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E3 SUPPLEMENT

07-2005



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280
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WHERE BUSINESS GETS FUN

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Ahh, the E3 Booth Babes. A clear case of less vs. more, but certainly not nearly enough.

Photos 12

It's nearly impossible to capture the visual smorgasbord that is E3. But try we did.

E3 Game List 14

More than 5,000 computer and video game products were showcased this year. We take a look at 280 of the top gaming titles on display.

Like most things in life, it started off deceptively simple and relaxed (disregarding the 23+ hour flight to Los Angeles). With a little press conference here, a fun overblown media circus there; gaming was represented as a suave, mature endeavour filled with drunken journalists.

This utopian little scene was wholeheartedly thrown out of the proverbial window the moment the actual expo, E3, started. From that moment on, the embodiment of gaming became an overcrowded, heaving throng - pushing, pulling, shoving and shouting. Thousands upon thousands of gaming 'journalists' scrambling and scrabbling for any free swag they could shove into their bulging Xbox 360 bags, with even more journalists queuing in front of every conceivable stand/game (with the exception of the nGage stand which was eerily empty the entire time).

This was not a place for the unfortunate media (with purple badges), trying to do their jobs. This was the playground of the 'gamer' (with green badges), with little to no regard for life, limb or dignity.

To say that E3 is an experience is incorrect. Not even throwing the word 'spiritual' in front of experience would aptly summarise the sheer assault on the senses of the inconceivable amount of gaming paraphernalia.

This year, E3 was a cognitive detonation. Three new industry-changing consoles announced simultaneously is unprecedented, and then some. Roughly 6,000 games on show/announced is insane. This industry is growing faster than anyone can perceive, E3 being the major indicator of that.

So, without further fanfare, here is your E3 2005 supplement, your gateway to the largest gaming expo in the world, brought to you by the three NAG journalists who attended - Michael, myself and Lauren. We hope you enjoy.

Miktar Dracon
[Staff Writer]



Setting the trends



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COMING SOON

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Enthusia - PS2 Professional Racing



Charlie and the - PS2 Chocolate Factory



Madagascar - PS2 & PC



Tekken 5 - PS2



Dragonshard - PC



Predator - PS2 Concrete Jungle



Batman Begins - PS2



The Sims 2 - PC Nightlife



Battlefield 2 - PC



Grand Theft Auto - PC San Andreas



The Incredible Hulk - PS2 Ultimate Destruction



Cold Winter - PS2



Brian Lara Cricket - PC 2005

A sneak preview of gaming to come...



Still Life - PC



Worms 4 - PC Mayhem



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E&OE

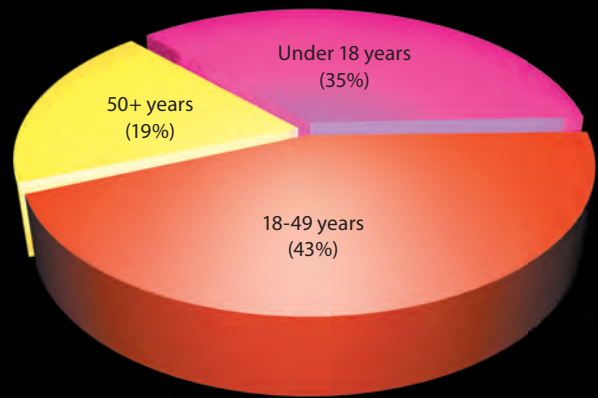
STATE OF THE INDUSTRY

Last year, E3 celebrated its 10th year. The focus was on the growth of the industry and the exciting statistic that gaming was nailing Hollywood in terms of revenue [an incorrect statistic*]. This year the industry is looking strong with the announcement of all three next generation consoles in varying states of readiness. Despite this, the tone this year was levelled out to realistic expectations, and now that we have this incredible booming industry, how do we sustain it and ensure that it truly does become the biggest entertainment industry on the planet? Concerns in this regard are further highlighted by the closing of a number of independent game development studios over the last eight months, the lacklustre flow of new ideas and sensationalistic mainstream media coverage on violence and gaming.

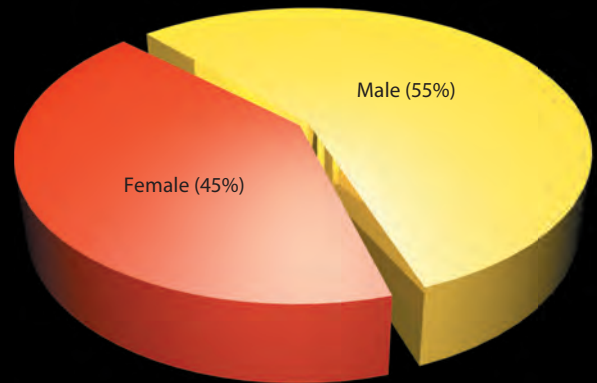
With the enormous amounts of funding now required when producing a game, the industry seems to be stagnating with increased licensing of existing intellectual properties, endless sequels and the dredging of Hollywood's back catalogues and current releases [everything from The Godfather to King Kong]. Douglas Lowenstein, President of the Entertainment Software Association [the people who bring us E3] had a clear message this year: sustaining the industry and clarifying a few misconceptions in terms of gaming statistics that people are all too happy to throw around when it suits them. Some of the points raised include making games that will appeal to a wider audience and one of the ways to do this, is to produce engaging experiences with more emotional impact as well as simplifying games, and rewarding the player instead of frustrating. The concept is to offer shorter, simpler and ultimately cheaper games. Lowenstein said: "Game reviewers will likely ignore such offerings as limited, simple, or shallow. Ah, but that is the point. We need games that are limited and simple and shallow. Just like we need movies that don't tax our intellect and psyche, but provide a few hours of forgettable pleasure." On the other side of the industry there was a call for new financial models for developing games. The current costs restrict creativity and force developers to continue producing 'safe' content that will sell, instead of embracing innovation. The final point in ensuring continued growth of the industry was working on overcoming cultural resistance to gaming and allaying fears regarding minors playing games with content not suitable for them. Instead of approaching this in a negative light, the industry is encouraged to take the situation seriously as more and more mothers and fathers start buying and playing games themselves. You cannot control what's out there, but you can control how much of it your children are exposed to...

* This statistic was arrived at by adding up the total video game hardware and software sales together and arriving at a total that exceeded the total box office take of the film industry. However, Hollywood is a much fatter cow when you add up all the DVD sales, rentals and other syndication deals. Douglas Lowenstein put this into perspective: "In truth, the worldwide film industry stands at about \$45 billion and the worldwide video game industry checks in at around \$28 billion". Not bad for an industry that's only 30 years old.

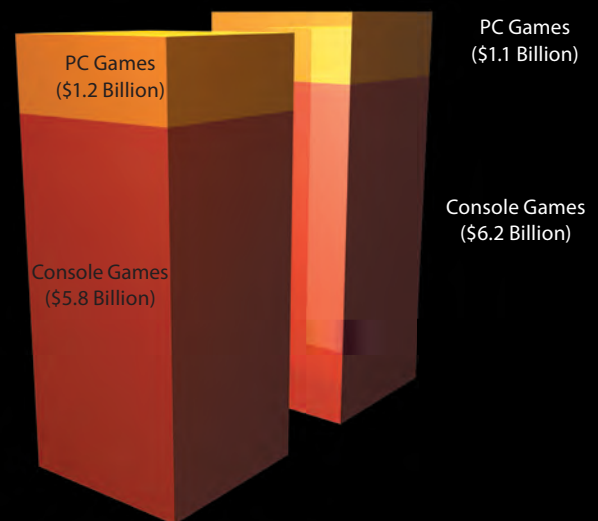
Age of Game Players



Gender of Game Players



U.S. PC and Console Game Dollar Sales



"The opportunities for our industry are vast and exciting. We are growing and broadening our audience, opening new frontiers, developing online and wireless platforms, and creating truly original and unique forms of entertainment." — Douglas Lowenstein, President, Entertainment Software Association

