

With Home’s August 13th update, we saw the addition of the MotorStorm**®** Sphere space, which will only be available for a limited time. This space is just a taste of the *MotorStorm: Pacific Rift* gamespace that will be fully launched later this year. When first arriving in the space, you’re looking right at the sphere which actually seems bigger on the inside, but that’s usually how it always is right? Anyways, on the inside of the sphere there’s a stack of cars right in the center of the sphere with a pole going right through them giving the space it’s *MotorStorm* feel.

There are three levels of this space, the first level, which is the one you first enter in, the lower level which has a bunch of advertisement posters and lets you get a closer view of the stack of cars, and the upper level has some more advertisement posters as well as the only feature of the space besides the video screen which every space has except The Gamer’s Lounge, the MotorStorm**®** Jukebox. Now this isn’t the most interesting thing for a space to have, especially since the Central Plaza has had this exact kind of thing since Home was released, you know the Listen@Home station. With the MotorStorm**®** Jukebox,users can select one of thirteen rocking songs, including “Swap Meet” by Nirvana (Diplo MotorStorm Remix), “Chainsaw” by DJ Fresh, and “In Your Machine” by Alex Metric to name a few.

Back out at the entrance of the space, you get a view of the desert mountains with a river flowing down below. Another cool scene is the giant coyote sculpture made from scrap parts on the opposite mountain that the sphere is on. There are also some hot air balloons floating around. It would be pretty awesome if we could go up in one of those. If your coming to this space to look for some fun exciting stuff and a mini-game, well your out of luck, unless you’re a glitcher, they’re always having fun with their glitching no matter how stupid they look floating in mid-air, no offense guys. However, for its time being, this space is going to be used as a game launching hub for all of you *MotorStorm* addicts out there that are just so anxious to meet up with your friends, or even people you don’t know, and launch into *MotorStorm: Pacific Rift*.

Overall, the space looks pretty cool, its design really gives it that *MotorStorm* feel. So for the design of the space, I give it a B+. Now for its features, well it’s lacking in that category, the only feature it has is the MotorStorm**®**Jukebox which is just a smaller version of Listen@Home, but with some rocking songs. So for the features of the space, I give it a C-. If you happen to be a European user, everything is the same except you guys get a little something special when you enter the space, a pair of MotorStorm**®**Festival Jeans for both male and female.

To those in the European Home, you guys not only got the MotorStorm**®** Sphere, but you guys also saw the return of one of the PlayStation**®** Events Spaces, the Presentation Podium. This actually marks the first time that all three PlayStation**®** Events Spaces have been used at once, the three being, Events Landing, The Gallery, and the Presentation Podium. These are currently the only spaces of the PlayStation**®**Events Spaces that we know of.

The return of the Presentation Podium is for the new European trade fair for interactive games and entertainment event hosted in Cologne, Germany called GamesCom. During this event, bits of Sony Computer Entertainment’s press conference from GamesCom will be shown on the jumbo screen in the Presentation Podium, exactly like how E3 2009 was shown. Another unique feature that has been added to the Presentation Podium for this event is a mini-game called SHAPE BLAST. In this mini-game, you take control of eight different cannons and blast the rings with shapes. Yes they are actually shapes, it’s like a beam with little triangles, circles, X's and squares that blast from the cannon. If you successfully shoot all eight rings without missing too many times or Home freezing up, you receive a special Shape Blast Trophy to put into your Harbor Studio or whichever apartment you choose.

The only disappointment I had from this space is that the big brown door that leads to The Gallery is not accessible. The overall design of the space is pretty cool, it’s not exactly the same as it was when we saw it during E3 because they’ve added the mini-game and some different furniture and screens in the lounging area. So I give the design of the space a solid A. As for the features, I give the space a B+, not because I don’t think the features aren’t great, but I think there could be a little more. If The Gallery was accessible from the big brown door, this space would have definitely got an A.

Taking a trip a little more east, we see that both the Asian and Japanese Home’s have added a space called the “Seaside of Memories” which is another space released from the Japanese developing company Irem. This space is the beach space that a lot of the North American users have been asking for.

In the “Seaside of Memories”, you’re at a nice beach resort with three accessible huts, which are on docks by the way. The first hut has a shop called Tropical Angel’s which has something else the North American users have been asking for, swimsuit apparel for our avatars. The other two huts are just for users to hang out and chat, or even sit if they’d like. On top of the two things that the North American users have been asking for, this is the first space to let users go in and under the water, but if you stay too long under the water, you get reset back at the entrance of the space, which also by the entrance is a “Bus Stop” which lets you choose to either go to the Irem Square or the Gathering Place for Spelunkers spaces, or you can simply choose to stay here.

Going around under the water, you’ll see fishes swimming around including dolphins, which you can actually see those jumping out of the water if you’re up on the docks. While under the water, you can search around for these little flashing stars that give you a prize for finding them, one prize is an empty treasure chest, another prize is some ragged shoes, and another prize is a ring, which both the shoes and ring are for males and females.

Overall, the design of the space is magnificent. It’s a beautiful view of the ocean and a very nice beach with a cool sand sculpture of that big space ship that was in Asia’s Home from July 16 to July 23. So for the design of the space, I give it an A+, Irem does a great job with their spaces. As for features, I give it a B+ because even though the features that it has are pretty cool, there could have been more, but I don’t doubt that Irem doesn’t already have something planned to spice up that space some more. I see Irem almost like Asia and Japan’s EA SPORTS for Europe and North America. Now Capcom, they’re just delivering Japan all the good stuff, and for some reason, it seems that Capcom has completely forgot about Asia, Europe, and North America, and have decided their only going to cater to Japan. Hopefully they’ll remember there’s more than just the Japanese Home and release the RE5 Archives to the rest of the world and the *Street Fighter IV* space with the Seth costume.

Well that’s it for the spaces that were released on the August 13th 2009 update to PlayStation**®**Home. I hope you liked my reviews of the spaces. This is PSN user JVBGFR. See you in Home.

*Written by JVBGFR
Approved by Elirox
Published by DWeezy91*