

NAG

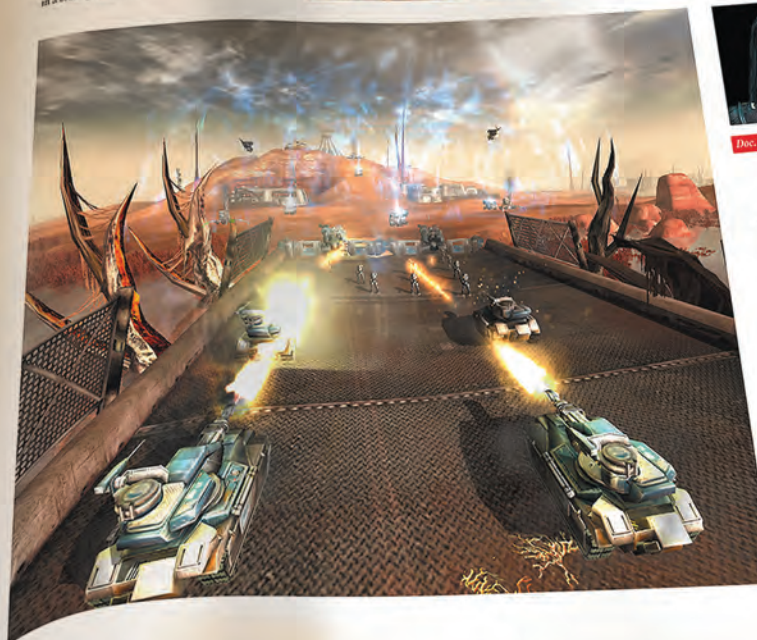


a NAG Magazine Supplement on the biggest show in gaming - brought to you by Intel



making the enemy reward the first to capture at least ten
 in chariot battles, reward the first to capture at least ten
 chariots.
 The enemy's flags and banners should be replaced with our
 own; the captured chariots should be mingled with our own.
 The enemy's defeat used to supplement our strength.
 The goal of battle is final victory, not protracted warfare.
 It is through an understanding of warfare that the general
 protects the security of his people and of his nation.

It is the year 2741 AD and the peace-loving Northern Star
 Alliance is being invaded by the warmongering Empire of
 Terra. On Morningstar Prime, the capital planet of the
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 in a brutal ground war.



Doc. 6 Vanessa Azleon
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Doc. 7 Northern Star Alliance Army
fighting on Morningstar Prime

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2 BIG GUNS of 2004

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LEISURE SUIT **LARRY** — MAGNA CUM LAUDE —

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THIEF
DEADLY SHADOWS

PLAYBOY 
THE MANSION

SILENT HUNTER
III

Shark Tale

ROME
TOTAL WAR

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The Power of You

E3 2004 SUPPLEMENT

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chunk - and besides, they're the ones you really
want to know about.

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Not everyone can go to E3, but at the very least
we give you an idea of what one of the world's
biggest game exhibitions looks like...

It's an undeniable fact - we love gaming. Why else would we spend 23 hours in the air, endure the rigours of the US Customs checks, not once, not twice, but three times in the space of 15 minutes by three different officials, only to miss a connecting flight and in the process, miss our first scheduled press conference, arrive in LA tired and harassed and spend the next five days in a whirlwind of meetings, conferences, behind closed door viewings and getting our hands on some of the mind-blowing titles that will be released over the next year or so? [*You get paid? Ed*]

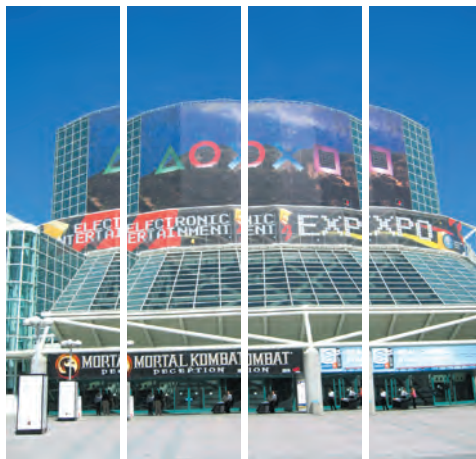
We did it all for you, the reader, so that we could come back home, experience three days of severe jet lag, stumble into the midst of another NAG deadline and slave away for a week putting this supplement together. So please, when you flip through the pages of this supplement gasping at the unbelievable screenshots, try and read at least one line on every page, allowing us the indulgence of thinking that our efforts actually brought joy to a gamers life.

For those of you new to this whole E3 fanfare, welcome. It's our fifth stint at the world's largest electronic entertainment expo, and while we like to think of ourselves as E3 gaming veterans, we always come away with a renewed sense of excitement at where the industry hopes to take gaming. This year's event drew over 65,000 attendees and displayed over 5,000 products - 1,000 of which were revealed for the first time ever. That's a lot to wrap into one issue and we're not going to claim that we did it. But we came close with a comprehensive list of games that were showcased during the week that we were in Los Angeles.

We think we made good. But we'll let you be the judge. Enjoy...



Keep an eye out for
these info boxes on
useless facts about
E3 2004...



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PlayStation®2





Reggie Fils-Aime shows off the DS

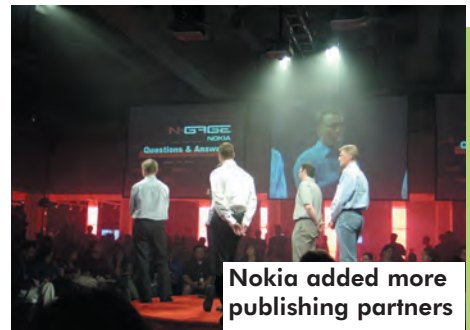
It's all DS

Nintendo started their show with considerably less flair than last year's song-and-dance number. Instead of the Kodak Theatre, this time we were all headed for the roof of a prominent LA hotel on Hollywood Boulevard where, inside a large conference hall, the company unveiled its next line-up as well as the Nintendo DS – Nintendo's answer to the next generation of handhelds. The ceremony was pretty low key, probably because they didn't have that much to say. MC'd by Nintendo of America's Reggie Fils-Aime, their new figurehead. He introduced the three guests – George Harrison, President of Nintendo of America, Saturo Iwata, President of



Muhammed Ali and other stars announce EA on LIVE

Nintendo, and gaming alumni Shigeru Miyamoto, Nintendo's gaming prodigy responsible for the likes of Zelda, Mario, Pikmin and Metroid amongst others. Harrison was intent on talking business, just as he did last year. Reflecting on the figures for 2003, he proclaims that the GameCube is actually the leading console at the moment. But it doesn't take much time in this industry to learn that you have to accept any console sales figures, especially from Nintendo and Microsoft, with a pinch of salt. Still, the console saw a 73% increase in sales over 2003, mainly thanks to aggressive price cutting and the release of several highly-anticipated games. Iwata-san focused on Nintendo as a



Nokia added more publishing partners

company, once again the same as last year. His presentation followed the unveiling of the DS and he rode on this announcement with hints of the next platform to succeed the GameCube – due to be shown off at E3 in 2005. Announcing the new Zelda game was the only reason why Miyamoto-san was there, running on stage brandishing Link's sword and shield. Apart from this title, which reverts back to the realistic visuals of the N64 games, the conference also announced a Metroid Prime sequel as well as a stack of first and third party games planned for the DS. But apart from the unveiling of the DS, Nintendo's conference this year held few real surprises.

California Dreaming

Every year the big names in the gaming industry launch upon Los Angeles – not only to show off their wares at the show – but to also hold their own conferences and parties to a select audience. This year NAG attended three of the big ones: those of Nintendo, Microsoft and the neophyte Nokia.



Microsoft gets livelier

It was pretty apparent that none of the console companies were going to show off their next generation machines this year, especially since both Sony and Nintendo would hog the space for their mobile platforms. Microsoft might have been the most likely – there were rumours that they planned to push the Xbox Next out far before any of their competitors. But they also kept that back for next year.

You do need a major announcement of some kind, though, because not everyone came all the way to LA just to see footage of Halo 2. Most of the time was spent on Live, the Xbox's online service that has to date been leaving its competitors in the dust. This all started with a parody video starring the core Xbox crew, actors pretending to be Sony's core PlayStation crew and Donald Trump... in a nutshell it poked fun at Sony's inability to get their online gaming side up and running, without hitches or gamer dissatisfaction.

After this there were a few minor announcements for the service, such as improved elements, new features and that PopCap games will be releasing their games onto the Xbox and the Live service – something puzzle fans will be very happy to hear. Jay Allard explained how big Live is – currently sitting at 150 games and over 1 million users. Through a show presented by Allard, Robbie Bach and ex-Sega industry veteran Peter Moore, Microsoft also had demonstrations of Halo 2's multiplayer and Full Spectrum Warrior's squad action, as well as brand new footage of the XNA car being crashed into objects – a demonstration originally shown at

this year's GDC conference. XNA was touted a lot, a technology Microsoft has a lot of faith in to boost both the Xbox and Windows platforms and to tie in with this a MMORPG in development by the people who brought us the first Everquest was also mentioned.

Other games shown was a remake of Rare's Conker, Mechassault 2: Lone Wolf (bound to be very popular online), ambitious RPG Fable, Jade Empire, Doom III and DOA Ultimate, the first 3D fighting game that will be playable online.

But Microsoft's big announcement was EA finally arriving onto Live, in particular with their sports line-up. This finally clears up a long-standing disagreement between the two companies, one which has seen EA missing from Live since the service's launch. Announced in style by the president of EA, he was also joined by numerous US sports stars, including Mohammed Ali.

Because it didn't announce any new hardware, the Xbox conference might seem lower key than the happenings at its rivals, but for those interested in Live a lot of significant announcements were made, not to mention that they gave the street date for Halo 2.

Round 2 for Nokia

While everyone went to conference halls and ball rooms, Nokia opted for the gutted insides of the eleventh floor of an office block. Covered with red carpets and dotted with booths to try the QD out on, Nokia tried a second time to woo the gaming fraternity. Last year's event was considered a disaster by some and generally uneventful and pointless by most. This time the event

was an improvement, even though the occasional sound problem crept in. Communication and connectivity are the two key words for Nokia this year, thanks to a lesson hard learned by them with the original N-Gage. Ilkka Raiskinen, head of the games division, started the proceedings by talking about the learning period Nokia just went through and how important it is to build relationships with the industry and its gamers. He then announced that Atari and Capcom are on board to develop new N-Gage titles. While Capcom's contributions remained unnamed, Atari plans to bring Driver and Civilisation to the mobile.

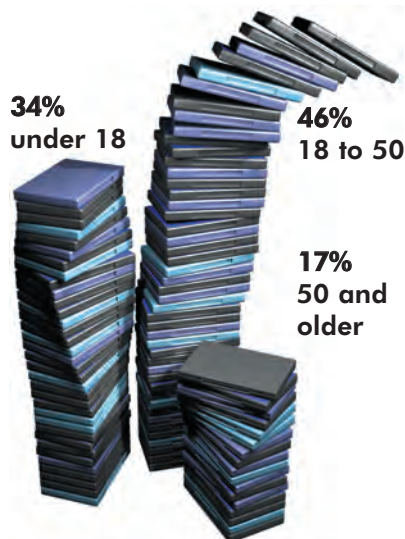
These are obviously good steps that Nokia needs. While the QD's announcement swayed a lot of much-needed attention back towards the Finish mobile company, they still have a lot of ground to cover, especially in getting more games. EA's Executive VP North America Publishing, Nina Smith, echoed this need by announcing FIFA 2005 and SSX. Gerhard Weiner then announced the rest of the titles they plan to release. Games such as Pathway to Glory, Ghost Recon and Ashen were also showed on the big screens, as well as a CG-movie for RIFTS, the popular program by Ken Segelia. Weiner also discussed the Nokia Arena and the new launcher software that will ship on the QD.

Nokia seem to be on the right track, but they have a very long road to travel before they bear the fruits of their labour. The second conference gave us more optimism for the N-Gage's future, but it's far from out of the woods.