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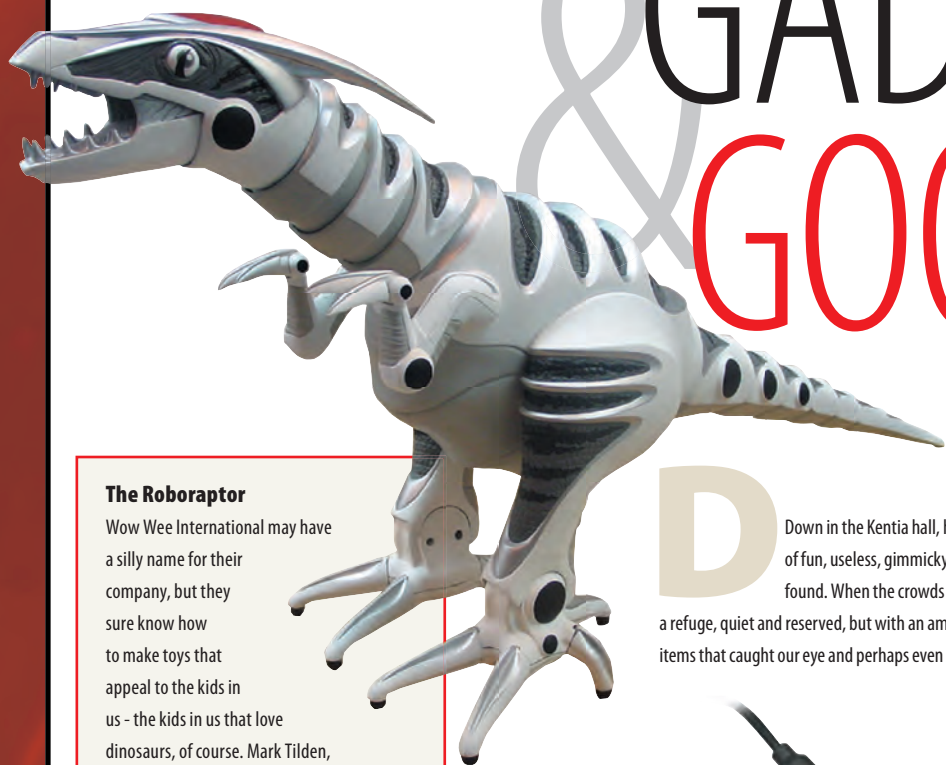


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GADGETS & GOODIES



The Roboraptor

Wow Wee International may have a silly name for their company, but they sure know how to make toys that appeal to the kids in us - the kids in us that love dinosaurs, of course. Mark Tilden, inventor of the Robosapien, has decided to unleash this lovable mechanical raptor on our unsuspecting wallets. It nuzzles your hand, responds to sounds in the environment and has three modes of play: Hunter mode, Cautious mode and Playful mode. In Hunter mode it will actively stalk the tail of your unfortunate cat (and will bite it), in Cautious mode it will stay away from stimulus and hide in your closet, while in Playful mode it will nuzzle your leg (and hopefully limit itself to that). We'd like nothing more than to build a miniature replica of Tokyo and unleash a Roboraptor on it.

Down in the Kentia hall, hidden underneath the hustle and bustle of gaming, a plethora of fun, useless, gimmicky or enjoyable (sometimes all of the above) items were to be found. When the crowds of the main gaming halls became too much, the Kentia hall was a refuge, quiet and reserved, but with an amazing yield of trinkets to make your wallet itch. Here are some items that caught our eye and perhaps even our hearts (as long as they're not too expensive).

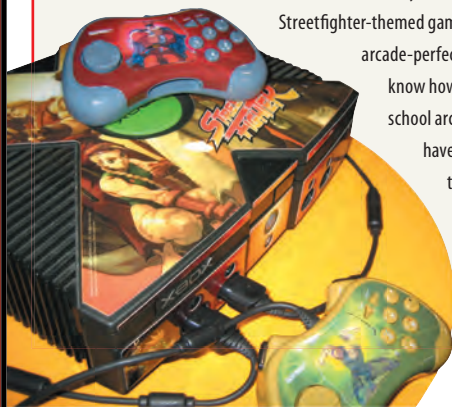


Dragon Controller

Philips isn't exactly a company you'd expect to make game controllers. Yet they make some really strangely shaped input devices for the Xbox and PlayStation 2. One memorable controller is the 'Dragon', shaped like a dragon, naturally. Each analogue controller is a jewel-like nub - the entire shape quite impressive, but perhaps a bit uncomfortable. Also under the 'Freak' range of controllers is the 'Samurai' and the 'Ninja', both appropriately themed and for the PlayStation 2.

NubYTECH novelty controllers

The Resident Evil 4 chainsaw controller may already be quite infamous, but that doesn't seem to faze NubYTECH. With a wide range of Streetfighter-themed gamepads and even an arcade-perfect joystick, they certainly know how to appeal to the old-school arcade gamer. They also have Xbox and PS2 character themed controllers which include Guile, Bison and Akuma, each with an appropriate 'skin' and colour-theme.



Dance Mats

You've seen the guys and girls bouncing in seemingly synchronous rhythm on the Dance Revolution arcade machines, but you've been too self-conscious to give it a try. Enter RedOctane with their extremely high-quality dance mats, including the utterly delectable metal-mat which replicates the arcade experience right down to the way the arrows light up when you step on them. Aficionados of the genre simply won't be able to resist these dance mats.

STER-KINEKOR GAMES NEWS

PSP™ - Take it everywhere!



PSP™ will be equipped with a wide screen 480 x 272 pixel (16 by 9) TFT LCD monitor with a backlight, and powered by super chipsets utilizing the latest 90 nm semiconductor technology. For graphics, 3D rendering will be enhanced by the employment of curved surfaces (NURBS) along with conventional polygons. Video quality will also be enhanced with MPEG4, which delivers quality equivalent to DVD video at a low data rate.

PLUS - These amazing games to tag along



Ape Academy



Everybody's Golf



Ridge Racer



Wipeout Pure



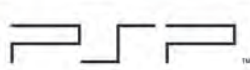
World Tour Soccer



Midnight Club 3

PS2 - SILVER AND SMOKIN'

To accompany and complement the new silver model PlayStation 2, a range of Satin Silver accessories will also be available, including a Vertical Stand, Memory Card, DUALSHOCK®2 Controller and DVD Remote Control. Already available is the stunning new silver EyeToy® camera, commissioned specifically to complement the slim-line console. EyeToy revolutionised the games market in 2003, the EyeToy camera has become one of PlayStation 2's most desirable and useful accessories. The silver model camera takes colour coordination and style to an altogether new level.



PlayStation®2



E3 - What's New?



24: The Game*
Action Adventure



Buzz*
Music Quiz



Genji*
Action Adventure



Killer 7
Action Adventure



Hitman: Blood Money*
Simulation



Crime Life: Gang Wars*
Action



Shaman King*
Action RPG



Soul Calibur III*
Sword Fighting Action



Spy Toy
Interactive Espionage



Socom 3
Military Combat



S.L.A.I.*
Action



Mortal Kombat Shaolin Monks
Action Adventure



The Suffering
Action Horror



Ed, Edd n Eddy
Adventure

*Temporary packshot only and may not resemble final packaging at all.

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E3 BLING

WARNING: *May contain silicon and botox*

"E3 used to be all about the new titles for the year, but now it seems like a competition between which company employs the hottest booth babes," said Mark Johnson, vice president of Agatec, Inc. "Sure, we all love beautiful models, but we thought it was time to remember that E3 is about the games, and applaud real people, real games and serious fun!"

This statement formed the basis of Agatec's anti-Booth Babe campaign at E3 this year, in which they hired ten 'average' looking ladies to work their booth-their intention being to encourage visitors to stop and look at their products instead of their booth babes.

Now, while we appreciate their noble efforts in steering away from the accepted norm, it would have been extremely selfish of us to have spent three entire days gawking at the scantily clad booth babes and not take photos to show you. So in the true spirit of E3 and all it stands for, here is your yearly dose of E3 bling ...



