KILLZONE 3

PLAYSTATION 3  
FIRST PERSON SHOOTER

DEVELOPER: GUERILLA GAMES  
PUBLISHER: SCEE  
2011

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REVIEWER:  
DIRK VANDEREYKEN



### What's happened?

War. The leader of the Helghan, Scolar Visari, lies dead on the steps of his own palace, killed by the impetuous and impulsive ISA soldier Rico. With his demise, the alien race has become far more aggressive and even now a gigantic Helghast fleet is heading towards sergeant Tomas 'Sev' Sevchenko and the other ISA troops. *Killzone 3* starts with an honest-to-god evacuation as the Helghast have landed and are raining down fire upon all survivors of the last ordeal. It is amidst this chaos that the IAS will have to stand strong long enough for everyone to get out...

### The Game

Since its foundation in 2000, Dutch software company Guerilla Games has proven that a Europe-based games developer is perfectly capable of competing with some of the best titles coming from the US. Even though its predecessor suffered from a number of flaws, *Killzone 2* was well-received by both fans and media, so it's no surprise that the third instalment in the series is released 'only' about two years after that game.



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*Killzone 3* picks up right after the previous chapter ended and the gaming style is pretty similar, although everything seems to be moving a little faster this time around. The evac location is crawling with Helghast, but at default settings most gamers shouldn't have too much of a problem clearing this level, after which there's a more radical departure as the color palette livens up, trading in the muddy greens of old for a more vibrant yellow and blue. Gamers are now more often reminded of the fact that this is an alien world as they have to travel through the local flora, but the animation of the enemies makes even more of an impression. There's a lot of stylish dying going on here, with Helghast tumbling to all directions, falling to their end or covering each other during an engagement. The AI does what it is supposed to do, even though it's far from perfect, but sometimes it's easy to see how veteran gamers might have too easy a time to anticipate on their adversaries' actions.

The graphics are stunning, especially now that we get to explore certain regions outside of the factory complexes and ruined compounds, such as drilling platforms, the jungle, outer space and snowy mountain slopes.



Sometimes, the graphics within the game itself are even better-looking than the cut scenes. The controls are pretty standard and allow you to toggle between firearms, hunch down for cover, throw grenades (if available), zoom, etc. Weapons can be picked up and there are ammo crates lying all over the place so that it's quite easy to reload often. The game can also be played with a Move controller, but – honestly – isn't made more exciting with it. Aiming is OK, but it's still obvious that using Move is optional, an afterthought, especially if you're playing with a standard gaming pad in the other hand. Wii games are usually developed with this kind of gameplay in mind, making many of the first-person shooters for that console more interesting for gamers who are in the mood for this sort of experience.

At first, it's easy enough to get medical treatment after being shot down, only dying after biting the dust multiple times, but as the game progresses, getting emergency care becomes increasingly difficult. Healing others has become quicker and more fluid as well. Blood splatters on the screen indicate the direction of a hit, it's possible to conjure up a directional arrow or mission objectives if need be, and so on. Most importantly, it's vital to



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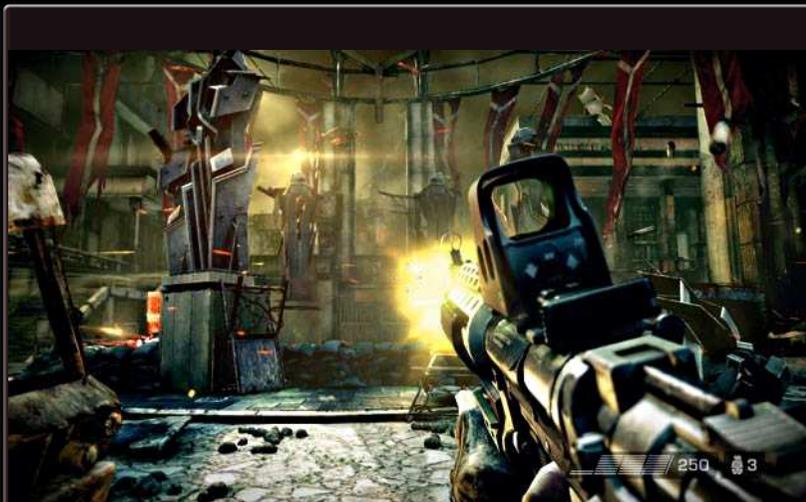
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learn how to do all of this quickly and efficiently, as oftentimes there's not much time to think, let alone get the sergeant to adjust to his surroundings and pick out the right targets before being shot himself. We counted two new high-powered weapons (the WASP and the StAFX Arc Cannon) and a multitude of fixed turrets ready to be used. Even with their limited fire angle, they're a lot of fun as long as you don't have to use them for too long. The jetpacks are even more of a welcome addition, offering a death-from-above diversion from normal proceedings, but they're used sparingly after being introduced in a chapter built to introduce their use to the gamer. There's quite a lot of impressive-looking vehicles, such as the Ice Saw or the already-familiar EXO Suit, around as well.

The voice-acting is excellent all the way through, with Malcolm MacDowell playing Jordan Stahl to near perfection. Ray Winstone is excellent as Admiral Orlock as well. However, the story is a little weak and uninvolved, even though it's serviceable.



### Modes

*Killzone* has become well-known for its excellent multiplayer options and this third part in the series certainly is no exception. 'Warzone' is still around, offering constantly-shifting mission objectives within one map. Often, there's a bonus to be found, such as a jetpack or an EXO Suit, as well. In 'Operations', the ISA troops attack the Helghast, with both sides intending to destroy their enemies' resources and technology before time runs out. In 'Guerilla Warfare', one just tries to get as many 'kills' as possible. Don't forget it's possible to climb up in rank or unlock new classes, such as Tactician, Engineer, Marksman, Field Medic. Also, there's the

Botzone, which is populated with AI and which boasts an impressive amount of adjustable settings. Cool!

### Conclusion

*Killzone 3* isn't the best shooter out there and it only uses the optional Move controller as an afterthought, but it's still a thoroughly enjoyable and good game, especially when considering the great multiplayer options. First person shooter fans will find plenty to love here, even though much of the game will be familiar territory to many.

[WWW.KILLZONE.COM](http://WWW.KILLZONE.COM)

#### CATEGORY

#### IN SHORT

#### SCORE

#### GRAPHICS

Excellent graphics, nice animation. Lots of interesting details and a more extensive color palette than its predecessor.

0 1 2 3 4 5 6 7 8 9

#### GAMEPLAY

Lots of familiar controls and it all works very well, but nothing really innovative. The Move controller doesn't really offer an added value, which is a pity. Great multiplayer and lots of options!

0 1 2 3 4 5 6 7 8

#### SOUND

Good sound, but some effects sound a little muffled.

0 1 2 3 4 5 6 7

#### SCORE

Not the best first person shooter out there, but still a very welcome addition to the series.

0 1 2 3 4 5 6 7 8