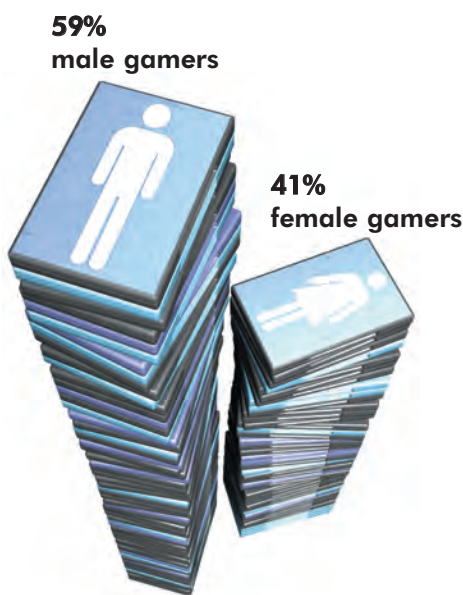


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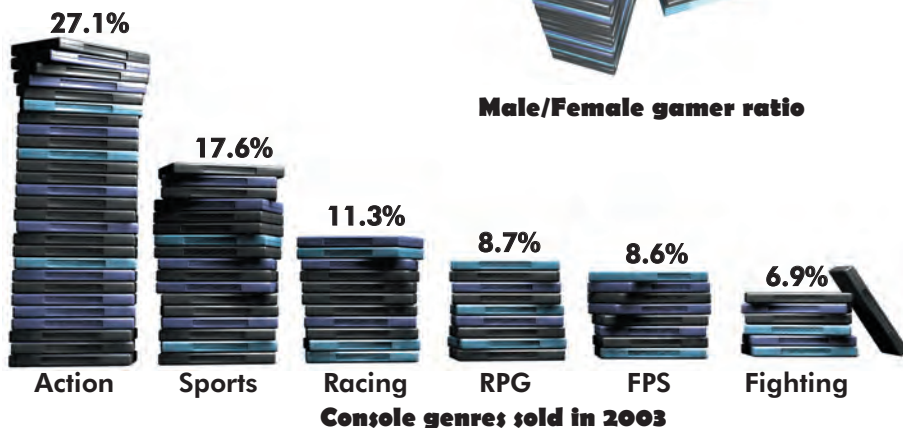
2004 marks a decade of E3. Ten years ago several exhibitors broke away from CeBit, deciding to make their own expo that would feature the latest in digital entertainment. Today the show is the largest of its kind in the world and the **31st largest Expo in the US**. And every year as part of his speech, ESA president Douglas Lowenstein highlights the growth of the US industry in the past 12 months...



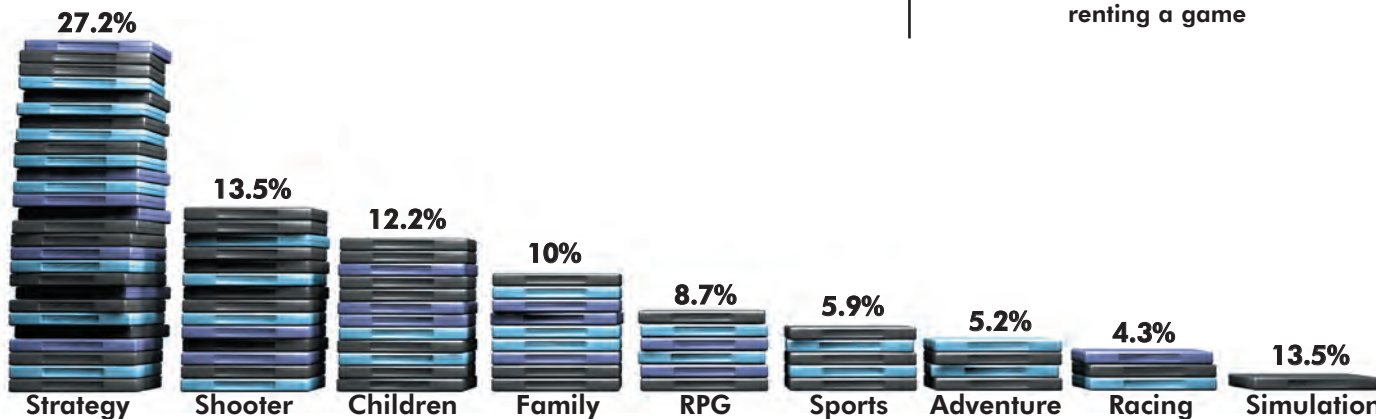
What ages play games?



Male/Female gamer ratio



Console genres sold in 2003



PC genres sold in 2003

- 84%** of most frequent gamers say they play games online, up from 37% last year
- 40%** of online gamers are female
- 54%** of American households plan to purchase at least one game in 2004
- 11%** of games sold in 2003 were Mature. 54% were rated Everyone
- 53%** of gamers expect to be playing as much or more ten years from now as they do today
- 87%** of the time parents are present when games are purchased or rented
- 92%** of parents monitor the contents of the games their children are playing
- 55%** of parents play computer or video games with their children at least once a month
- 61%** of parents believe games are a positive part of their children's lives
- 83%** of the time children receive their parents' permission before purchasing or renting a game

back to the old school

Atari! Odyssey! The Sega Master System! Got a lump in your throat yet? The **oldest and most loved** game systems in the world that helped define the hobby in the seventies, eighties and even early nineties returned to E3 this year as part of the Classic Gaming Expo.

This year's Expo made a bit of space in the Kentia Hall of the LA Convention Center for a show that is all about where we come from. There probably isn't a better spot in the whole of E3 to have such an event like the Classic Gaming Expo as Kentia – bastion hall of the small developers and publishers that fuel the industry with new ideas and innovations the larger publishers tend to tip-toe around, not to mention companies that distribute figurines, weird peripherals and other items that definitely will lure the hardcore gamer, leaving the mainstream attendees pawing at the latest iteration of Gran Turismo. The show finds its roots way back in the 80s, when its organizer was still doing the World of Atari shows. In 1998 he joined forces with John Hardie to hold World of Atari 98; afterwards the organizer felt the concept had no more potential, but John did and joined forces with Sean Kelly to create the first Classic Gaming Expo. First held in Las Vegas in 1999, it had triple the attendance of the last World of Atari show. The two never looked back.

The E3 show is the 6th incarnation of the Classic Gaming Expo and to its largest audience yet. It was split into two parts: one for classic home consoles and PCs and another lounge featuring classic Arcade games. Every machine on show had a short history and gamers could play on them to see what the games were like. The collection was built out of the organisers' personal collections as well as partnerships with museums and retro developer Intellivision.

Some exhibitions included an exact replica of Ralph Baer's 1967 prototype home video console (the original sits in the Smithsonian), the first video arcade machine Computer Space (made in 1971) and even such notorious failures as the Atari Jaguar and the 3DO. The show's appearance was a major success and it even got several nominations from magazines as the best new display at E3, including a "Best Stand Design" – not bad for what was essentially rows of tables creaking under loads of old gaming gear.

For more info visit www.cgexpo.com

Classic gaming hits E3



the BEST of E3 2004

Attending E3 is like being a kid in a candy store with unlimited credit. There simply is too much to choose from. And every year the task of selecting the best game of the show gets harder and harder. So this year we decided to go for something different. What follows is what each staff member considers to be the **best game of the show** and their reasons why...

Michael James

Half Life 2

Valve | VU Games | PC Xbox | Q4 2004

Yes. I know. Call me predictable but I really can't wait for this shooter to get here. I've had enough of Far Cry now and I'm looking for something else. It's been an emotional rollercoaster ride for everyone waiting for this game, the highs and lows, the theft of source code, the endless delays and the screenshots and video footage that tease and taunt us. Every time there is a lull and just when you start thinking the game will never arrive Valve go and release something even more remarkable. This love and hate relationship is taking its toll on the gaming community - it's a curse. The big question is naturally, will Half-Life 2 be the next big thing in computer gaming? The smart money is on yes.



Ed Dracon

Paper Mario 2

Nintendo | Nintendo | GCN | Q1 2005

The original Paper Mario turned heads (in a good way) when it appeared on the Nintendo 64 with its quirky 2.5D (everything looked like it was made of paper) artistic style layered over an enjoyable and highly-acclaimed role playing system where action-combat systems forced players to time their attacks and team-mate-combo moves just right to inflict maximum damage. Paper Mario 2 looks set to finally continue the series, adding a new innovative crowd system where pulling off attacks successfully pleases the spectators and improves your abilities. With a crisper art style and more team-based attacks as well as an interesting plot to tie it all together, I've never anticipated a title more than Paper Mario 2. Yes, it's Nintendo flogging the Mario franchise yet again, but damn it, it's a role-playing adventure where the combat is fun and the characters are quirky. There's nothing wrong with that.



Runners-Up

LOTR: Battle for Middle Earth

EA Games | EA Games | PC | Q4 2004

In development by former Westwood staff using a vastly modified Generals engine, this game is a graphic beauty of note with lots of play dynamic surprises in store for players. Look out for cheering soldiers and being able to destroy castle walls with extreme zeal using siege engines.

Splinter Cell 3

Ubisoft | Ubisoft | PC | Release TBA

Apart from obvious graphical nips and tucks that manage to elevate the game above its peers, lead character Sam also has a whole bevy of new disarm and sneak moves. And we're not talking obvious improvements - this is really going to be a gem and probably the best in the series.

The Punisher

THQ | THQ | PS2 Xbox | Q1 2005

If we called The Punisher the most violent game we've ever seen, that says something. Not based on the movie but instead licensed directly to the comic, you shoot, cut, boil and break your way through a lot of bad guys. At the show we were treated to seeing The Punisher feed a guy into a wood chipper. Yes, it's that violent.

Lauren Das Neves

Battlefield 2

DICE | EA Games | PC | Q3 2005

How do you go about picking one game from a list of well over a thousand? For me, the deciding factor, after spending three days zooming from one stand to another, was simple – what game was I most looking forward to installing and playing? No question there, Battlefield 2 came galloping in way ahead of the rest of the field.

The focus this time around is urban warfare with the action taking place primarily in the Middle and Far East city locations. Running on an entirely new engine, the graphics and physics are a sight to behold – destructible scenery, rag-doll physics, bullet penetration of weak materials such as wood or thin metal, shadow casting, maps supporting 100 players plus, heat seeking missiles on tanks, online worldwide rankings and stats, in-game rank-up and clans that are identifiable by their arm patches. I can see very little work getting done in the NAG office when this game hits.



Walt Pretorius

Warhammer 40k: Dawn of War

Relic | THQ | PC | Q1 2005

The Warhammer 40k franchise has always been one with a lot of promise, but this potential has never been realized. However, with Relic stepping up to the plate and taking up the challenge of creating a Warhammer 40k real time strategy title, the franchise's poor PC track record looks about to change.

Being a long time fan of the table top original version of this game, the thought of a real time strategy title set in the Warhammer 40k universe is quite exciting. Individual animations, a very capable camera and the sheer massive scale of the game are all big plus points in a title that may prove to be one of the biggest RTS games of the year. Of course there are many problems between concept and final product, but what has been shown so far makes one very hopeful.



James Francis

Destroy All Humans

Pandemic | THQ | PS2 Xbox | Q1 2005

Apart from being a fan of free-form games, I also love Mars Attacks and Invader Zim. So when a game presents itself where you play an alien intent on destroying humanity, you have my attention. Our antagonist can scan people and retrieve information, assume identities, explore the various maps at his leisure and complete the mission like that. Or he can run around and kill people using a range of weapons. Or, if all else fails, he can get into his alien ship and just take out whole city blocks... Think GTA 3 without the maturity meets Giants without Delphi and with more things to kill.



LOTR: Battle for Middle Earth



Splinter Cell 3



The Punisher



babe trivia

So, you think you know your games do you? Well, let's see shall we? We spent the better part of an afternoon cruising around the show floor taking pictures of some of the stunning models that game companies use to lure you into their stand. These ladies are kitted out to resemble characters within a game and spend three solid days on their feet, fending off lewd remarks from poor sods such as ourselves who have no idea how to string two words together when faced with all this tantalising flesh. So once you are done perusing these lovelies, send a mail to comp@nag.co.za with the Subject Header **"I'm the man!"** and list as many of the full game names in order from 1-9 as you can, as well as your details. Entries close 31 July 2004. In the mean time we'll see if we can rustle up something cool to send the winner.



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done

when it's

Every year E3 launches the latest games onto the market, but the show's floors are also full of games making their second - and sometimes third - appearance. With any luck these games will actually **see the light** of day soon.



Doom 3

Activision | PC Xbox

At this point Doom 3 is becoming the poster boy for E3 showings. At its third time, this year was limited to the Xbox version's movie looping, not much unlike last year, where they had the PC game movie looping all the time. Going on this, we can only assume the game is near completion and neither the PC nor Xbox development teams have the time to nip up to LA from Texas for a few days.



Dungeon Siege 2

Microsoft | PC

In all fairness, Dungeon Siege 2 was only announced via a trailer at last year's show. This time it was scattered over a few booths, such as Microsoft's and the one set up for Windows as a gaming platform. It's looking impressive, but sadly having been known about for a year already didn't make seeing it all that surprising or exciting.