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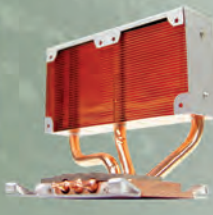
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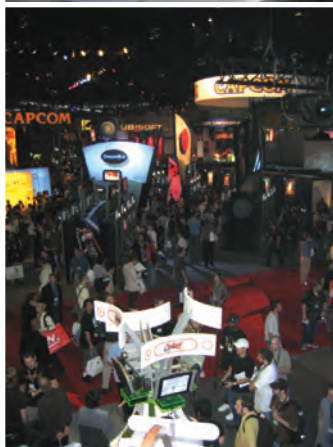
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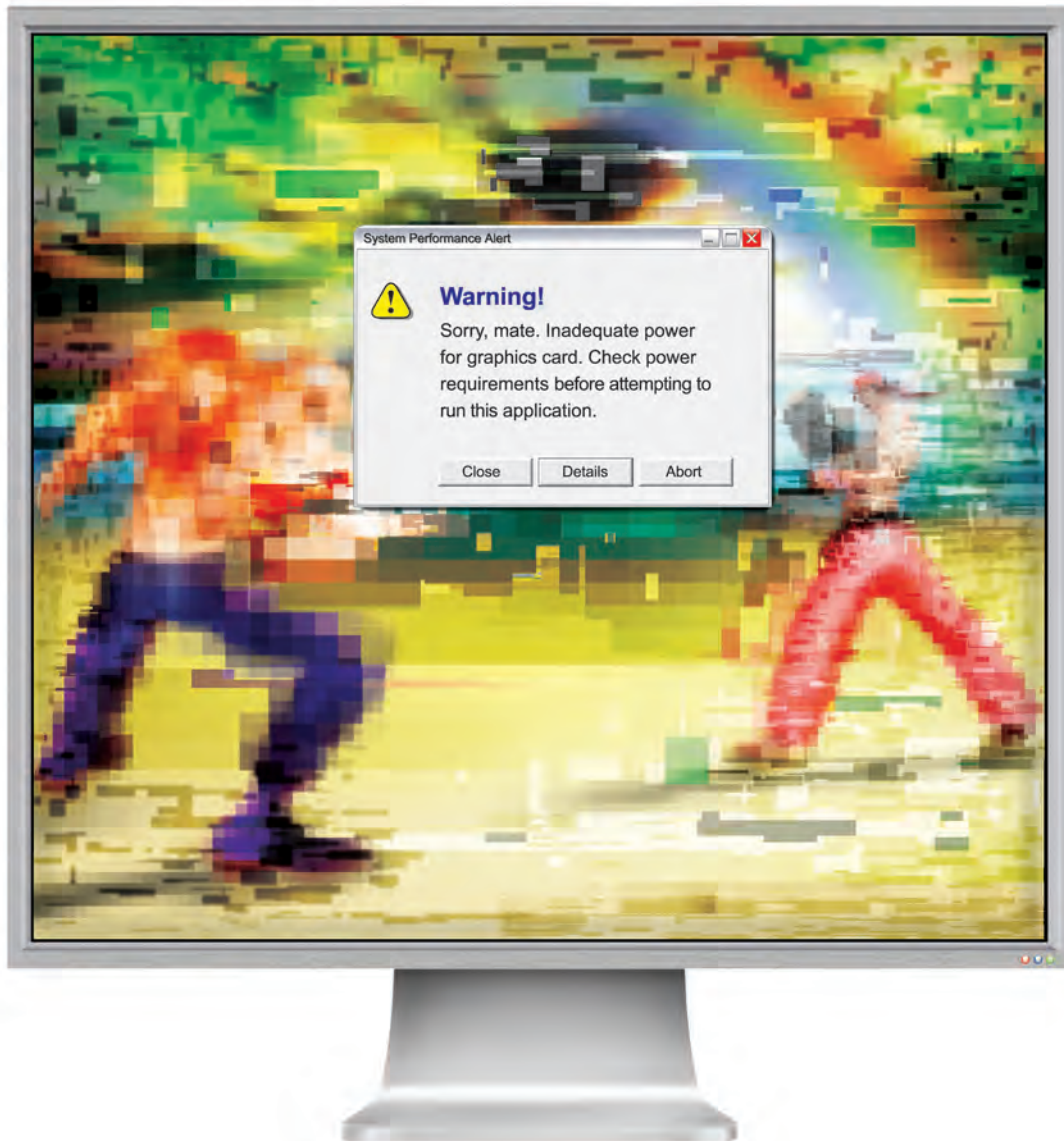
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PHOTO GALLERY



To view the full E3 photo gallery, go to the photos section on this month's DVD



Don't forget to upgrade before you upgrade



With new graphics cards and high-capacity hard drives, you're ready to take your system to a whole new level. But beware! What happens when you power up these new components could be underwhelming — especially without enough cool, stable power to drive them. That's where Antec comes in — the upgrade before your upgrade. Our power supplies give you the edge you need to get your money's worth from the latest PC technologies. Find out how to take full advantage of today's incredible high-performance computing power at www.antec.com.

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GAME ON!

The right stuff. . .

Every year thousands of applicants apply to be janitors, fighter pilots and movie stars, but only the very few, the elite are chosen. Out of the odd thousand new genuine products announced, launched and glimpsed at E3 this year, we chose 280 of the best, the elite. . . making this our biggest E3 supplement ever, so far. Make sure you keep this supplement near you at all times during the next year as a reference guide. We want our advertisers to get the maximum exposure possible, so next year they spend even more money and we can make this thing bigger, better and glossier. Yum!

Interesting E3 facts. . .

Rigging: 1.7 million pounds of equipment were hung from the ceiling of the Los Angeles Convention Center (LACC) -- roughly the equivalent of 500 automobiles or 250 elephants.

Monitors: More than 5,700 monitors, screens and plasma screens were displayed on the show floor and in public areas at E3.

Networking: E3's network capacity requirement has increased four-fold in the last two years. This year, inbound and outbound traffic were moving in excess of 180Mbps (million bits per second). This is the equivalent of 3,000 dialup connections, and is enough bandwidth for 600 simultaneous VHS-quality live-streaming video connections.

Cabling: The show floor was blanketed with more than 20,000 feet of power cable and more than 200 miles of high-speed data cabling and fiber optic cabling.

Banners: More than 110,000 square feet - 2.5 acres - of vinyl banners covered both the inside and outside of the LACC. Two banners hanging outside the LACC weighed 600 pounds each, and each of these banners required a crew of six to hang.

Crating: Enough crate wood was used during exhibitor moves to frame a 15-story building, requiring more than 87 forklifts to transport.

Exhibit Space: E3 2005 saw the fastest sell-out of exhibit space in five years. The show floor covered more than 540,000 net square feet, the equivalent of 2,700 city blocks.

Exhibitors: E3 2005 hosted more than 400 exhibitors from 90 countries.

Products: E3 2005 debuted more than 1,000 never-before-seen products, and showcased more than 5,000 products in all.

History: E3 is now in its 11th year, and its 9th year in Los Angeles.



Red-Hot Badger Approved

In addition to the 28 Spotlight games, these 25 games we saw at E3 were so hot, we had to set the Badger on fire to show how much we liked them.

Game Genres



ACTION

Metal Slug, Golden Axe, Jak & Daxter ...



ADVENTURE

Monkey Island, Legend of Zelda, Castlevania



COMBAT

Mortal Kombat, Tekken, Street Fighter



FLIGHT

Microsoft Flight Simulator, Crimson Skies



FPS

Doom, Quake, Unreal Tournament



MANAGEMENT

Sim City, Zoo Tycoon, Rollercoaster Tycoon



PLATFORMER

Super Mario Bros., Mega Man, Viewtiful Joe



PUZZLE

Tetris, Bejeweled, Bust-a-Move



RACING

Pole Position, Need For Speed, Ridge Racer



RPG

Final Fantasy, Dragon Warrior, Baldur's Gate



RTS

WarCraft, StarCraft, Command & Conquer



SPORT

Dodgeball, FIFA, Rugby, Cricket



SQUAD ACTION

Rainbow Six, Brothers In Arms, Republic Commando



STEALTH

Metal Gear Solid, Splinter Cell, Thief



OTHER

These games defy convention

OUR WALK OF FAME...



JUICED
THQ

TOTAL OVERDOSE
Eidos

**DRAGON BALL Z
BUDOKAI
TENKAICHI**
ATARI

**CONFLICT
GLOBAL TERROR**
Eidos

FAHRENHEIT
ATARI

**SHADOW
THE HEDGEHOG**
SEGA

**BATTLESTATIONS
MIDWAY**
Eidos

**SPARTAN
TOTAL WARRIOR**
SEGA

MARC ECKÖ'S
**getting
up**
ATARI

MORE STARS COMING SOON... 

24: the Game

2K Games | PS2 | Q3 2005

Jack Bauer is going to save the world again in the game-version of this popular TV series.

The title will be action orientated, but mixed with other elements from the show. As a bonus for fans, the game will act as a series between seasons two and three, clearing up a couple of questions.



50 Cent: Bulletproof

Vivendi | PS2, Xbox, PSP | Q4 2005

It might just look like another pop star cash-in, but the 50 Cent game holds a lot of potential. The movement and combat boast to be very versatile and fluid (with over 50 moves to use) as you take the rapper and his crew into the underground of New York. It also features an original soundtrack.



A Boy and His Blob

Majesco | DS | Q3 2005

Created by David Crane, you play a boy in this NES remake who feeds his living blob jelly beans, encouraging it to become a range of shapes and tools that he then uses to navigate the level. The jellybeans define the shapes and there will be between 16 and 20 to select.



