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The game looks amazing

[Killzone 2 Ready to Take on COD 4](#)

Developers promise the best first person action ever

Guerrilla Games, the developers of the highly anticipated first person shooter Killzone 2, believe that their title is ready to take on high class games like [Call of Duty 4](#) and win all the battles. And, even though we totally love Call of Duty 4, just like everybody else, we would enjoy receiving a better and greater game, so we truly hope they are right. Scheduled for a worldwide release in February 2009, [Killzone 2](#) seems to be surpassing anything delivered on a console yet when it comes to graphical performance - true-to-life animations, realistic facial expressions and spectacular lighting or smoke effects are just a few of the advantages to be brought in for the exclusive PlayStation 3 title. "The level of anticipation for the 2005 trailer meant that people expected the biggest thing ever to materialize, and what we've shown so far, at last year's E3 and today means that we're living up to the expectation," commented Steven Ter Heide, Killzone 2 senior producer, in a chat with website gamesindustry. "I'm not going to sit here and talk about the competition," Hermen Hulst added. "COD is a game that virtually everybody in the office has played through and completed. We know where our game stands, and we're up for it, definitely." The game's story begins two years after the Helghast assault on Vekta, when the ISA is bringing the fight to the enemy's home world of Helghan. You will take the role of Special Forces veteran Sev and embark on a mission to the new planet to capture the Helghast leader, Emperor Visari, and forever shut the enemy's "war machine". But don't you dare expect an easy job! Because easy jobs won't be good enough to take on the very popular Call of Duty 4, right?