Black & White 2

EA Games | PC

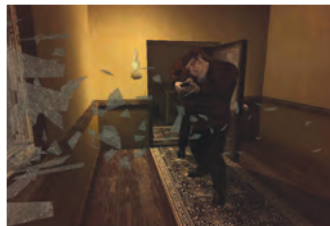
Black & White has also been around for a while. This time it was on show at the ATi stand, but it appears that Lionhead were more focused to display their other big titles Fable and The Movies, so the god game didn't make a showing at the EA stand. But this could also be a sign that the game is very close to being released.



The Movies

Activision | PC

The Movies probably belongs in this year's listing because it was only demonstrated behind closed doors last year. This time, though, Activision had a large portion of their stand dedicated to the game, showing off how you'll be making movies and creating stars.



Call of Cthulhu

Bethesda | PC Xbox

If it weren't for publisher woes half-way into its development cycle, we might have seen Call of Cthulhu by now. And the awesome demo from last year's PC version made it all that more disappointing when the game wasn't released. The Xbox version might be the reason for this - holding back the PC release. Fortunately this version was shown and it looks close to completion as well.



Ground Control 2

VU Games | PC

Ground Control II is actually getting a bit of a raw deal. The game's biggest problem is that the changes are almost inscrutable - unless you actually see the game in action, then the change is monumental. Still, after a second year at E3, lot of specialist press coverage, the oft-mentioned beta plus a demo, is there much more to be said about the game except when it gets released?



Full Spectrum Warrior

THQ | PC Xbox

THQ got clever last year and hogged one of the coveted booths in the press entrance to show off Full Spectrum Warrior, a game with so much technical input from the US Army, it might as well get itself enlisted. This year the game was part of THQ's booth and showed off the PC version (the game is also due on Xbox). This also looks close to being released.



Geist

Nintendo | GCN

The concept of a first person shooter where you play a spirit able to possess enemy units and control them to do your bidding sounded great when first announced. Sadly a lot of titles this year also go for that approach, leaving Geist a bit on the side. Hopefully Nintendo will spend more time promoting the title before it gets released, just to get some hype going.



Pikmin 2

Nintendo | GCN

Good things are worth the wait, but it's still annoying that we don't have the sequel to the best GameCube puzzle-strategy game, especially when you observe how dry this genre is on the cube. The demo on show at E3 only allowed for a puzzle course and to try out the multiplayer, but we can assume the game should be out before the GameCube's successor...



Resident Evil 4

Capcom | GCN

Announced last year, this time Capcom has the game on show - and it's looking stunning. Not that there's a lot of pressure from fans (except if they only own a GameCube) since a plethora of Resident Evil games have seen the light in the past while. The title looks very good, though the demo was limited to a village and its surrounding woodlands.



StarCraft: Ghost

VU Games | PC Xbox PS2 GCN

First there was the disbelief from fans that Blizzard is making a console action-platform game. Then there was excitement over the concept and eagerness to play as a Ghost soldier. Then there was happiness over the announcement that the game will also be on other console platforms. Now there's not really that much new to get excited about and it's about time it gets released.



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SCHIZM II

CHAMELEON

EGYPT THE FATE III OF RAMSES

EVANY KEY TO A DISTANT LAND

ETHERLORDS II

THE OMEGA STONE

DARK FALL II

FURK

Forever Worlds

DUNGEON LORDS

SUPERPOWER 2

PAINKILLER HEAVEN'S GOT A HITMAN

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GET READY TO PLAY...



Advent Rising

Majesco | Q4 2004

PC Xbox

Taking a leaf out of the Max Payne book but keeping it more colourful, more sci-fi, Advent Rising looks graphically stunning and is generally a blast to play thanks to the lead character's outrageous jumps and cartwheels.

Alpha Black Zero: Intrepid Protocol

Playlogic | Q3 2004

PC

This tactical third-person shooter will see you accused of multiple illegal assassinations against the government in the year 2366. As players progress through the game's missions attempting to clear their name, they'll uncover a sinister story of counterespionage and treason.

Amazing Island

Sega | TBA

GCN

A monster-training game for the GameCube with Game Boy Advance connectivity. Once you've created your monster, you can then go outside of the laboratory and play mini-games such as throwing balls into a hoop, or hopping a rock on the surface of some water to travel as far as possible.

Animal Crossing DS

Nintendo | TBA

DS

Taking the addictive gameplay from the Gamecube version, this portable incarnation of Animal Crossing will allow you to make friends, improve your home and generally do 'stuff', all in your pocket.

Enthusia Professional Racing

Konami | 2005

PS2



Billed as the most realistic driving simulation available, Enthusia is, surprisingly, Konami's first entry into the racing genre. Graphically giving Gran Turismo a run for its money, Enthusia should appeal to the realism in racing fans more than they'd like to publicly admit. At the E3 conference the developer showed off just how close the physics are to that of a real car using real car footage compared to a model inside the game. When done, the game will boast several hundred cars from dozens of licensed makes, and for the first time since its conception there is a game that truly will rival Gran Turismo, if not beat it.

**100 Bullets**

Acclaim | Q3 2004

Xbox PS2

Part hard-boiled crime story, part paranoid espionage thriller, 100 Bullets follows Agent Graves, a mysterious figure who offers a singular opportunity: the proof, the gun, and the carte blanche immunity to exact revenge on a person who's done them an irrevocable wrong.

**25 to Life**

Eidos Interactive | 2005

Xbox PS2

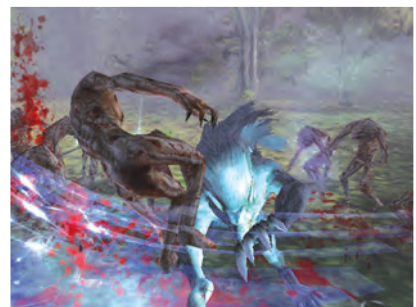
It's got the gritty reality of both police task forces and the hardcore street gangsters, but essentially 25 to Life is Counter Strike in a different setting. 16 players get to pop some caps and bust some perps, but there's also a compelling single player game

**Advance Wars: Under Fire**

Nintendo | 2005

GCN

Based on the GBA title of the same name, yet sharing nothing else, Under Fire requires realtime command of forces, letting you lead a squad of soldiers into action either on foot or in vehicles such as gunships while soldiers not under your command will respond to enemy attacks.

**Altered Beast**

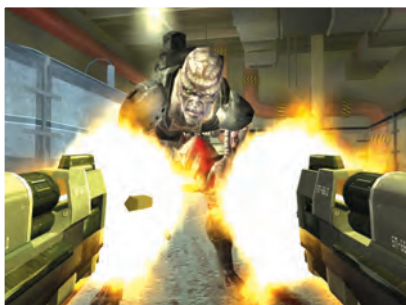
Sega | Q1 2005

PS2

A classic reborn, Altered Beast lets you manipulate your Genetic DNA system to assign powerful and strategic attributes to each of the eight beasts you can morph into, each with their own combat techniques and skills. Explore huge 3D areas, each promising a mind-numbing boss for you to swear at repeatedly.



680,388 kilograms of equipment hung from the ceiling, roughly the equivalent of 500 automobiles or 250 elephants!



Area 51
Midway | Q4 2004
Xbox PS2

Area 51 started off as an obscure lightgun game in shady arcades but now makes it's leap on to next-gen consoles and into a graphically stunning first-person shooter, squad-based combat as well as mutational skills making it a definite sleeper hit of the upcoming year.



Armies of Exigo
EA Games | September 2004
PC

An obvious WarCraft 3 inspired title, yet with more focus on up-close skirmishes and unique race aspects, the game might have you defending your kingdom from certain doom while simultaneously you may be guiding a heroic party through underground catacombs to find a powerful artifact to change the course of the battle.



Axle Rage
1C | TBA
PC PS2

This third-person action game lets players assume the role of a tough biker in the postapocalyptic city of Nailsdale, with all the GTA-inspired trimmings. Biker gangs made easy.



Backyard Wrestling 2: There Goes the Neighborhood
Eidos Interactive | Q3 2004
Xbox PS2

Despite a lackluster release last year, it seems the developers still have faith in this franchise. Featuring an all-new single-player mode, players will now be able to create a wrestler and then attempt to cause as much bodily harm as possible in the 'pay-per-view' fights.



Bet on Soldier
Digital Jesters | April 2005
PC

With a corporation-takes-over-the-world-style plot, Bet On Soldier allows players to do exactly what it promises with its title - that is, bet on the outcome of encounters with specific enemies. Before entering battle, players can wager on which particular enemy soldiers they are going to kill.



Blood Will Tell
Sega | 2004
PS2

Like the original manga the game follows the adventures of Hyakkimaru, a samurai haunted by a shocking secret, who is on a quest to uncover his past and regain his humanity. Players can choose to battle with various weapons such as blades embedded inside Hyakkimaru's arms, a bazooka hidden inside his leg, or weapons that are found during the course of the adventure.

Ashen
Nokia | June 2004
NGE

Explore the eight single-player maps that make up Seven River City in Ashen, encounter eight different types of enemies. Some are invisible and will have to be located using the game's ghost vision mode. Weapons available to players will include dual pistols, a Gatling gun, a sniper rifle, and an alien assault gun.

ATV Offroad Fury 3
SCEA | November 2004
PS2

The next game in Sony's successful ATV Offroad Fury series will offer up to six racing modes, online multiplayer, and more.

Aura: Fate of the Ages
Adventure Co. | July 2004
PC

Like the classic adventure game Myst, Aura is a first-person adventure game that uses prerendered graphics and a simple point-and-click interface. (The architecture in the game even bears a strong resemblance to that found in Myst.)

Axel Impact International
Axis Entertainment | TBA
PSP

Axel Impact will bring arcade-style racing to the PSP, sporting impressive graphics and the possibility of multiplayer.

Axis & Allies
Atari | Q3 2004
PC

This strategy game based on the classic WWII board game will include grand strategy elements as well as real-time battles. All the units in the game are historically accurate, and you'll have a wide range of ships, tanks, infantry, planes, and artillery to choose from.

Besieger

Dreamcatcher | June 2004
PC

Adding more 'wall' into the Real Time Strategy genre, Besieger lets players build up their defenses to insane proportions while either the Vikings or Cimmerians bash themselves against it during the luscious day/night cycles. Magical creatures such as ogres feature.

Blitzkrieg II

CDV | Early 2005
PC

Adding naval units, coastal missions and a partially controllable air force to an already fast-paced RTS that primarily focused on land battles, Blitzkrieg II should keep the World War junkies happy with over 60 single-player missions based on historical battles. Multi-player support is also planned.

Boktai 2: Solar Boy Django

Konami | September 2004
GBA

The sequel features more characters, more challenging puzzles and new weapons such as swords, spears, and hammers in addition to the Solar Gun. With the help of the "Solar Smith" -- a new gimmick made possible with the solar sensor built into the cartridge -- the player can fuse different weapons to destroy the game's evils.

Burnout 3 Crash and Burn

EA Games | September 2004
Xbox PS2

Criterion's hardcore racing series is taking another nail-biting lap around the track, sporting improved visuals as well as completely over-the-top crash physics, sending cars, barrels and anything else not nailed to the track, flying.

Catwoman

EA Games | July 2004
PC Xbox PS2 GCN GBA

Based on the 2004 Warner Bros. film of the same name, players get to take Catwoman for a spin around an acrobatic third-person action experience, sporting some velvety graphics and smooth animation.

FEA.R.

VU Games | 2005
PC

With an interesting horror-meets-action story a cut above typical FPS fare and a fantastic new graphics engine ready to compete with DOOM 3 and Half-Life 2, FEA.R seems to cross the best of survival horror with the First Person Shooter genre. Interestingly, FEA.R. is set over roughly 12 hours of real time, which will almost inevitably draw comparisons to the TV show 24. All the action is set in and around a single city, with action set both indoors and outside, complete with a character that can do flying kicks and boasts other action-hero abilities, not to mention a large arsenal.



BloodRayne 2

Majesco Games | TBA
PC Xbox PS2

BloodRayne 2 challenges the supernatural anti-heroine with her most personal battle yet as she hunts down each of her wicked siblings who are carrying on the legacy of their dead father. Expanding on the predecessor, BloodRayne 2 includes new in-game dynamics such as pole combat, rail sliding and advanced melee fighting with fatality moves.



Brothers in Arms

Ubisoft | Q4 2004
PC Xbox PS2

Brothers in Arms aims to be one of the most realistic and authentic World War II shooters ever. Based on a true story, the game puts players in the role of Sgt. Matt Baker, a D-Day paratrooper squad leader as he leads the squad through the European campaign.