Advent Shadow

Majesco | PSP | Q3 2005

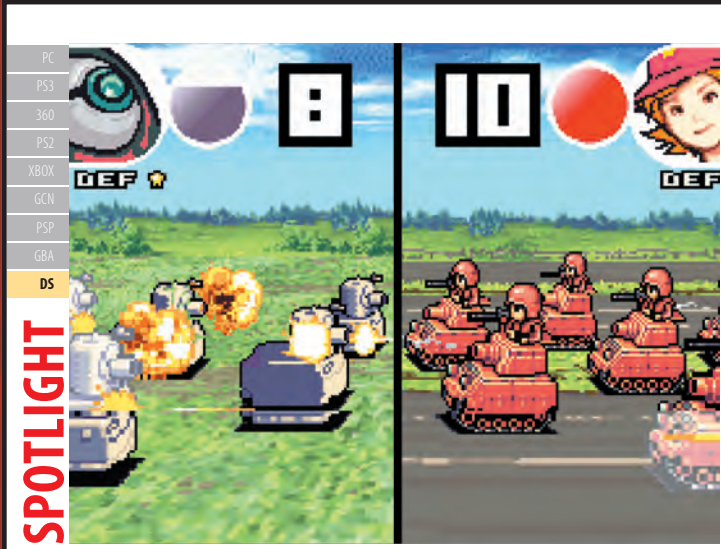
The PSP-exclusive extension to the Advent universe stars Marin Steel as a mercenary trapped on a planet which is invaded by an alien race hell-bent on human genocide. Action-packed for fans, it should be a welcome addition to the series.



Aeon Flux

Majesco | PS2, Xbox | Oct 2005

Based on the MTV animated series and upcoming movie, Aeon Flux is a very nimble and athletic agent who has to break the tyranny held over the city of Bregna. A mix of stealth, speed and acrobatic combat, it will probably feature Charlize Theron's voice.



SPOTLIGHT

Advance Wars: Dual Strike

Nintendo | Q3 2005

It was only a matter of time before Advance Wars found itself on the DS - and it works great on the dual screens. Apart from new weapons and units, this version also has a real-time combat option and a map editor.



187 Ride or Die

Ubisoft | Q3 2005

Combat racing meets the current fad of street racers in this fast-paced racer that involves impressive cars, heavy weapons, gangs and naturally women. The aim is to win at any cost necessary. The game features replays, slow-mo cameras and tons of multiplayer options.



25 To Life

Eidos | Q3 2005

The easiest way to describe this game is Cops and Robbers meets Counter-Strike. Create your character - either a cop or gangster - and fight against other squads who represent rival gangs or cops (if you're a thug) or the criminals. Online play and upgrade stats complete the package.



Age of Empires: Age of Kings

Majesco | December 2005

Many have said the DS needs RTS titles, thanks to the touch screen. Age of Empires has long been a genre favourite and its port to this platform will be well received, regardless. Build your empire through the Middle Ages and become the one king to rule them all.



Animal Crossing DS

Nintendo | Q4 2005

Who knew running a farm could be this much fun? Well, it is and it has brought us several versions of this popular game. Inevitably it will appear on the DS, as the proper sequel to the GCN game and it makes full use of wireless with up to four player support - even across the Internet.



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Aquanox: The Angel's Tears

JoWood | Q4 2005



Aquanox was a hit-miss affair on the PC, but it would feel very comfortable on the PlayStation 2. It's still a futuristic world where mankind lives underwater and privateer submariners do dirty jobs for corporations and clans. Guess who you'll be playing?



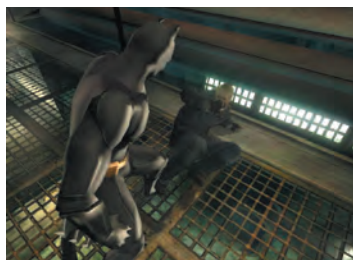
PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Batman Begins

EA Games | July 2005



The game based on the film, featuring all the polish that you can expect from an EA title. There's also the matter of the Catwoman game, so hopefully EA will avoid the pitfalls that usually bring these kinds of titles down. At the very least, the character models are very impressive.



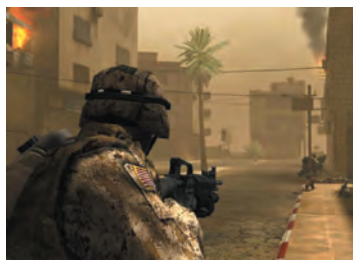
PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Battlefield 2

EA Games | July 2005



The PC game almost everyone will own. Battlefield 2 is based on a fresh engine, packed with new options and gameplay strategies, not to mention a lot more stuff to blow up. Play as a soldier in one of three sides in a modern combat situation. Yes, you can still drive a jeep over anyone you feel like.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Battlefield 2: Modern Combat

EA Games | November 2005



The console version of Battlefield, this edition finally got acknowledged as part of the sequel, so console players will see most of the benefits that PC fans can expect in BF 2. Up to 24 players will be able to play the game online.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Age of Empires III

Microsoft | Q4 2005



Ensemble's epic series is finally getting a proper second sequel. This time, apart from a home city and expanded diplomacy systems (not to mention the continent of North America), a new 3D engine really brings AoE into the new age of gaming.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

African Alliance

Games Factory | PC | TBA

A country in Africa gets taken over by a dictator after a *coup d'état* and the former rulers hire you to take care of business and get the man out of office. That's the plot in this RTS that promises a non-linear campaign and high destructibility, with over 100 units.



After Burner

SEGA | TBA | TBA

Sega has a long standing reputation for combat flight simulators on consoles and arcades. While After Burner doesn't quite reach the technical levels of traditional simulators, it is still pretty realistic. The expected action elements should make it fun.



Alan Wake

Remedy | PC, 360 | TBA

This impressive next-gen offering from Remedy is more of a psychological horror than the studio's action-packed Max Payne. A writer with memory loss retires to a quiet small town to get some rest and perspective, but something evil comes after him when night falls.



American Conquest: Divided Nation

CDV | PC | August 2005

Based in the early 19th century in the US, players can choose one of three factions and build an army to conquer the other states and leaders in this RTS. The game brings more than 50 new maps, 100 new units and 20 new building types to the series, plus new historically-accurate campaigns.



America's Army: Rise of a Soldier

Ubisoft | PS2, Xbox | August 2005

America's Army, the US Military's free game, makes its way to the console platforms, although you'll have to pay for it. An experience system and a non-linear career path allow players to play through a military career, while multiplayer allows for some online fire fights.



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Amped 3

2K Sports | 360 | TBA

The latest in 2K Games' answer to SSX brings along improved graphics and physics (thanks to the 360's power), new racers, new tracks and a few other tricks as well. If snowboarding or extreme sports is your thing, keep an eye out for more from this famous series.



AND 1 Streetball

Ubisoft | PS2 | Q4 2005

Ubisoft and AND 1's partnership deliver the first game based on the Mixtape team. Start a career as an aggressive street player and even create your own moves as you make your way up the ranks in this aggressive basketball league.



Ascension to the Throne

TC Company | PC | TBA

Ascension to the Throne is a turn-based strategy game with RPG elements. As the real heir to the throne, you need to rise to power again, making friends and building up your character to defeat your enemies and return as the rightful king.



Batalion Wars

Nintendo | GCN | Q4 2005

Advance Wars goes real-time in this version for the GameCube. Take on the enemy forces with all the weapons we came to love in the GBA series, except this time you'll have to be a bit faster and more aggressive if you want to win the battle.



Battlestations: Midway

SCI | PS2, Xbox, PC | 2005

Take control of a fleet of ships and airplanes in World War 2 and relive some of the biggest and most memorable sea battles from the era. A unique blend of third-person and large-scale naval combat, it starts at Pearl Harbour and ends with the Battle of Midway.



- PC
- PS3
- 360
- PS2**
- XBOX**
- GCN
- PSP
- GBA
- DS

SPOTLIGHT



Burnout Revenge

EA Games | Q3 2005

Burnout 3 kicked ass and the fourth game wants to take it even further. The newest addition is Revenge mode, which will allow you to take on normal traffic and send them shooting into even bigger pile-ups without wrecking your own vehicle. Expect that and a lot more.



- PC
- PS3
- 360
- PS2**
- XBOX**
- GCN
- PSP
- GBA
- DS



Beat Down: Fists of Vengeance

Capcom | July 2005

In this tale of vengeance, players navigate the city of Los Sambros and literally punch their way to the end, as combat is a big element in Beat Down. So are character interaction and building contacts through the city in a GTA-style open-ended game world.



