



The PSP version features a bonus mode that lets you play through "historical" moments like Luke and Vader's first duel. (You play as Vader.)

Star Wars:

The Force Unleashed

Smaller, but only a little less sexy

PSP PRICE: \$39.99 ESRB: Teen PUBLISHER: LucasArts DEVELOPER: Krome Studios

Far from being just a watered-down port of the PS3 game, the PSP edition of *Star Wars: The Force Unleashed* is an almost completely different experience. You'll still lightsaber your way through 3D levels as Vader's secret apprentice, and you'll still tear apart the environment and hurl items with your awesomely unrestrained Force powers. But while the story and settings are the same as on the PS3, the levels and the way the apprentice develops are completely different.

For example, as the Apprentice gains experience, he can apply Force Points directly to boosting his abilities (rather than "purchasing" orbs to get to the next level). He also gets Force Lightning right off the bat, which proves invaluable throughout the game's seemingly endless hack-and-slash battles. His enemies, for their part, are nowhere near as smart as their shiny PS3 cousins, although that doesn't make them any less fun to slash, impale, or smash with things you just ripped off the wall.



Your powers aren't toned down for the small screen. Check out that Force lightning!



Don't look for this duel on the PS3—it's part of five missions that are exclusive to the PSP and PS2.

Indeed, the environments are flush with items you can rip from the walls (and floors and ceilings, too)—which is extremely impressive for a PSP game. The game also looks great, and the Lightsaber-heavy combat and Dark Side storyline are compelling throughout, even though the load times are long, the hit detection inconsistent, and the copious quick-time events feel shoehorned in.

The PSP edition also features a few non-PS3 levels (in the form of short repeat visits to the Jedi Temple), as well as a PSP-exclusive "Force Unleashed" mode. Built for quick play sessions, this mode enables you to pick from a handful of unlockable Jedi and Sith (ranging from Luke Skywalker to the Emperor) and then run through short, combat-focused scenarios with your Force powers cranked up to 11. It's a nice addition, giving extra longevity to what's already an enjoyable—if low-fi—take on the apprentice's story.

Mikel Reparaz



The hardware might be aging, but the *Force* is as strong as ever.

Star Wars:

The Force Unleashed

The PS2 is still a Force to be reckoned with

PS2 PRICE: \$39.99 ESRB: Teen PUBLISHER: LucasArts DEVELOPER: Krome Studios

The legions of people who still play on PS2s deserve better than ugly kludge-ports of PS3 games, and *Force Unleashed* takes to heart. Instead of trying to imitate its beefier cousin, it's almost identical to the PSP *Force Unleashed*, only with better graphics, a second analog stick, and no extra non-story modes.

Unfortunately, that also means it has the same problems as its PSP counterpart. Even so, the PS2 version is a great hack-and-slasher that's tailored to the PS2's capabilities and filled with cool stuff to throw around with the Force. If you haven't upgraded to a PS3, the action, story, and exclusive levels here won't disappoint.

Mikel Reparaz



This Rancor won't be so tough once you've hurled all that plant life at his head.