Chris Sawyer's Locomotion

Atari | TBA
PC

The next game from the creator of RollerCoaster Tycoon will be the successor to Transport Tycoon. Chris Sawyer's Locomotion sets in motion yet another luscious isometric management sim sure to suck away the hours.



Crash 'N' Burn

Eidos Interactive | Q4 2004
Xbox PS2 MOBILE

Crash 'n' Burn is a racing game where the focus is on aggressive and dangerous driving. The game features online support for 16 players and is Eidos' first online console game. Climax's Brighton studio, the developers of MotoGP for the Xbox, is the developer behind the wheels of this blistering online racer.





Crash Twinsanity

VU Games | TBA

Xbox PS2

The bad-luck Bandicoot is back in a new adventure that at last completely breaks from the conventions of the PlayStation originals. The game ditches the 2 1/2D rail-based corridors, replacing it with a full 3D landscape, and it gives players the ability to take on the role of five characters, including Crash and even the once-nefarious Dr. Neo Cortex.

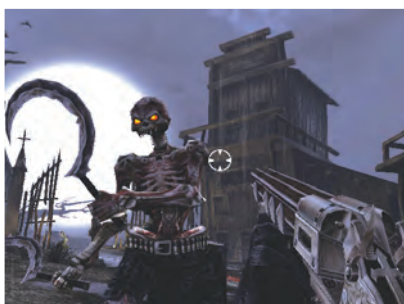


Creature Conflict

Cenega | September 2004

PC

Join the crazy world of Creature Conflict, where teams of highly trained animals fight for total supremacy. Featuring an extensive single player mode, where you choose which clan you want to rule, then set out on a quest to defeat all those that stand before you. Also, includes a multi-player mode.



Darkwatch

Sammy Studios | TBA

Xbox PS2

First Person Shooter Darkwatch tells the story of the unlucky train robber Jericho Cross who is shocked to discover that train he is trying to rob is packed with rotting bodies with a humanoid look he cannot recognize. Battle for your life against a horde of vampires and other nasties.



Dead Rush

Activision | TBA

Xbox PS2 GCN

Effectively a survival horror to the likes of Silent Hill, yet containing driving elements. We're not quite sure how well it would work either, yet it seems intriguing in a car-wreck kind of way.

Dead to Rights II

Namco | Q3 2004

Xbox PS2

The tender adventures of a man and his dog continue in this highly stylized action game. The game's tone will be darker and harsher than its forerunner's. For the sequel, expect the violence to be upped several notches.



Def Jam: Fight for NY

EA Games | September 2004

Xbox PS2 GCN

All-new fighting engine including weapons, interactive environments, and five unique fighting styles that can be combined to form dozens of customized hybrid styles for the ultimate edge on the streets.

Codename: Panzers

CDV | September 2004

PC

Stormregion's RTS, Codename: Panzers, thrusts you into the high-powered battles of World War II. Whether played in towns with bullet-riddled buildings, bleak mountain landscapes, or treacherous swamps, Codename: Panzers offers real-time combat rampages with detailed 3D graphics.

Colin McRae 2005

Codemasters | Q3 2004

Xbox PS2

Colin McRae Rally 2005 takes the series forward with a massive multi-event Career Challenge and introduces online head-to-head rallying, for up to 8 players, on both PlayStation 2 and Xbox. The all-new Career Challenge has players hurtling through over 20 different classes of rally events including Challenges, Cups, SuperCups, Shields and Championships.

Cuban Missile Crisis

1C | TBA

PC

This RTS is based on the premise that the Cold War Crisis hadn't been averted and the remainder of humanity had to fight for scarce resources in the wake of a nuclear disaster.

Dance Dance Revolution Extreme

Konami | Q3 2004

PS2

Yet another Dance Dance Revolution expansion to the already insanely popular series, providing even more dancy music for your dancy feet. More tracks, more modes and more difficult songs in this Megamix of DDR tracks.

Dark Fall: Lights Out

Adventure Company | Q3 2004

PC

The Adventure Company brings an adventure game that has you trying to discover the ancient mystery of a Cornish town that is costing the lives of its townfolk. Expect oldschool adventure gaming action.

Death By Degrees

Namco | Q4 2004
PS2

Nina Williams from Tekken stars in her own game as an undercover operative. This prequel to Tekken follows the events that lead up to Nina's involvement in the Iron Fist Tournament. The combat system combines moves from the Tekken series with firearms and melee weapon attacks such as swords.

Death, Jr.

SCEA | TBA
PSP

Death, Jr. will have a variety of weapons, including a scythe that drips blood in its wake and an assortment of other weapons. According to its developer, Death, Jr. will not be a traditional "platformer" action game full of jumping puzzles. Instead, the game will focus on combat and will be more of a third-person shooter than anything else.

Dreamfall

Funcom | TBA
PC

The worlds of magic and science are in trouble again in this stunning sequel to The Longest Journey, but this time around, players will be controlling not just April Ryan, the heroine from the first game, but also Kiam, a soldier, assassin, and apostle of a mysterious new religion and the new main protagonist Zoe, a young woman looking for a purpose in life.

Dungeon Lords

Dreamcatcher | Q4 2004
PC Xbox

One of the founding fathers of role-playing games is back with an entirely new angle. Explore a wide-open world with two main plot-lines and multiple side quests. You can go through the game with other players, moving your character back and forth between single and multiplayer games and saving your character's progress as you go along. This freedom will also apply to character development. Any character is free to pursue any skill or use any item.

God of War

SCEA | 2005
PS2



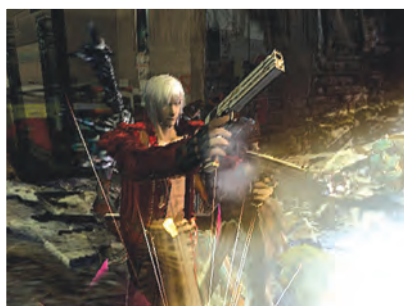
E3 GAME LIST

It might seem like a bizarre game where exploration and battle tactics are the norm, but at its dark, twisted heart God of War is an action hack-n-slash in the caliber of Rygar and Devil May Cry, but with the smooth trimmings of Prince of Persia. Face off hundreds upon hundreds of enemies as you explore the land, using your chain-blade weapon (not unlike Rygar's) that can be changed to more lethal modes and combinations. An innovative combo system coupled with some of the best graphics yet seen on the PlayStation 2 rounds for what will be a big hit when it's released.

**Desert Law**

1C | TBA
PC

Desert Law is an RTS that plunges players into a post-apocalyptic world in which gas is the new currency and violent gangs roam the wastelands unchecked. Homage to Mad Max, anyone?

**Devil May Cry 3**

Capcom | TBA
PS2

A prequel to the original, Devil May Cry 3 brings new elements to the series other than the expected visual and presentation upgrades. At the forefront, is the all-new "Style System" that allows players to select from Gunslinger, Swordmaster, Trickster, and Royal Guard types classes.

**Donkey Kong Jungle Beat**

Nintendo | 2005
GCN

Rhythm and beat game starring characters from the Donkey Kong series of videogames. The game is controlled via the included conga controller and has up to four players hitting the two drums and clapping their hands in the rhythm to more than 30 tunes.

**Donkey Konga**

Nintendo | October 2004
GCN

Using the peripheral congo drums provided, players will control Donkey Kong in a new and rather obscure way, by hitting the drums correctly, at the right tempo. To jump, both bongos have to be hit at once. Hitting the the right bongo faster causes DK to run faster to the right, and vice versa. All very interesting, yet obscure.

DRIV3R

Atari | Q4 2004
PC Xbox PS2 GCN

A videogame take on a Hollywood car chase, Driver has always been about great car chases, superb physics and car crashes, and the third in the series is no different. Starring the series' quiet but rough unsung hero, Tanner, the undercover cop once again takes a clever carjacking network.

**Emergency Mayhem**

Acclaim | Q2 2005
Xbox PS2

Emergency Mayhem will cast you as an emergency service team who must respond to problems and keep the city from falling apart. In the game, you will be able to take control of up to 12 different types of vehicles, and you can compete in more than 70 different skill-oriented minigames.

**Evil Genius**

VU Games | October 2004
PC

A tongue-in-cheek take on the 60's spy thriller genre, Evil Genius offers the player the chance to be the villain and control a secret island fortress complete with powerful (and strangely dressed) henchmen, mindlessly loyal minions and a wide range of hilarious gizmos.

**EyeToy: AntiGrav**

SCEA | Q3 2004
PS2

AntiGrav will allow you to use the EyeToy camera and your body's movement to control a character moving in a 3D environment. Moving your arms correctly will help keep balance on the rails and pathways as you speed along on an AntiGravity board.

**Fight Club**

VU Games | October 2004
Xbox PS2

A no-holds-barred realistic fighter, the game portrays the brutality of street fighting while encompassing the artistic style, settings, storyline and characters from the Fight Club movie. Players will feel every punch and kick delivered from the shocking visuals of broken bones, blood-stained ripped clothes and real-time facial deformation in fully interactive environments.

**Flatout**

Empire Interactive | September 2004
PC PS2 Xbox

Pummel around 45 challenging tracks in one of 16 fully upgradeable cars while fences shatter, tyre walls explode and water tanks and barrels fly across the track into other cars. Anything you destroy or alter stays a part of the race, increasing the carnage to unprecedented levels.

Empire Earth 2

VU Games | Early 2005
PC

From the discovery of fire to the technological frontiers of the future, Empire Earth 2 serves up worldwide conquest on an epic scale. Players will take control of a fledgling civilization and strive to forge the greatest of all empires. The game builds upon the success of its predecessor by adding unique units, powers, leaders, and inherent bonuses to all of the game's 14 different civilizations.

ER

Legacy Interactive | TBA
PC

Legacy Interactive's strategy/management sim lets you get inside the scrubs of TV's most photogenic hospital staff as you try and manage their daily lives as well as save the lives of patients.

Ex Zeus

Metro 3D | July 2004
PS2

This futuristic action game sees players defending the Earth from alien invasion using one of three different mechs. Essentially an arcade-style shooter, Ex Zeus captures the glory of shooting down insane amounts of enemies in glorious 3D.

FIFA 2005

EA Games | October 2004
PC PS2 Xbox GCN GBA NGE

An all-new animation system now makes every button-press react with authentic, responsive and realistic speed.

Fight Night 2005

EA Games | TBA
Xbox

The next iteration of EA's popular boxing game is coming to consoles, pushing the boundaries of boxing.

Final Fantasy VII: Advent ChildrenSquare Enix | TBA
PSP

Long rumoured to be a standard videogame sequel to the ultra-popular Final Fantasy VII, Advent Children is instead a direct-to-video DVD movie featuring CGI design rendered by the wizards at Square-Enix behind the FVM sequences in previous FF videogames. The movie takes place two years after the end of the PS One game.

Final Fantasy XIISquare Enix | TBA
PS2

Final Fantasy XII goes back to the meat of the series by offering a sweeping storyline, a party setup, and character advancement. The game follows the exploits of main character Vaan who can join forces with at least two characters at the time.

Future Tactics: The UprisingCrave | August 2004
PC Xbox PS2 GCN

This RPG takes place in the not-too-distant future, where the Earth has succumbed to a race of extradimensional creatures. Lead a boy and his ragtag band through both adventures and turn-based battles on a quest to save the planet.

Get On Da MicEidos Interactive | TBA
Xbox PS2

Get On Da Mic will feature more than 40 licensed music tracks, but what it will do with them remains a little fuzzy.

Godzilla: Save the EarthAtari | Q3 2004
Xbox PS2

This monster sequel allows up to four online players to battle in destructible cities all over the world. Expect copious amounts of bad Japanese translation as well as screaming and collapsible buildings.

MercenariesLucasArts | Early 2005
Xbox PS2

In the near future warlords have taken control of the demilitarized zone between North and South Korea, arguably the most dangerous place on Earth. You are part of a squad of mercenaries sent in to eliminate 52 of these warlords in an open-ended game where you choose what to do and where to go next. As you deal with the locals and the rival factions, allies and enemies will emerge depending on what you do for, or against, them. Mercenaries also boasts to be one of the first Havok 2 PlayStation 2 games.

**Forgotten Realms: Demon Stone**Atari | Q3 2004
Xbox PS2

The player directs a party of three characters: Fighter, Sorcerer and Rogue. The player controls one party member at a time -- switching between them on the fly -- while the other party members are AI-controlled. Players are tasked with choosing the best character for each challenge as well as using each character's gameplay specialty to maximum effect.