- PC
- PS3
- 360
- PS2**
- XBOX**
- GCN
- PSP
- GBA
- DS



BLACK

EA Games | TBA

Criterion blew our socks off with Burnout 3, now they want to do it again with this shooter. The theme is still a mystery, but it takes place in a fairly modern setting, involves shooting at other humans and definitely looks stunning.



- PC
- PS3
- 360
- PS2
- XBOX
- GCN
- PSP
- GBA
- DS



Black & White 2

EA Games | Q3 2005

Peter Molyneux's ultimate god game gets bigger with more fur, more creatures, more nations and the new ability to go to war with your tribe. The first game introduced this concept to us, but with a few flaws. The sequel, though, seems to have taken all the criticism into account.



- PC
- PS3
- 360
- PS2
- XBOX**
- GCN
- PSP
- GBA
- DS



Blazing Angels: Squadrons of WWII

Ubisoft | Q3 2005

Over 20 maps, 40 aircraft and AI-wingmen who improve in stats as you do, not to mention a lot of the major aerial battles from World War 2 are captured in this combat flyer heading for the Xbox. If you have Live, up to 20 players can play online.



E3 Supplement
brought to
you by:



Blitzkrieg II

CDV | September 2005



Arguably the most realistic RTS out there, Blitzkrieg now returns with a full 3D engine, 80+ hours of gameplay and more real-world units and heroes, something fans of this ultra-realistic WW2 strategy title have definitely been waiting for.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Burnout Legends

EA Games | Q3 2005



There's always time for more Burnout now that it's going mobile on the PSP. Based on the third game, it will also have updated sequences from the first two, as well as features and modes unique to the PSP. Wireless multiplayer will be supported and the game will be quick-action orientated.



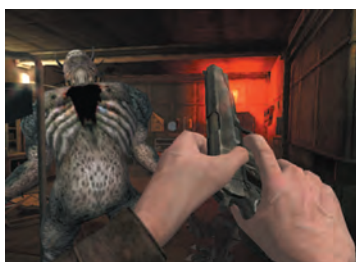
PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Call of Cthulhu: Dark Corners of the Earth

2K Games | Q3 2005



This first game based on Lovecraft's horror universe stars you as a police investigator on a case that involves a sinister cult and the mysterious Ancient Ones - monsters who ruled the world long before humans were here. And they aren't likely to be fond of us if they manage to rise again.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Call of Duty 2

Activision | Q3 2005



A new engine and a new generation of hardware embrace the Call of Duty sequel. More World War 2 action awaits you as you head into more open-ended battles with multiple objectives, a chatter system that helps your squad communicate with you and a highly detailed weather system.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

City of the Dead

Hip Interactive | Q1 2006



Based on zombie horror godfather George Romero's upcoming movie. Taking place in the near future, four survivors escape from zombies in a helicopter, only to crash on an abandoned military island full of zombies. Violence ensues with traditional and futuristic weapons.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Black & White Creatures

Majesco | PSP, DS | Q2 2005



Owners of the Nintendo DS can soon have their piece of the game that blew away PC gamers a few years ago. Become a god and train a titanic creature to be your representation on Earth. Will he be good, bad, stupid or annoying? It's your choice!

Blood Magic

1C Company | PC | TBA



Magic is the main focus in this RPG. Harness your power and go on an epic quest in a stunning 3D engine. Blood Magic boasts several styles of magic as well as over 100 weapons and unlimited spell combinations to master.

Blue Dragon

Microsoft | 360 | TBA



Blue Dragon is the first RPG on its way for the 360 by Square Enix alumni Hironobu Sakaguchi's Mistwalker studio. A young boy named Shu embarks on an adventure along with his two friends and a mysterious blue dragon.

Bounty Hounds

Namco | PSP | Q4 2005



Take control of the Bounty Hounds as Maximilian, the mercenary squad's leader. Your mission: blow up a whole lot of aliens, who are working to take over the world. To help you with the job, Bounty Hounds features over 500 weapons. Yikes!

Brigade E5

1C Company | PC | TBA



Take one of three sides in this squad-based tactical title, coming from the man who originally envisioned Jagged Alliance. Based in a jungle state on the verge of Civil War, your team of Mercs can be kitted out with literally hundreds of items, including over 100 realistic firearms.



E3 Supplement
brought to
you by:



Brothers in Arms:

Earned in Blood

Ubisoft | Xbox, PC | Q4 2005

The second part of this realistic squad-based WW2 shooter features a new story, new characters and an all-new co-op mode - something we've been hoping for. New multiplayer modes and a graphical push streets Earned in Blood towards being a great sequel.



Bully

Rockstar | PS2, Xbox | October 2005

You've had enough of it and decide to stand up to the school bullies! That's the aim in the latest offering from Rockstar: take revenge on bullies, get picked on by teachers, pull pranks on other students and eventually get or lose the girl. More bad taste from Rockstar? Yes, please!



Bust-A-Move DS

Majesco | DS | December 2005

Hell, if there was one game meant to be on the DS and its dual screens, that's Bust-A-Move. This isn't brain surgery: link up and pop the coloured balls before your screen fills up, beat your opponent and win the round. This is going to kill so much time it should carry a hazard warning.



Call of Cthulhu: Destiny's End

Hip Interactive | TBA | Q2 2006

By the same team who are bringing us the CoC FPS horror comes this third-person survival horror that gives you control of two characters. The duo daftly decided to go and explore the ruins of Innsmouth to discover the story behind the mystical events that happened there. Bad idea, really.



Captain Blood

1C Company | PC | TBA

Based on the series of novels by Rafael Sabatini, the action takes place in 1685 as a brave and noble corsair and his adventures. Take part in sea battles, have sword fights and find the buried treasure! Sounds a bit like Pirates! to us, which isn't a bad thing.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Conker: Live and Reloaded

Microsoft | July 2005

A lot of people missed out on Conker, an N64 gem and one of the best adult games yet made. Since being bought by Microsoft, Rare has been remaking its classic, using the Xbox's graphical power and multiplayer abilities. If it's anything like the original, you should want it.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Call of Duty 2: Big Red One

Activision | Q3 2005

Call of Duty 2 heads towards the major consoles, but unlike the PC and 360 versions isn't likely to look as good. Details are a bit scarce, but it's safe to assume that the missions and locations in this version will be different to the other sequel version. You can definitely expect multiplayer support.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



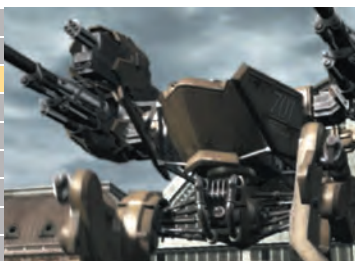
Castlevania: Curse of Darkness

Konami | Q3 2005

Apart from being the first Castlevania game on Xbox, you also don't play as a member of the Belmont clan. Instead the hero is Hector, a former lieutenant of Dracula who goes on a quest of revenge after the bloodsuckers kill his girlfriend. Bring on the whip!



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Chrome Hounds

SEGA | TBA

Called the love child of Rainbow Six and Mechassault by some media, this future-gen title will place you in charge of a mech squadron. Little else has been revealed and no real-time gameplay has been shown yet, but the brief trailer did look impressive. Mech fans will be happy.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Civilisation IV

2K Games | Q4 2005

Apart from going 3D, the new Civilisation plans to be more paced and streamlined, making it easier for new players to enjoy this epic series. An improved tech tree, two unique leaders per nation, new technologies, religions and units, not to mention a load of multiplayer modes await fans.



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Copper Chipset Cooler

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Dual OTES™

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μGuru™ Technology

Exclusive ABIT Engineered motherboard technology allows you to easily tweak your system for optimum performance and frame rates.

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Castlevania: Dawn of Sorrow

Konami | DS | TBA

The sequel to Aria of Sorrow, Soma Cruz has to fight a cult that is planning to resurrect their master, Dracula. And so as not to break from Castlevania tradition, the cult's mansion is a replica of Dracula's castle. The touch screen brings in a new combat system, though.



Codename: Panzers, Phase Two

CDV | PC | July 2005

Codename: Panzers, Phase Two will bring armchair generals to the war-torn battlefields of Africa, Southern Europe and the Balkans where they will fight as the Anglo-American Allies, the German-Italian Axis or the Yugoslavian resistance.



Colosseum: Road to Freedom

Koei | PS2 | Q4 2005

This Japanese-developed fighter lets you train and mould your gladiator, choose armour for him and then take him to fight up the ranks in a brutal Gladiator contest - full of gore and savagery.



Conflict: Global Terror

SCI | PS2, Xbox, PC | Q4 2005

Catapulting the Conflict series into the 21st century, the game is set in a modern day context of counter-terrorism. The game uses a 100% rebuilt engine and boasts radically enhanced graphics and an improved ordering system.



Cuban Missile Crisis

1C Company | PC | TBA

The game that dares to ask: what if they did nuke everyone?



The Cuban Missile Crisis took place in the sixties, narrowly averting a nuclear war. But this RTS takes place after the initial strike, giving it a post-apocalyptic/cold war edge not seen in other games before.

- PC
- PS3
- 360**
- PS2
- XBOX
- GCN
- PSP
- GBA
- DS

SPOTLIGHT



Dead or Alive 4

Tecmo | TBA

Team Ninja loves the Xbox, so it's no surprise that DoA 4 is a 360 launch title. New and old fighters will appear, along with new locations, new storylines and a much-improved countering system. Live owners will be able to duke it out online in one very visual game.



- PC
- PS3
- 360
- PS2
- XBOX
- GCN
- PSP**
- GBA
- DS



Coded Arms

Konami | July 2005

A hacker takes on a brutal Virtual training system gone mad in Konami's first FPS title. Thirty weapons and five different game worlds filled with bots, soldiers, bugs and other virtual nasties await you in this visually impressive shooter. It also features multiplayer support via wireless.



- PC
- PS3
- 360
- PS2
- XBOX**
- GCN
- PSP
- GBA
- DS



Cold War

Dreamcatcher | TBA

When a freelance journalist is arrested in Communist Russia, he needs to escape from the Russian political prison and discover why he is being held before they ship him off to Siberia. A mixture of stealth and action, the game provides a heavy blend of Russian locales and conspiracy theories.



- PC
- PS3
- 360
- PS2**
- XBOX
- GCN
- PSP
- GBA
- DS



Commandos: Strike Force

Eidos | Q3 2005

Commandos has always kept to the third-person view of things, but in Strike Force your squad of rag-tag allied soldiers get down and dirty in first person mode. Still squad based, allowing players to jump from character to character, only this time it's right in the thick of the action.



- PC
- PS3
- 360
- PS2
- XBOX
- GCN
- PSP
- GBA
- DS



Company of Heroes

THQ | 2006

Relic, the folks behind Homeworld and Dawn of War, are taking on the World War 2 RTS genre with their own take. Real-time physics, a fully destructible environment, advanced unit AI and missions from events during the war aren't new, but Relic's reputation is the reason to take note.



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Condemned: Criminal Origins

SEGA | TBA



Monolith and Capcom both go next-gen with this serial killer title. You play as an agent who has to hunt down the depraved minds that stalk for fresh victims in a psychologically tense and very good looking game. If anything, the theme alone is pretty unique.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Crash Tag Team Racing

Vivendi | Q4 2005



When a cute character comes to the end of his tenure, the next step in the evolution is to throw him into a race. Crash has had a title like this before, but this time players can combine their cars with those of opponents they crash into. Heavy weapons complete the package.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

D.I.R.T.

Deep Silver | TBA



A military experiment goes wrong and suddenly giant insects are all over the place. Naturally it's up to you as the rocker chick D.I.R.T. to take care of business with a blend of weapons and hand-to-hand combat. It's a combat game with an RPG system, but one you don't have to maintain.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Dawn of War - Winter Assault

THQ | Q4 2005



A massive war vessel lies in the ruins of a city and the race is on to get to it. Apart from a new race, all nations will get new units in this expansion, plus the usual new locations and such. Relic claims this will be one of the biggest expansions ever released for a game.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Elder Scrolls IV: Oblivion

Bethesda | TBA



Love it or hate it, Morrowind set a new graphical benchmark. Oblivion is about to destroy that with stunning visuals. Based in the Elder Scrolls universe, the combat, magic and item systems will be much improved, not to mention the AI, which was lacking in the previous game.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Darkwatch

Capcom | PS2, Xbox | July 2005

When a cowboy is turned into a vampire, he gets enlisted in the Wild West's version of the government's paranormal investigators. That means he heads out, guns blazing, against the creatures of the night. First person action, powered by the Unreal engine, complete with a horse.



Daxter

Sony | PSP | TBA

Being developed by former Naughty Dog employees, this PSP-exclusive gives Jak & Daxter's other star, the lovable if big-mouthed Daxter his own adventure. Considering the Daxter sections in the second and third games, this should be a lot of fun.



Desert Law

TC Company | PC | TBA

What if Mad Max was an RTS? Okay, this has nothing to do with those movies, but think in that context and you know what Desert Law is. Head a squad of rag-tag fighters in souped-up rusty cars, all to get another tank of petrol.



Devil May Cry 4

Capcom | PS3 | 2006

Dante is back and heavier than ever, but that's all that's been revealed. Basically, so far it's just another reason to get excited about the PlayStation 3, but it definitely is a great reason, especially since the last game pushed the PS2 to its limit.



Dragon Ball Z: Budokai Tenkaichi

Atari | PS2 | Q4 2005

It's the biggest in the series yet. Apart from retelling the story of DBZ from near the beginning, the new game will feature over 60 characters, including the entire Ginyu Force, all the bad guys, all the Saiyans and a giant monkey. Seriously.



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Dreamfall:

The Longest Journey

Funcom | Xbox, PC | Q4 2005

The Longest Journey was a massively impressive adventure game and the follow-up looks to go even further. This time players will have access to three characters and three different roles spread over time, but all impacting each other.



Dungeon Siege II

Microsoft | PC | Q3 2005

A more polished engine, better combat and a new skills system embrace fans of this series in the sequel. Based years after the original game, you start off as a warrior (out of a new range of species to choose from) and build your band of mercenaries to save the world.



Dynasty Warriors 5

Koei | Xbox | TBA

With the largest cast of characters ever assembled, the biggest battlefields to conquer, an incredible array of new attacks, powerful weapons, smarter soldiers and tougher challenges, KOEI presents its most ambitious Shin Sangoku Musou adventure thus far.



Eyedentify

Sony | PS3 | TBA

Little details are known about this game, except that it involves the PlayStation 3, the EyeToy and voice recognition. On top of that are some impressive visuals that are bound to blow us all away. Are they finally taking the EyeToy beyond simple party games?



Fable: The Lost Chapters

Microsoft | PC | Q4 2005

The Xbox RPG heads to the PC. This time Lionhead wants to include some of the material that had to be left out of the original. Start as a boy and grow up to an adult, honing your skills and spreading your reputation across the land – whether good or evil.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Electroplankton

Nintendo | TBA

It involves Plankton and you make music with it. Beyond that it's hard to define this very unique-looking game, but fans of titles such as Amplitude and Rez, or anyone who wants to get more creative with the DS' touch screen, will definitely want to take a look at it.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Dead Rising

Capcom | TBA

Not much to tell about this 360 title, except that it appears to have a lot of zombies in it. That translates to a game we have to see, especially when you look at the high-quality models and the potential hero zapping one of the walking dead with his shotgun.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Dead to Rights: Reckoning

Namco | 2005

The PSP game will have a unique storyline, involving the rescue of an informant from a crime lord. Apart from new weapons and moves for Jack, his dog Shadow is now also interactive and can be used in battle, similar to what Dead to Rights 2 is planning.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Death Jr.

Konami | August 2005

The Grim Reaper's son goes on a school trip in this, the first game ever announced for the PSP. The demon Moloch gets unleashed and the little guy, armed with his dad's scythe, has to go rescue his friends, which includes a girl named Stigmarcha and an exchange student in a vat.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Demonik

Majesco | 2006

After Undying we were afraid Clive Barker wouldn't make more games. Penned by him, the game involves you as a Demonik, a monster summoned by someone to do their bidding. This usually involves suffering - luckily you're good at that. But the real aim is to break free and rule the Earth.



E3 Supplement brought to you by:



Destroy All Humans

THQ | Q3 2005



The crazy green alien out to probe cows and bring mankind to its knees is looking better and better. A free-form, GTA-style action game, you are armed with ray guns, psychic powers and a ship with a big laser gun. Just watch out for those men in black – they know you're in town.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Devil Kings

Capcom | 2006



This hack-and-slash is based in medieval Japan. Choose from a roster of fighters with unique abilities and enter the many battles taking place in the war. Characters can be upgraded with stats and develop signature moves as they hack through thousands of enemy soldiers.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Dragon Quest VIII

Square Enix | TBA



More RPG action from Square Enix as this series finally debuts on the PlayStation 2. The game is written and directed by series creator Yuji Horri while Dragon Ball Z creator Akira Toriyama provides new unique characters, all in a stylish 3D cell-shaded engine.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

El Matador

Cenegra | Q3 2005



A DEA agent wants to avenge his brother's death by taking down a notorious narcotics syndicate in South America. As the action progresses, the story alone promises to take players on twists and turns, all while staying in the thick of the action.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Enemy Territory: Quake Wars

Activision | TBA



E3's surprise title is this new version of Enemy Territory, based in the future. Once again details are limited, except that one race looks like a machine nation. It will be powered by the heavily enhanced Doom 3 engine being used for Quake 4, which includes large outdoor areas.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Fahrenheit

Atari | PS2, PC | Q4 2005

Play as one of four characters in this creepy psychological thriller involving a spate of killings.