**GoldenEye: Rogue Agent**EA Games | Q3 2004
Xbox PS2 GCN

Why save the world when you can rule it? Going where no previous James Bond game has dared to tread, GoldenEye: Rogue Agent breaks all the rules by transporting players to the dark side of the Bond universe to experience life as a high-rolling, cold-hearted villain.

**Gooka**Cenega | June 2004
PC

Take on the role of Gooka and work your way through the many different environments to find the items needed to cure your wife, and discover the whereabouts of your son. The game has two separate stories, the one you play out in the real world, and the other reviling itself in your dreams.

**Gothic III**JoWooD | 2005
PC

Sequel to the already highly successful sequel to a game, Gothic III promises more areas, more monsters, improved graphics and everything else you could want from the series.

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Guilty Gear IsukaSammy Studios | TBA
PS2

Guilty Gear Isuka marks the first time in the series' history that players will be able to participate in four-person fighting. Whether gamers decide to battle it out two-on-two style or team up for four-player co-op against the computer, it adds an all-new dynamic to the series.

Headhunter: RedemptionSega | Q3 2004
Xbox PS2

Redemption's storyline is set 20 years after the events of the original Headhunter, at the end of which the Bloody Mary virus wreaked considerable destruction upon humanity. Redemption will be largely focused on all-out shooting action.

Heroes of the PacificEncore | TBA
PC Xbox PS2

Beginning with the attack on Pearl Harbor, this flight combat game puts players in the middle of some of the most intense naval conflict in WWII's Pacific Theater. This epic story unfolds through 30 missions taken from real events of the U.S. Navy's campaign in the Pacific, in hotspots like Midway Island, the Coral Sea, Wake Island, Iwo Jima and Guadalcanal.

High GearGameloft | TBA
NGE

This arcade racing title features many of the best luxury-car licenses and customizable vehicles all on the tiny N-Gage.

InuitsPlaylogic | TBA
PC PS2

This third-person action adventure game sees players assuming the role of a young shaman whose people have been cursed by a witch.

Metal Gear Solid 3: Snake Eater

PC PS2 | Q4 2004

Konami



Stealth espionage action takes to the jungles in Metal Gear Solid 3: Snake Eater for PlayStation 2 and PC. Set in what appears to be the 1960s, Snake Eater tells the story of a man who appears to be Solid Snake, but based on the time frame and information revealed in previous games, could be someone else altogether. Survival is a major theme throughout MGS3, as Snake must adapt to the harsh jungle environment, while at the same time battling enemy soldiers. Features include a new camouflage technique, the ability to catch food and a whole new range of ways to sneak past or dispatch of enemy soldiers.

**Gradius V**Konami | 2004
PS2

The Vic Viper returns in Gradius V, preserving the franchise's classic gameplay and featuring stunning 3D graphics, inspired game design elements and a new control scheme that gives players more power than ever.

**Gran Turismo 4**SCEA | November 2004
PS2

More cars, more tracks, more racing modes as well as online play make Gran Turismo 4 one of the most ambitious racing games to date. Photorealistic backgrounds take players to locations such as New York City, and the Grand Canyon. Over 500 car models are available to race with, each with handling physics that match their real world counterparts.

**Grand Theft Auto: San Andreas**Rockstar Games | October 2004
PS2

The follow-up to Grand Theft Auto: Vice City, this time around Rockstar take players to San Andreas, California. The choice of San Andreas goes back to the original 2D game Grand Theft Auto, which featured a three-stage structure, offering the levels Liberty City, Vice City and San Andreas.

**Imperial Glory**Eidos Interactive | Q3 2004
PC

Imperial Glory is a strategy title from the creators of Commandos 3: Destination Berlin, offering an in-depth management model along with graphically stunning real-time land and naval battles in full 3D.

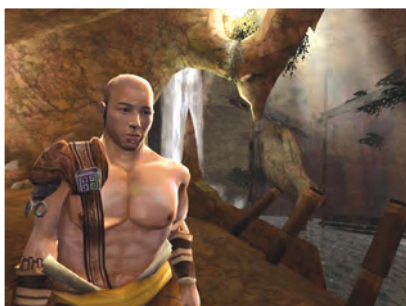


Interview With a Made Man

Acclaim | Q4 2004

Xbox PS2

Based on the world of organized crime, this game will cast you in the role of Joey Verola as he rises through the ranks of the mafia in a 3rd person action adventure.



Jade Empire

Microsoft | December 2004

Xbox

Bioware RPG set in ancient China. In the ancient, mysterious world of Jade Empire, train under your master's watchful eye and learn powerful martial arts and mystical powers. Travel across the world, from the harsh mountains of the Land of Howling Spirits to the lush gardens of the Imperial City. Face powerful human and supernatural foes. .

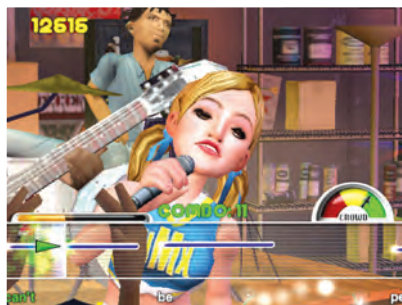


Juiced

Acclaim | September 2004

PC Xbox PS2

Combining the best elements of simulation and arcade-style play, Juiced features more than 50 licensed vehicles; real-time modding with hundreds of authentic aftermarket parts; realistic car physics and damage; and online head-to-head play, including for the first time ever, 'crew based' team racing.



Karaoke Revolution Volume 2

Konami | TBA

PS2

Karaoke Revolution Volume 2 delivers seven new characters, three new venues, more than 30 new character outfits and a song catalog of well-known rock, dance, pop, and R&B tunes. The game will also offer real-time feedback via dynamic crowds that fill each virtual venue, either by booing you off the stage or cheering your every note.



Killer 7

Capcom | TBA

PS2 GCN

Killer 7 is an action adventure game of a hard-boiled taste. A player will have to make full use of small arms or the special capabilities of the characters to try and make it through this off-the-wall and grim first person action adventure.



Killzone

SCEA | Q3 2004

PS2

Set in the not too distant future, Killzone tells the story of humanity's colonization of the galaxy. Suddenly and without warning, an interplanetary war breaks out between the splinter group known as the Helghast and an Earth-loyal squad called ISA.

Jak 3

SCEA | Q3 2004

PS2

Yet more changes are in store for Jak and his furry pal, in the final game of their trilogy, giving players new movies, a huge new world and even slicker graphics than the previous two titles.

King Arthur

Konami | Q3 2004

Xbox PS2 GCN

Based on the upcoming Bruckheimer film, King Arthur will let you play as one of five characters in a 3rd person action/adventure title.

Knights of Honor

Sunflowers Interactive | Q4 2004

PC

War, diplomacy and a burgeoning economy are the means by which you increase your power and expand your influence as King. A unique Knight-management system will offer you brand new possibilities to enhance your personal strategy

Kohan II: King of Wars

Gathering | Q4 2004

PC

The Kohan series expands with more of the same quality gameplay that made it a hit in 2001 -- with a few added twists. One of the main upgrades is that the cities in the game are no longer icons. They are actual walled entities with buildings that can be upgraded. Each component or building provides a different benefit to the city and to the units.

i During the show 3,000 small packages were received via freight, there was enough crate wood to frame a 15 story building and 87 forklifts were used to move in the freight



Legend of KayBig Ben | October 2004
PS2

Legend of Kay puts players in control of Kay, a young cat who also happens to practice martial arts. It's all eerily coincidental that he happens to use said martial arts against an assortment of colourful enemies in a 3D platform romp.

Mario vs. Donkey KongNintendo | Q4 2004
GBA

Mario hunts down his longtime nemesis, racing through confounding levels, finding keys and releasing Mini-Marios, before time runs out. Along the way he'll master new moves in order to scale the puzzling heights of the six action-packed worlds that lie ahead.

Medieval Lords: Build, Defend, ExpandMonteCristo | 2004
PC

This city-building game will allow players to view their creations from afar, or they can explore them from a first-person perspective. Essentially 'Sim City' for the middle ages but with a few very nice touches.

Metal Gear AcidKonami | TBA
PSP

Created by world-renowned developer, Hideo Kojima Acid is being billed as stealth adventure set in the Metal Gear universe. Initial reports indicate a turn-based strategy approach to combat.

Metal Slug AdvanceSNK | TBA
GBA

Side scrolling action as you go mission for mission to try and stop whatever evil it is trying to take over the world. An arcade classic for the handheld.

Prince of Persia 2Activision | TBA
PC Xbox PS2 GCN

In the sequel, you'll still play as the prince from the original game, though some years later. Prince of Persia 2's platforming and fighting areas will not be separate - they're all included within the same levels, and the game itself will have no load times as the prince moves from one section of a level to the next. You'll be able to attack multiple enemies at once while also seamlessly making use of the prince's new attacks, using his acrobatic abilities, like leaping from wall to wall, and using his improved ability to manipulate the flow of time.

**Leisure Suit Larry: Magna Cum Laude**VU Games | October 2004
PC Xbox PS2

Leisure Suit Larry: Magna Cum Laude is the coming of age story about Larry Lovage, nephew of Larry Laffer, the series' original lovable loser. Over the course of the game, Larry sets out on an epic search for love (or its equivalent) and finds that things don't always go as planned.

**Mashed**Empire Interactive | July 2004
PC PS2 Xbox

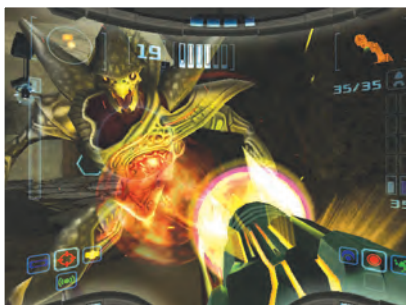
Mashed is a top down racing game that pits up to four players against each other in a gladiatorial racing battle extravaganza. Compete in over 13 challenging and diverse environments using whatever means necessary to batter and bruise your opponents into submission, and claim victory for yourself.

**McFarlane's Evil Prophecy**Konami | November 2004
PS2

McFarlane's Evil Prophecy looks like a solid little brawler with a pretty good amount of depth. The light character-building aspects add a nice incentive to keep going so you can power up your attacks and kick even more rear.

**Men of Valor: The Vietnam War**VU Games | October 2004
PC Xbox PS2 GCN

From the creators of the award-winning Medal of Honor: Allied Assault comes Men of Valor: Vietnam, a historical first-person shooter that portrays infantry combat during the Vietnam War. Combining the latest Unreal technology, Men of Valor immerses you in the humid jungles of Southeast Asia in the most controversial conflict of the modern era.



Metroid Prime 2: Echoes
Nintendo | Q4 2004
GCN

In this highly anticipated sequel to Metroid Prime, become the bounty hunter behind the visor once more and travel to a planet torn into light and darkness. Hunted, Samus Aran must explore the light and dark worlds of this doomed planet to discover secrets and augment her suit's weapons and abilities.

Mortal Kombat: Deception
Midway | Q3 2004
Xbox PS2

Destructible environments and break-through walls that lead to other arenas or fatality zones harken back to the glory days of the series' surprise smash-through stages, while favourite characters from the series such as Scorpion, Sub-Zero, Mileena and the returning Baraka all vie for the chance to choose the fate of the world again.



NARC
Midway | Q4 2004
Xbox PS2 GCN

NARC is a third-person action shooter set against a stylized modern-day backdrop of the War on Drugs. Playing as dual characters, Jack Forzenski and Marcus Hill, in the elite NARC squad. Using deadly firepower and police authority players will make the choice to play it straight or use and abuse narcotics to get that extra edge and quick cash.



Need for Speed Underground 2
EA Games | November 2004
PC Xbox PS2

Street racing sequel to one of the top sports titles of this year, new features include more than 30 licensed, customizable vehicles and a free-roaming city environment comprising five neighbourhoods.



Neo Contra
Konami | 2004
PS2

Neo Contra integrates all of the classic shooting gameplay elements that have come to define this renowned series while bringing the experience to a 3D world. Longtime fans and newcomers to the franchise will find classic, fast-paced action as they battle huge bosses who will stop at nothing to keep them from completing their mission.



Notorious: Die to Drive
Ubisoft | Q1 2005
Xbox PS2

Notorious is a vehicular combat game in which you must race and defeat your ruthless opponents in order to become top dog. Various weapons of mass carnage help with this task.

Metroid Prime: Hunters
Nintendo | TBA
DS

Up to 4 players can don the suit and compete in an all out fragfest on the upcoming DS. Using the stylus you can look around in full 3D as well as use the Morphball to escape from your enemies.