How you play each character, though affects how the game turns out and what happens when you play another character. An interesting twist to the Adventure genre.



Far Cry Instincts

Ubisoft | Xbox | Q3 2005

One of the best PC shooters yet made makes its way to the Xbox, boasting even more

refined visuals, mixed with the open maps and lush jungles on the tropical paradise filled with mercenaries and mutants out for your blood. Players can also build and upload maps.



Fired Up

Sony | PSP | Q4 2005

Vehicular combat heads to the PSP as you take charge of a squad of resistance fighters

fighting an unknown mercenary. Arm your high-octane car with destructive weapons, which you can also use against your friends in the wireless multiplayer arena.



FRANTIX

Majesco | PSP | Q3 2005

FRANTIX offers frenzied puzzle-solving action spread over more than 150 challenging levels

with power pick-ups, and a diverse array of monsters and unique obstacles. The game features quick-paced action, surreal environments and challenging levels with deadly traps and dangerous hazards.



Free Running

Eidos | PSP | TBA

The energetic culture of the sport Pakur hits games consoles. Become one of

the athletes that make the city their playground, taking death-defying leaps, running up walls and bouncing through gaps barely big enough. If executed properly, this could be a lot of fun.



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Geist

Nintendo | GCN | June 2005

This first-person shooter from Nintendo looks unlike anything else the company is working on at the moment. You play a spirit capable of possessing enemies and use them to get to new areas, find new weapons and, of course, kill enemies.



Gene Troopers

Playlogic | PS2, Xbox, PC | TBA

In this sci-fi world, a new enemy known as the Gene Troopers has emerged. They seek to find and secure the genetic information of all species; in turn anything can now be changed and moulded. It lays an interesting premise for this FPS title, since you can change your own character.



Generation of Chaos

TBA | PSP | TBA

Idea Factor's first PSP title is based on the PS2 version of Generation of Chaos IV, but with a new storyline. Your goal is to collect powerful allies and both protect your kingdom and invade enemy territory.



Ghost in the Shell: Standalone Complex

Bandai | PSP | 2005

Section 9 returns to take out the latest terrorist cell in this futuristic first-person shooter.



Use Motoko's agility, Batou's strength, Togusa's stealth or Saito's sniper skills to take out the terrorists. Train Tachikoma to assist you in your missions and hack into enemies to obtain information crucial to your missions.

Ghost Wars

Hip Interactive | PC | Q1 2006

An RTS boasting first person shooter levels of detail, you are put in charge of a military outfit that has to flush out terrorists. Use land, sea and air units to do so, directing them from your battle view or in the thick of battle.



SPOTLIGHT

Eyetoy: Kinetic

Sony | Q3 2005

Co-developed by Nike, the Eyetoy finally takes gaming where it's rarely gone before: exercise. Kinetic will feature a range of exercise activities, including Tai Chi, done in a way that will hopefully be fun and entertaining as well. At least now, not all games will make you fat and lazy.



Evil Dead Regeneration

THQ | Q3 2005

The previous Evil Dead games sucked, so THQ wanted to redeem the brand with this new title not based on the movies, but instead a sequel to Army of Darkness. It's the modern world and the creatures of the Necronomicon are everywhere. Call in Ash with his chainsaw and boomstick.



F.E.A.R.

Vivendi | Q4 2005

Monolith's impressive FPS is looking better and better. Announced last year, the details are still the same, except for the revelation that the enemy AI will form squads to outflank you. Hollywood-style effects, a huge arsenal and a high-octane horror plot - F.E.A.R. is looking excellent.



Fantastic 4

Activision | July 2005

Activision impressed us with the latest X-Men game, so this game-of-the-movie could be worth it. Visually it's impressive, plus all the movie actors such as Jessica Alba provide voices. No alone time for you and Ms. Alba, though, since it's a team combat game with two player support.



Fatal Frame 3: The Tormented

Tecmo | September 2005

In this chapter of the series, a young woman keeps entering the nightmarish House of Sleep while dreaming. All she has to aid her and find out why she keeps dreaming about the place is the mysterious Camera Obscura, a means to record the events in her dreams as well as vanquish ghosts.



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Final Fantasy XII

Square Enix | 2005



Final Fantasy became high and mighty in the airship-dominated world of Ivalice. Apart from spending a lot of time in the sky, it has a new story and characters (naturally), as well as an enhanced combat system and more seamless loading times to keep things smooth.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Final Fight: Streetwise

Capcom | Q4 2005



Final Fight goes 3D as you go out to rescue your brother Codie from a crime lord. As a seasoned pit fighter, you'll have no problem with beating up the scores of enemies that come your way. Of course, they share the sentiment and everyone gets involved with fists and melee weapons.



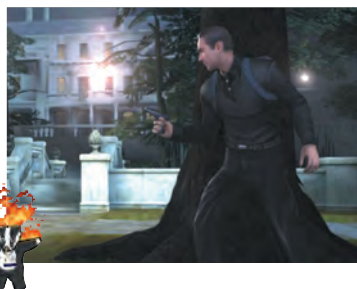
PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

From Russia with Love

EA Games | Q4 2005



After doing pretty much everything else with the franchise, EA heads to the movies and enlists Sean Connery's voice and likeness to lead this first game based on the Bond movie. Meet familiar villains, seduce classic Bond babes and slur that you want it shaken, not stirred.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Full Spectrum Warrior: Ten Hammers

THQ | 2006



A sequel was inevitable, but there are no complaints here. It's more squad-based military action, only this time entering buildings and setting up sniper positions have been added; so has the ability to control mechanised units such as tanks and other heavy weaponry.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Full Auto

SEGA | TBA



Billed as the world's most destructive automotive racing game, it's 'Burnout 3 meets Twisted Metal' as you take out your opponents with weapons and crashes. The 360 powers high-detail models torn apart by a very cool damage model and the vehicular mayhem in Full Auto should be extreme.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Gods and Heroes

Perpetual Entertainment | PC | Q3 2005

In this MMOG, the Gods have a big influence on the world, so players form mercenary squads and take on other squads and monsters in the world and in battle arenas, boasting 1942-style combat game play. No jeeps, though.



Gripshift

Sony | PSP | Q4 2005

In the same vein as Trackmania, Gripshift expects players to navigate through insane tracks and puzzles, avoiding traps and grabbing bonuses while trying to complete a course in a souped-up and highly acrobatic little car.



GTA: Liberty City Stories

Rockstar | PSP | Q3 2005

The infamous GTA series heads exactly where we don't want it: onto a portable system, which means you have no excuse to stop playing it. As with GTA tradition, this new addition to the series will have a new story, but takes place in GTA's birth city.



Gun

Activision | PS2, Xbox, PSP | November 2005

The first original project from Tony Hawk developer Neversoft in several years, this first-person shooter is rumoured to be a Wild West gun fest titled Gun. Not much else is known, but it did cause a big stir at the show when shown.



Gunstar Super Heroes

SEGA | GBA | Q3 2005

Gunstar Heroes, one of the most critically acclaimed 2D games of all time, is finally receiving a sequel, and it's being developed by Treasure. Blue and Red must keep a crystal of great power from falling into the hands of an evil empire.