Musashi Samurai Legend
Square Enix | TBA
PS2

Square's diminutive interpretation of the legendary samurai returns with an all-new look and style, offering up some stylish visuals as well as interesting gameplay additions to the 3d action platforming genre.

Myst IV Revelation
Ubisoft | September 2004
PC

Within the visually awe-inspiring world of Myst, a gripping family drama will slowly unfold. Players will escape into the adventure as they attempt to solve the mystery and discover the fate of the two villainous brothers, SIRRUS and ACHENAR.

Nano Breaker
Konami | 2004
PS2

Following a darkened distopia not unlike The Matrix, Nanobreaker enables players to step into the shiny boots of a skilled marshall of sorts, a powerful sword-wielding hero. Using a shape-shifting Plasma Blade, the player must defend humankind from an out-of-control technological threat ironically created by humans themselves.

i At the show there was 7620 square meters of printed marketing graphics equal to 38,521 full-page advertisements.



Neuro

Revolt Games | TBA
PC

This sci-fi shooter will let players assume the role of a soldier with psionic powers that let him take control of other living beings, allowing for some amusing scenarios.

Nexus: The Jupiter Incident

HD Interactive | September 2004
PC

This real-time strategy game lets you build colonies on distant planets, gather your forces, and try to win back Earth from alien control in typical turn-based fashion.

Operation Shadow

Nokia | September 2004
NGE

Wage your war in helicopters, tanks, jeeps, and on foot. Out-battle an impressive array of enemy vehicles and fighting styles, but don't take anything for granted: the game's artificial intelligence develops more sophisticated attack and defence strategies as you progress.

Outrun 2

Sega | TBA
Xbox

Bringing back the classic arcade racer but in a new attractive package, Outrun 2 will have you speeding down exotic locations to try and beat the clock.

Pacific Fighters

Ubisoft | Q3 2004
PC

Pacific Fighters is a flight combat title that takes place in the Pacific theatre during World War II. The game is backed by the Oleg Mad-dox team, the makers of the popular IL2 series. Players take control of more than 40 different aircraft on both sides of the battle lines.

Rome: Total War

Activision | September 2004
PC

Rome: Total War is the next generation in epic strategy gaming from the critically acclaimed and award winning Total War brand. The aim of the game is to conquer, rule and manipulate the Roman Empire with the ultimate goal of being declared as the Emperor of Rome. Set in a time when the mighty Roman Empire emerged to conquer the known world against powerful enemies, this was also a time of brutal confrontation between civilisation and barbarism, and of civil war as the ancient world's only super-power turned on itself. Boasting 1000-a-side armies and unprecedented detail, despite being the third in the franchise, it's extremely impressive.



Playboy: The Mansion

Arush Entertainment | Q3 2004
PC Xbox PS2

Playboy: The Mansion blends state-of-the-art social simulation with traditional role-playing and empire-building gameplay. As Hugh Hefner, you build the Playboy mansion and magazine into a dynamic and powerful brand. Rub shoulders with stunning women and celebrities as you pursue the ultimate Playboy lifestyle. Grow famous and gain access to the Playboy Archives.



Pariah

Groove Games | TBA
PC Xbox

Sci-fi first-person shooter from the team behind the Unreal franchise, the game focuses on a robust immersive storyline that weaves survival elements into the traditional run-and-gun style of first-person action games.



Predator: Concrete Jungle

VU Games | November 2004
Xbox PS2

Take on the legendary role of the lethal Predator within this 3rd person action extravaganza. In Predator: Concrete Jungle, the tale of the fearsome alien's history on Earth unfolds between the 1930s and then in the 2030s, as the Predator embarks on a mission of revenge upon an organized crime empire and its leader who seek to conquer all Predators.





Psi-Ops: The Mindgate Conspiracy

Midway | Q4 2004

Xbox PS2 GCN

The player's mind becomes the ultimate weapon in Psi-Ops, where stealth action and psychic abilities are combined to create the ultimate special missions operative. Use powerful psychic abilities such as telekinesis to move people and objects, pyrokinesis to project a wall of fire, mind-control, remote viewing, aura view and mind drain.

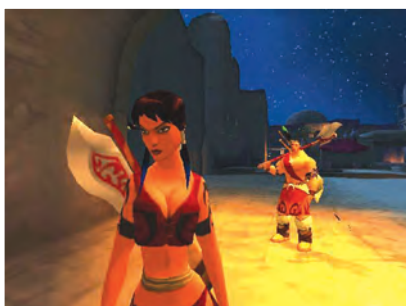


Red Ninja: End of Honor

VU Games | October 2004

Xbox PS2

A third person action game blending a variety of game-play features including action, adventure, stealth, seduction and fighting. All these elements have been placed into Japan in the 1500's when a young girl's world is destroyed when she and her father are attacked by the deadly Black Lizard Clan.



Rise of the Kasai

SCEA | TBA

PS2

Sequel to The Mark of Kri, Rise of the Kasai will allow you to play as several different characters as you battle through large 3D environments, each with their own distinct style.



Robotech: Invasion

Gathering | TBA

Xbox PS2

Invasion promises free-form first-person action with expansive environments. Your missions will include raids of Invid hives, battles with human gangs, and the never-ending search for protoculture, the mysterious energy source that powers human mecha and that the Invid ingest.



Rumble Roses

Konami | November 2004

PS2

Rumble Roses is a powerhouse combination with intense wrestling action, sexy female models, audacious poses and bold moves - all delivered with state-of-the-art graphics. Insults and taunts prove a lot more important here than in your typical wrestling title too, and many of the maneuvers are said to leave opponents in, what we will call, "compromising positions".



S.T.A.L.K.E.R.: Shadow of Chernobyl

THQ | September 2004

PC

First-person shooter, set in the near future, shortly after another disaster in Chernobyl. Combining FPS, adventure, and survival horror genres with on-foot and vehicular action, STALKER features more than 100 NPCs, a large arsenal, and a slew of multiplayer modes.

Pathway to Glory

Nokia | September 2004

NGE

This World War II-themed massive-multiplayer title will have support for more than 50 players on the same map.

Payback

DSI Games | TBA

GBA

This Grand Theft Auto-inspired action game will feature 3D graphics and a wide variety of vehicles. You'll run around one of eight different city maps while driving a variety of different cars--each of which handles differently--and using multiple different weapons, like handguns, machine guns, and baseball bats, to mow down anybody in your path. You'll actually be able to go inside buildings in the game, as well as wreck your cars in fiery explosions.

Phase: Exodus

Russobit-M | Q1 2005

PC

Strategy and role-playing game set on a postapocalyptic Earth in the year 2014, the game will be quest-and combat-based and will feature four playable characters, each with different abilities. Gain access to more than 150 weapons as you progress through the game.

Ratchet and Clank: Up Your Arsenal

SCEA | Q3 2004

PS2

They say the third time's the charm, and they might be right. With fun new ideas, greater intensity and a fun sense of humor, Ratchet & Clank: Up your Arsenal seems to be a much improved sequel to this highly successful series.

Requiem of Hell

Nokia | July 2004

NGE

Looking to be a Diablo 2 clone for the N-Gage, Requiem of Hell is slated to contain both a single player campaign as well as multiplayer.

Ribbit KingBandai | TBA
PS2 GCN

Ribbit King introduces the sport of "Frolfing," or golfing with frogs. Tongue-in-cheek humour with cartoony, colourful visuals, Ribbit King seems to be quite the oddball in today's serious gaming world.

RiftsNokia | 2005
NGE

Palladium Books' pen-and-paper RPG is en route to the N-Gage courtesy of Backbone Entertainment and Nokia, sporting an impressive 3D engine.

River City Ransom EXAltus Co. | TBA
GBA

The Technos classic is coming to the Game Boy Advance courtesy of Atlus. The originator of the brawler genre, River City Ransom is a blast from the past, touched up and re-released for the handheld.

RollerCoaster Tycoon 3Atari | December 2004
PC

Build a park to rival the world's best in this cotton candy snarfing, loop-the-looping, merry-go-round of a game. Everything you love, and hate, about this management series is back in full 3D.

Shadow Hearts: CovenantMidway | Q3 2004
PS2

A new intricate storyline, detailed cutscenes, complex characters, powerful battle sequences and unique gameplay. The Judgment Ring combat system features again, allowing players to choose which characters to bring to battle and helps determine the final outcome of battles based on the players' speed and accuracy.

Star Wars Knights of the Old Republic II: The Sith Lords

LucasArts | February 2005

PC Xbox



Bringing a new chapter to the Star Wars series, this sequel to the blockbuster RPG again delves into the saga's founding lore that was explored in the original. The Sith Lords features an all-new, more perilous storyline, new characters, classes, locations and force powers. Still set 4,000 years before the events of Episode 1, the sequel to Bioware's smash hit RPG takes place five years after the first game.

The Republic has grown weak and can't protect all its planets anymore. And Sith assassins have begun to seek out the one they believe to be the last Jedi - you.

Scaler

Global Star | TBA

Xbox PS2

This humorous action-adventure game will let players assume the role of a chameleon who can steal the shape of his opponents, gaining new abilities with each new form.

**Second Sight**

Codemasters | Q3 2004

Xbox PS2 GCN

Second Sight casts players in the role of John Vattic, an amnesiac who's nonetheless endowed with awesome mental abilities. How he's acquired those abilities and what Vattic has to do with a brutal military mission in Siberia is the onus of the story that drives Second Sight.

**Shade: Wrath of Angels**

Cenega | Q4 2004

PC

An action-adventure game played in a third person view. The game is not only about fighting enemies, the player will find himself having to pick his brain for the answers to mysteries within the game. Solve puzzles and logical problems along the way, whilst always keeping an eye out for that unexpected predator.

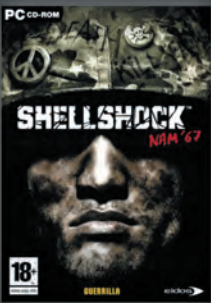
**Shadow of Rome**

Capcom | TBA

PS2

Wronged warrior Agrippa and his companions must draw blood across the land on a quest of rescue set against political conspiracy and political turmoil. Players can battle as any of the three warriors in the party on stages that roam from ship battles on the great seas to action aboard a chariot all the way to stealthy infiltration of the capitol palaces.

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Pre-Order

Silent Hunter III

Ubisoft | September 2004

PC

Taking the role of the U-boat commander, players will seek their enemy with sonar and periscope, attack the enemy with torpedoes, destroy them with the deck gun, or command their crew to do the job. The all-new 3D engine features impressively detailed U-boat models, both externally and internally, with exact replica WWII technology.

Soldiers: Heroes of World War II

Codemasters | Q4 2004

PC

Based around the exploits of World War II, players control specialized units from Allied, German and Russian campaigns. Pitching the player headlong into the war-torn battlegrounds of Europe, gameplay delivers extremely realistic yet explosive combat scenarios.

Spy Fiction

Sammy Studios | TBA

PS2

Spy Fiction is an action stealth game that lets you experience numerous Hollywood-style spy scenes. Strong emphasis on hand-to-hand and all the gadgetry. Moneypenny not included.

Star Fox 2

Nintendo | TBA

GCN

Team Star Fox is back for their most intense combat yet, as they engage a new threat by air and by land! A few years after disaster was barely averted on Dinosaur Planet, Lylat Central Command gets wind of a new threat spreading throughout the solar system. The Star Fox team is sent in to engage this new enemy but what begins as a standard combat mission quickly takes a drastic turn.

Starship Troopers

Empire Interactive | 2005

PC

Rooted firmly in Paul Verhoeven's interpretation of Robert Heinlein's novel about an epic battle of humankind against a menacing planet of bugs, this first-person shooter has Roughnecks plowing through literally hundreds of bugs at a time in onslaught of intense encounters. The game's advanced engine allows for well over two hundred alien creatures at a time in battle scenes to bring the hellacious bug fights to life. The game is set five years after the movie takes place and at this point looks set to be a single player campaign of around 15 levels. A multiplayer co-op campaign may be released as an expansion pack after the initial release of the game.

**ShellShock: Nam '67**

Eidos Interactive | July 2004

PC Xbox PS2

ShellShock: Nam '67 focuses on one man's experience of the most controversial war of modern times. Experience the fear, chaos and atrocities of the Vietnam War. You must fight your way through a variety of missions ranging from large scale battlefield encounters with the North Vietnamese Army to stealth-based missions such as assassinating a VC General.

**Sid Meier's Pirates!**

Atari | Q4 2004

PC

With Sid Meier's Pirates!, Firaxis will revisit the veteran game designer's classic computer game allowing you to lead your own illustrious career as a high-sea buccaneer.

E3 GAME LIST**Silent Hill 4: The Room**

Konami | September 2004

PC Xbox PS2

Henry Townsend finds himself trapped in his own apartment. By exploring mysterious portals leading to disturbing alternate worlds, he will begin to uncover clues as to why he is trapped. Features include a higher number of weapons and enemies than previous games in the series, changes to the environment in real time, and shifts between the first- and third-person perspective.

**Sly 2: Band of Thieves**

SCEA | Q4 2004

PS2

The sequel to Sly Cooper delivers the same crime detective style of presentation, borrowing heavily from movies, novels and comic books to create a beautiful, highly animated game. Sly earns new moves and gains different items to assist him in his dark craft. The biggest upgrade comes in the form of the new multi-character gameplay.



Soldner: Secret Wars
Encore Software | July 2004
PC

As the most powerful military forces in the world begin to downsize "World Policing" missions, more and more countries have started to rely on secret Special Forces for military action. In Soldner you control a group of secret Special Forces including soldiers, aircraft, and light armoured vehicles to complete various mercenary missions.



Spider-Man 2
Activision | August 2004
PC PS2 Xbox GCN GBA NGE

The menacing Dr. Octopus has put NYC in crisis again, but the webslinger is older, wiser and more in command of his powers now. The game's controls have been beefed up considerably to allow never-before-seen moves and amazing agility in a fully-explorable 3D world that allows Spidey to take on missions and challenges all across the city.



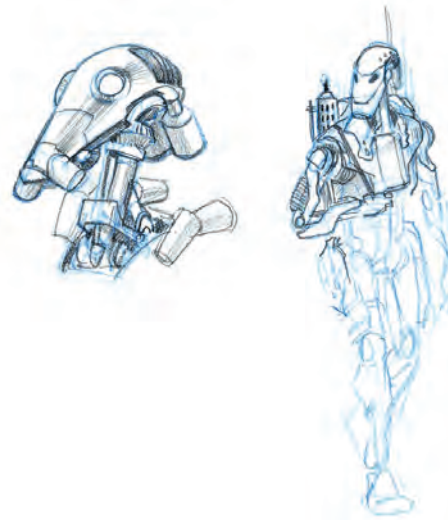
Spyro: A Hero's Tail
VU Games | November 2004
Xbox PS2 GCN

Spyro must save the Dragon Realms from the Evil Red Dragon who has planted light-sapping Dark Gems all over the Dragon Realms in an attempt to capture and control the world. All new seamless loading as well as worlds that change depending on the character's actions.



Star Wars Republic Commando
LucasArts | October 2004
PC Xbox

Star Wars: Republic Commando is a dark and intense first-person shooter. Unlike the largely main character focused Star Wars games of the past, Republic Commando presents a dramatic military-style action experience from the point-of-view of an elite squad member of a Republic Special Operations unit.



Star Wars: Battlefront
LucasArts | September 2004
PC Xbox PS2

A multiplayer online shooter set in the Star Wars universe featuring soldier sets from the series (Stormtroopers, Rebel pilots, AT-AT commanders, Republic Guards) and a wide variety of vehicles out of the films. Players take part in epic battles from both the original series as well as the prequel trilogy.

StarRush

PC | TBA
 1C

This immersive space simulation will allow you to fully explore the huge continuous gameworld while joining in the intergalactic gold rush.

Still Life

Microids | TBA
 PC Xbox

A 3rd person adventure game set in Chicago and Prague in modern day as well as the 1920's, Still Life will have you discover the link between murders in two different eras using classical adventure gaming concepts.

Supremacy: Four Paths to Power
 Strategy First | Q3 2004

PC

As commanding officer, you control one of four races in turn-based interplanetary combat akin to the likes of Master of Orion 3 and Imperium Galactica.

Tak 2: The Staff of Dreams

THQ | March 2005
 Xbox PS2 GCN GBA

With nine linear environments and a returning cast of favorite characters, along with three brand new Juju gods and new Juju powered artifacts, Tak 2 looks to improve upon it's prequel in every way.

Tales of Symphonia

Namco | Q4 2004
 PS2 GCN

Tales of Symphonia for the Nintendo GameCube brings with it many familiar elements from previous entries in the series, most importantly the trademark "Linear Motion Battle" system, which makes battles very action-influenced. For the first time in the series, Tales of Symphonia plays in a fully three-dimensional environment.



The Elder Scrolls Travels: Shadowkey
Bethesda | Q4 2004
NGE

In Shadowkey, you'll explore a vast fantasy 3D world with rugged terrain, ancient temples, bandit lairs, and murderous caverns. You'll fight more than 50 different kinds of foes in your search for the power of the Shadowkeys.

The Polar Express
THQ | December 2004
PC PS2 GCN GBA

An adventure game based on the CGI-animated Robert Zemeckis movie starring Tom Hanks and based on the children's book by Chris Van Allsburg. When a doubtful young boy takes an extraordinary train ride to the North Pole, he embarks on a journey of self-discovery that shows him that the wonder of life never fades for those who believe.

Thief: Deadly Shadows
Eidos Interactive | July 2004
PC Xbox

Eidos and Ion Storm bring us back to a world feared forgotten, where a master thief stalks through shadows searching for prey. New third-person gameplay allows for improved mobility.

Tim Burton's The Nightmare Before Christmas: Oogie's Revenge
Capcom | TBA
PS2

Action game based on Henry Selick's stop-motion movie masterpiece. Players slip into the role of Jack Skellington, King of Halloween, and relive the adventures set in Tim Burton's dark world.

Tony Hawk's Underground 2
Capcom | Q4 2004
PS2

With an improved story mode, new 'slow mo focus controls' as well as the ability to throw projectiles, Tony Hawk has never looked better. Over 20 characters can be enlisted to skate for you, while the classic mode returns over 100 unique goals to the game.

The Legend of Zelda (working title)
Nintendo | 2005
GCN

Though last year's The Legend of Zelda: The Wind Waker was by all accounts a resounding success, the game's unusual graphical style left many wondering if Nintendo would ever revert back to the Zelda series' signature visuals. Consider the official answer "yes." As part of Nintendo's annual E3 press conference, it showed off a new trailer of the next (currently untitled) game in the Legend of Zelda series, which featured an older, more mature Link than the one found in The Wind Waker, and a game that looks closer to the classic N64 games than anything else released in the series.



Starsky & Hutch 2
Empire Interactive | October 2004
PC PS2

A Starsky & Hutch sequel that stars Starsky & Hutch, two guys who police the funky streets of funk city. The game is about funkily driving and funkily shootin' not so funky punks. New 'on foot' sections break up the vehicular action a bit while the fun cooperative modes remain intact from the previous tile..



State of Emergency 2
Bam! Entertainment | Q3 2004
PS2

With a decidedly darker tone, upgraded character models that don't look as exaggerated and with less emphasis on killing lots of innocents, State of Emergency 2 looks to refine the concepts started by the first riot-inducing game.



Teenage Mutant Ninja Turtles 2
Konami | October 2004
PC Xbox PS2 GCN GBA

The next game in the Ninja Turtles series will offer a non-linear story as the Turtles try to defeat the evil Shredder. Again. With the same classical coin-op brawler gameplay, fans should enjoy.





Test Drive: Eve of Destruction
Atari | Q3 2004
PS2

Test Drive: Eve of Destruction blends the best elements of racing and demolition and is packed with 25 different events. Additionally, the game offers more than 30 custom vehicles and a split-screen multiplayer mode for up to four players.



The Bard's Tale
InXile Entertainment | October 2004
Xbox PS2

A fantasy RPG based on the original Bard's Tale game released back in 1985. As the bard, you are only interested in coins and cleavage, and you'll take on any adventure to get either. Apart from being a great parody of current CRPG games, it also features a fast game world and an innovative magic system.



The Getaway: Black Monday
SCEA | November 2004
PS2

Sequel to the PlayStation 2 crime caper, set two years after the first game. In Part 2, the story follows amateur boxer Eddie 'O' Connor. Developer Team Soho promises a bigger focus on stealth, licensed cars and fashion, improved police AI, and a much improved combat system with new moves and weapons.



The Last Job
Acclaim | Q2 2005
Xbox PS2

In The Last Job, you will control a group of four career criminals as you try to make lucrative robberies in this interesting title.



The Red Star
Acclaim | TBA
Xbox PS2

The Red Star is a battle action game that centers on three different main characters. Features include radically different play styles and abilities from character to character, 10 upgradable weapons, melee combat, and two-person cooperative play.



The Roots
Cenega | Q4 2004
PC

Playing as Yan, a young man brought up by the Guardian of the Tree of Life, one of six Mystical Trees that have maintained the peace and harmony of the world, it has fallen on you to travel the land and seek out this ancient evil in this turn-based combat RPG.

Torque: Savage Roads

JoWood | Q3 2004

PC Xbox PS2

Based on a Warner Bros. movie, Torque: Savage Roads will feature high-speed motorcycle racing.

Transport Giant

JoWood | August 2004

PC

In Transport Giant, you will have the ability to control a massive transportation infrastructure with over 130 different vehicle types.

Tribes: Vengeance

VU Games | October 2004

PC

An upgraded physics system seamlessly integrates jet-packing, running, skiing and piloting into one dynamic experience, and new weapons and vehicles add to the classic Tribes arsenal and guarantee a fight like no other. Battle in vast locations from underground caverns and forgotten cities to acid wastelands and mighty coliseums and join the war online with extensive multiplayer action for up to 32 players.

Ty the Tasmanian Tiger 2

EA Games | October 2004

Xbox PS2 GCN GBA

The new game offers huge open environments to explore by foot and vehicle, 21 upgradeable boomerangs, vehicle missions featuring combat and puzzle solving, five different "Mech units" to help TY fight large numbers of enemies and unlockable cart racing mini-games.

i The show network had 76,000 meters of network cable -- roughly enough network cable to stretch the length of Connecticut from top to bottom. There were over 4,000 endpoints on the network.



Unreal Championship 2: The Liandri ConflictMicrosoft | Q4 2004
Xbox

Single and multiplayer gameplay set in the Unreal universe, you play as one of fourteen characters using melee combat as well as shooter weapons to defeat your opponents. Play has also been optimised for Xbox Live.

Virtua QuestSega | TBA
PS2 GCN

Unlike other entries in the series, this latest VQ game takes the form of an Action-RPG title rather than a versus fighter. There's fighting included as well, although it takes the form of 3rd person street brawls with your character facing off against multiple enemies.

World Rally Championship 4SCEA | TBA
PS2

Evolution Studios is currently working on a fourth game in its World Rally Championship series, promising more cars, tracks and an upgraded physics engine.

WWE Day of ReckoningTHQ | September 2004
GCN

Features both classic and new star power to play as and go up against. But you don't become a superstar in a single day and in Day of Reckoning you'll start from the very bottom. WWE: Day of Reckoning revolves around a deeper, more balanced storyline as you make your way up in the world, from WWE Velocity & Heat to the real glitz and glamour of the big-time events.

Worms Forts: Under Siege!Acclaim | Q4 2004
PC Xbox PS2

Since history began, castles have provided the backdrop to some of the most dramatic battles of all time... and in Worms Forts Under Siege, now it's your turn to take part in your own epic struggle, pitting fort against fort, worm against worm, and Catapult against Trojan Donkey! Unleashing destruction on a scale never seen before in a Worms game, take personal command of your worm garrison and battle your way through time. You'll need skill, strategy and a healthy dose of Worms attitude if you want to master all 30 different weapons, and unlock the huge array of hidden maps, speech banks, missions, and challenges.

**The Settlers: Heritage of Kings**Ubisoft | 2004
PC

The fifth game in the long-running Settlers series sees players attempting to reclaim a medieval kingdom from an evil tyrant. Boasting a new 3D engine and a range of other improvements, this is set to be a landmark Settlers title.

**The Urbz: Sims in the City**EA Games | Q3 2004
Xbox PS2 GCN GBA

Players will follow the progress of their URBZ! growth at every turn - at work, in social settings and at home. But the real focus of the game appears to be influence and growth - players will tinker with building prominence at work, skill-building, relationship building and social interactions.

**TimeSplitters Future Perfect**EA Games | Q2 2005
Xbox PS2 GCN

This third installment of this shooter franchise offers hundreds of hours of gameplay and an improved Story mode that ties all the missions together between the years of 1914 and 2401. The game will also feature "meet yourself" time travel gameplay that lets players be their own ally by teaming up with past and future versions of themselves.

**Tom Clancy's Ghost Recon 2**Ubisoft | Q3 2004
PC Xbox PS2 GCN

Much like its predecessor, Ghost Recon 2 lets players command TEAM Rainbow, an elite squad of special forces soldiers, as they battle it out in close-quarters combat through a series of difficult all-new tactical missions.



There were 6,096 meters of power cable and 5000 monitors/displays at E3.



Trigger Man
Crave | Q3 2004
Xbox PS2

This third-person action game sees players assuming the role of an underworld hit man embroiled in a war between two crime families. Very little has been revealed so far, but it looks to be a strong Mafia clone.



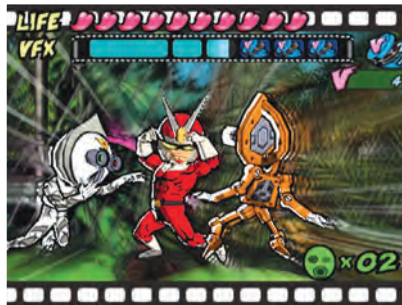
Under the Skin
Capcom | TBA
PS2

In Under the Skin, you play as an alien moving around the 3D cel-shaded environment, scanning people and taking on their form complete with their abilities. Gain a microphone, for instance, and you can start singing in a horrible voice. Gain a snowball and you can make people slip. You can also perform mischief without items, simply hitting people works.



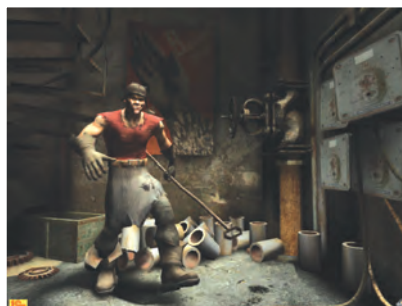
Vampire the Masquerade: Bloodlines
Activision | October 2004
PC

First-person roleplaying game, based on White Wolf's popular Vampire: The Masquerade pen-and-paper RPG. Vampire: The Masquerade: Bloodlines combines intense first-person action with an open, non-linear world, rich character development and an immersive storyline. The game plunges players into the dark and gritty vampire underworld of modern day L.A.



Viewtiful Joe 2
Capcom | TBA
PS2 GCN

In Viewtiful Joe 2, Joe and his now playable girlfriend Silvia are ready to face more challenging enemies and obstacles. Equipped with her pompoms for up close fights and projectiles for long distance, Silvia proves that she's as mean as Joe himself. The title will boast a number of play and graphic enhancements.



You Are Empty
1C | TBA
PC

The oddly-named You Are Empty is a first-person shooter that takes place in the late '50s in an alternate universe. You're in a Russian town that's in shambles, populated by horrid mutations intent on ripping the flesh from your bones. Your goal is to simply survive, and on the way you'll learn more about yourself and what happened to a once-thriving city.

X-Men Legends

Activision | October 2004
Xbox PS2 GCN

The first 3D action-RPG based on the popular Marvel characters, X-Men Legends challenges players to master the attributes of their favourite X-Men by creating, customizing and controlling teams of four mutants in real time.

Xyanide

Playlogic | TBA
Xbox NGE GBA

This futuristic 3D shooter will see you assuming the role of a fighter pilot charged with bringing a dangerous witch to justice.

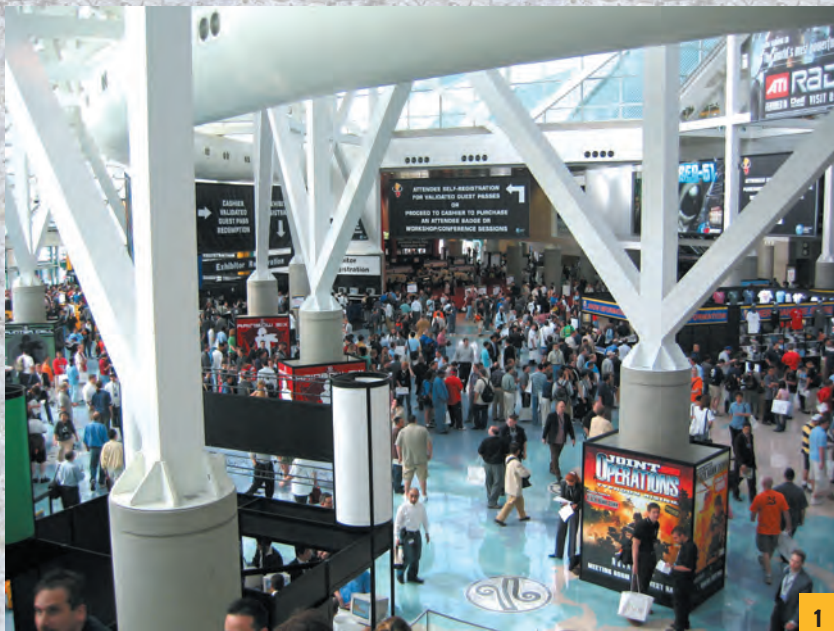
Zoo Tycoon 2

Microsoft | TBA
PC

Newly improved graphics and a proverbial bucketload of improvements help Zoo Tycoon become more than the lacklustre sequel it could have been.

i Over 27,432 square meters of vinyl banner material was hung in and outside of the facility. Two single banners measuring 2011 square meters each and exceeding 272 kilograms of total weight were attached to the exterior of the 60 meter tall facility towers.





- 1. The main entrance to E3
- 2. Giving Gran Turismo 4 a whirl
- 3. The Ghost Recon 2 display with a demonstrator in the humvee
- 4. Ah yes, now sometimes you have to see things from behind to appreciate their true beauty
- 5. Attendees and Nintendo reps play Donkey Konga
- 6. Vin Diesel signing autographs to promote Vivendi's Riddick game
- 7. The ABIT FATALITY shoot-out, featuring the CPL Unreal Tournament champion
- 8. The back of the PlayStation stand



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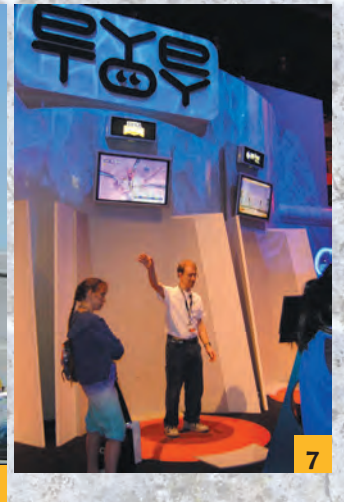
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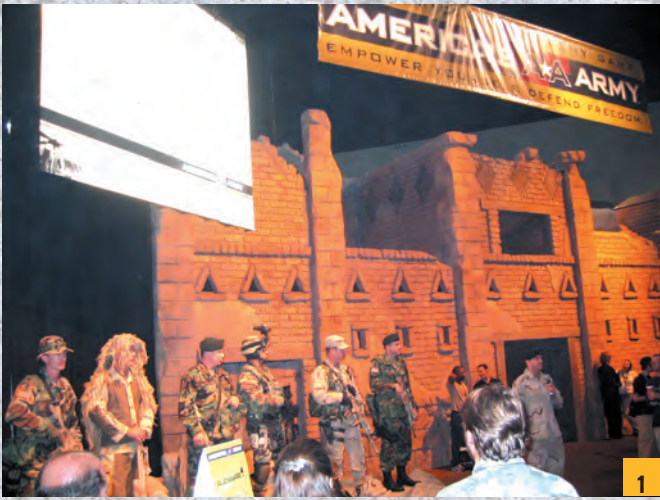


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7

1. The massive Spiderman mounted outside the Convention Center
2. Gabe Newell from Valve demonstrating Half-Life 2
3. Expo attendees taking a break
4. One of the many shows on during E3
5. The Metal Gear Solid 3 stand
6. Downtown LA outside the Convention Center
7. Someone trying out EyeToy Antigrav



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7

1. The America's Army stage - complete with real soldiers
2. Xbox dominated the Microsoft stand and was always busy
3. A Yeti from Yeti Sports by JoWood, just before attacking a small Japanese photographer
4. Part of the Nintendo stand
5. The Full Spectrum Warrior display on the THQ stand
6. Claire Kennedy, EA Marketing Manager with Will.I.Am from Black Eyed Peas
7. Aside from a generous helping of games, E3 also showcases new hardware and technology



1. The Spider-Man 2 display at Activision, complete with one of Doc Oc's mechanical arms
 2. The atmospheric N-Gage stand
 3. One of the EA Games stand entrances
 4. Yes... everyone is excited about World of Warcraft - even us bandwidth challenged South Africans
 5. A large spider adorns the Champions display
 6. The good 'ole days of gaming and where it all started
 7. Several Mr. Smiths line the stand for The Matrix Online
- For more snaps from E3 visit www.nag.co.za**



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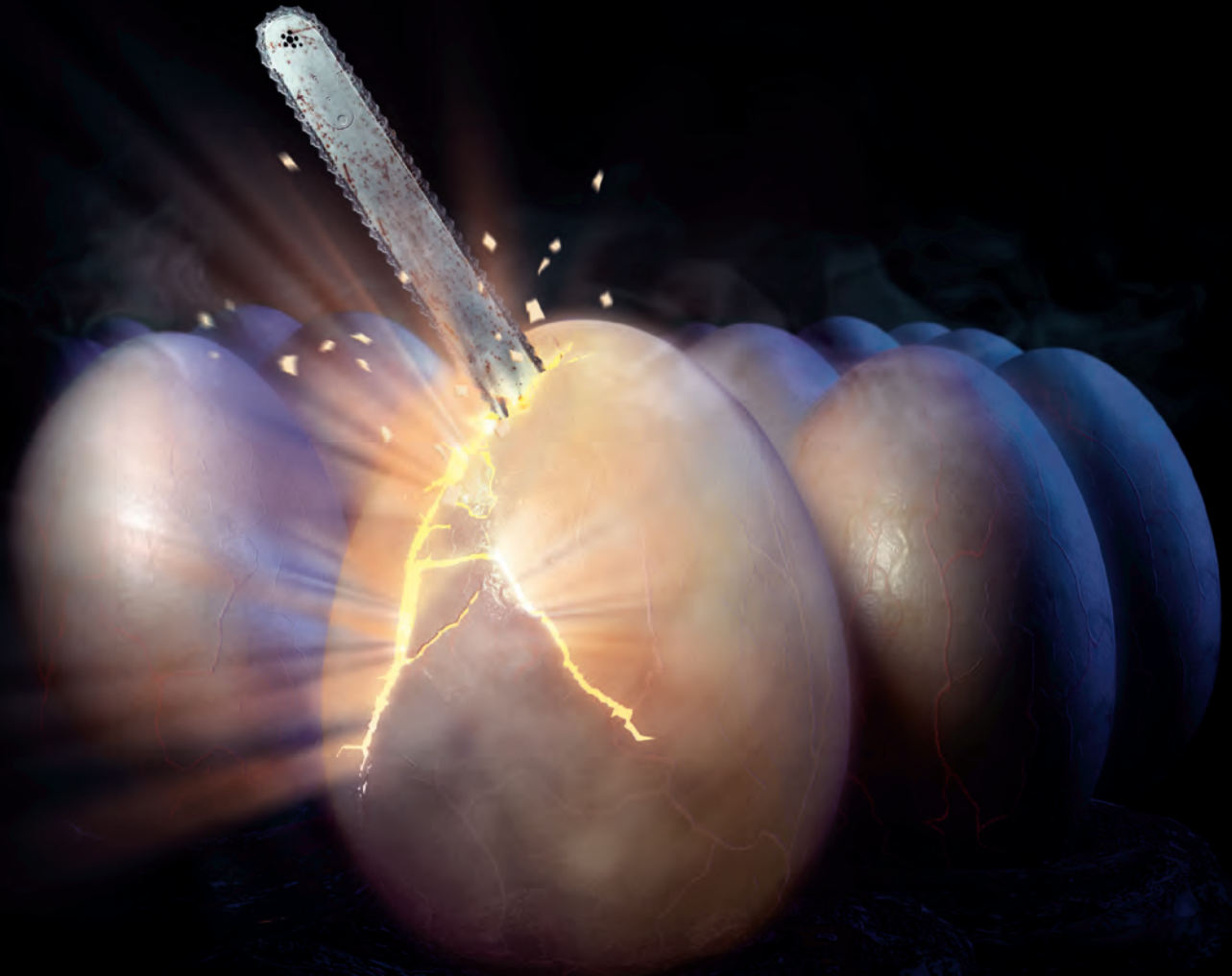


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