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MEGAROM's GAMING CALENDAR 2005 - 2006

JUNE 2005

Sun	Mon	Tue	Wed	Thu	Fri	Sat
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
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24 June Bards Tale PC
 17 June Still Life PC
 24 June Pariah PC



JULY 2005

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1 July Settlers 5: HoK Add On Pack PC
 8 July Madagascar PC
 8 July Roller Coaster Tycoon 3: Soaked PC
 9 July Shin Megami Tensei: Lucifer's Call PS2
 8 July Bomberman: Hardball PC/PS2
 22 July Fantastic 4 PC
 29 July Brian Lara International Cricket PC
 29 July Worms 4: Mayhem PC
 15 July SRS Racing PC
 15 July Disciples 2 Ultimate Pack PC



OCTOBER 2005

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Timeshift PC
 D&D Online: Storm Reach PC



NOVEMBER 2005

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Far Cry Add on PC
 AND1 PS2
 Ghost Recon 3 PC/PS2
 Peter Jackson's King Kong PC/PS2/PSP
 Prince of Persia 3 PC/PS2



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MEGAROM's GAMING CALENDAR 2005 - 2006



AUGUST 2005

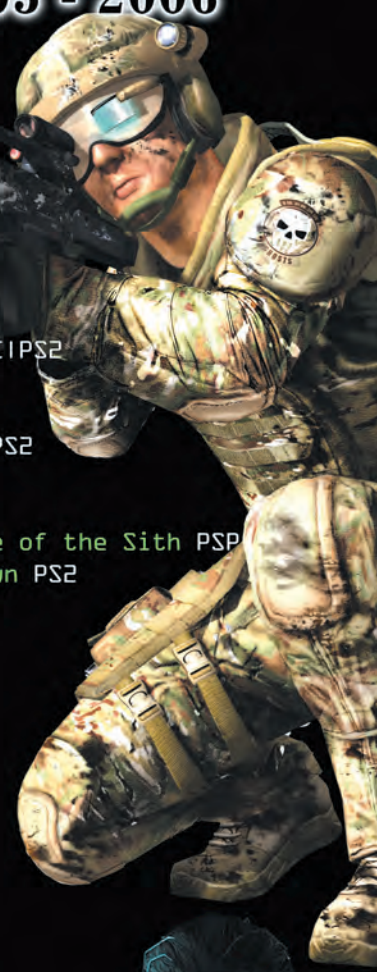
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D&D Dragonshard PC
 America's Army: Rise of a Soldier PS2
 Rome Total War: Barbarian Invasion PC
 Ultimate Spiderman PC

SEPTEMBER 2005

Sun	Mon	Tue	Wed	Thu	Fri	Sat
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Myst IV: End of Ages PC
 Rayman 10th Anniversary PC/PS2
 Far Cry Instincts PS2
 187 Ride or Die PS2
 Rainbow Six 4: Lockdown PS2
 Lumines PSP
 Splintercell PSP
 SW: Episode III - Revenge of the Sith PSP
 Delta Force Blackhawk Down PS2
 Pariah PS2
 Fahrenheit PC



DECEMBER 2005

Sun	Mon	Tue	Wed	Thu	Fri	Sat
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

Prince of Persia Warrior Within PSP
 The Matrix - Path of Neo PC
 Tycoon City: New York PC
 Desperado's 2: Coopers Revenge PC
 Enemy in Sight PC

TBC

Dark Watch PS2
 25 to Life PC
 Hitman: Blood Money PC
 Tomb Raider: Legend PC
 Just Cause PC
 Call of Duty 2: Big Red One PC
 The Movies PC
 Enemy Territory: Quake Wars PC
 Quake 4 PC
 True Crime Sequel PC
 Never Winter Nights 2 PC
 Driver 2006 PC
 George Romero's City of the Dead PC/PS2
 Ghost Wars PC



Half-Life 2

Vivendi | Xbox | TBA

Valve's groundbreaking shooter appeared on the Dreamcast and PlayStation years ago, so the sequel was bound to do the same, this time on the Xbox. No mention yet of additional chapters or features, but Live support is confirmed and we all already know it's a great game.



Halo 3

Microsoft | 360 | TBA

It's no secret that a third Halo is going to be released and it's reported Microsoft wants to launch it on the same day as the PlayStation 3. No details beyond that, but expect the flagship title of the Xbox to blow us away on the 360 when it gets released.



Harry Potter and The Goblet of Fire

EA Games | PS2, Xbox, GCN, PC, GBA, PSP, DS | Q3 2005

The game based on the upcoming movie based on the book, which at least four people you know have already read. As with the movies, the game series is looking increasingly better, but it's still likely to serve the simple questing elements of the former titles.



Heart of Empire: Rome

Deep Silver | PC | 2005

Can you build and maintain a city, rising to power in the mighty Roman Empire? Spanned over 14 missions, you must build a city, keep the citizens happy and make sure that commerce and trade come from all the corners of the empire to your growing metropolis.



Heaven vs. Hell

TBA | PC | 2006

In the 25th century, humans have become very advanced and are meddling with God's stuff. Heaven decides to stop this and cleanse the world of humans. Hell decides to wage Armageddon for the souls. Choose one of these three sides in this interesting RTS.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Gears of War

Microsoft | TBA

All the Unreal 3 demo models were actually from this game, Epic's first 360 title. Lead your troops in this squad-based shooter with heavy survival horror elements. It looks absolutely stunning. Keep an eye out for more on Gears of War in the near future, because it will be big.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Fullmetal Alchemist 2

Square Enix | July 2005

More attacks, a new story and a range of improvements arrive in this prequel to the original game. Still heavily based on the Anime and comic, it will have 30 minutes of original animated footage, as well as cameos by fan favourite characters. Either way, it's more RPG action.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Gauntlet: Seven Sorrows

Midway | Q4 2005

John Romero is behind this update of the classic game. It will boast an improved RPG system, more robust combat system and a new plot. PC gamers will really have something to look forward to, since it's also heading their way complete with co-op support.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Getting Up: Contents Under Pressure

Atari | Q4 2005

One of the more interesting titles in recent times, you play a graffiti artist in the near future, rebelling against a corrupt mayor and a militaristic system controlling the system you live in. You do this the way you know best: with graffiti designs and counter-culture tags.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Gothic 3

JoWood | Q1 2006

The Gothic series gets bigger and bigger as you travel to the mainland and join either the Orc Usurpers or the Human rebels. A massive game world that is completely unrestricted, graphically it looks great and the RPG elements are even bigger and more intense for serious fans.



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Guilty Gear Dust Strikers

Majesco | Q3 2005



The Guilty Gear series heads towards the comfortable domain of the handheld, in this case the DS. Apart from mini-games and the return of the Guilty Gear characters, Wireless multiplayer allows for serious one-on-one fights, including a Battle Royal mode.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Guilty Gear Judgement

Majesco | Q3 2005



This version is for the PSP and it's similar to the DS game, except that there isn't any mention about multiplayer – though this could be announced later. In the meantime, fans can console in that the PSP game will include a side-scrolling beat-'em-up starring the GG characters.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Heroes of Might & Magic V

Ubisoft | 2006



This turn-based strategy epic continues to grow larger. The new 3D engine allows for lots of new effects and camera angles, while more than 40 creatures and spells, six factions and over 30 levels will keep even the most hardcore HOMM fan happy for a while.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Infected

Majesco | Q4 2005



Planet Moon return to their zany games with Infected, a PSP title where it's you versus the hordes of undead resulting from a virus leaked into the city. What this means is lots of gore and mayhem as you shoot, cut, gut and torch yourself to your objectives.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Genji: Dawn of the Samurai

Sony | October 2005



Based on a Japanese legend and created by the guy behind the Devil May Cry and Street Fighter games, you are Genji, a samurai with deadly moves and an extensive combat system. Naturally this all involves cleaving apart a lot of opponents who dare cross your path.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Heavenly Sword

Sony | PS3 | 2007



It's a martial arts game with jaw-dropping visuals. Heavenly Sword boasts to have a very intuitive and open free-style combat system, combining it with the best elements from kung-fu movies and other influences.

Hitman: Blood Money

Eidos | PS2, Xbox, PC | 2005



This time it's for cold, hard cash. After a rival agency starts taking out killers of the ICA, Agent 47 goes out on his own. Kills earn you cash, which determines what weapons you can buy, along with what new missions open up to you, which means a new experience every time you play.

House of the Dead 4

SEGA | 360 | TBA



House of the Dead returns yet again! It will involve shooting loads of zombies with a light gun and be excessively gory. At least, we hope so. Details are sparse, but a next-gen incarnation of this great series is always good news.

Indiana Jones next-gen

LucasArts | 360 | 2007



Absolutely nothing has been revealed about this game, not even if it might tie into the upcoming movie (though that was mentioned). But it does mean that another Indiana Jones game is on its way and after The Emperor's Tomb, that's not a bad thing at all.

Jagged Alliance 3D

Games Factory | PC | TBA



The legendary mercenary squad game finally returns, sporting a new 3D jacket. Details are pretty sparse, but you can still expect the trademark turn-based combat and specialised squads fighting against cartels or whoever they are contracted to stop.



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Kameo

Microsoft | 360 | TBA

Rare's interesting concept mixes combat action with creature transformations, letting the title's female star morph into monsters and use their special powers against others. Surrounded by lush visuals, it's about time for a new Rare game!



Killzone

Sony | PS3 | TBA

"Noways!". At least, that's what the demonstration video of Killzone's sequel on the PS3 had everyone thinking. While it didn't show anything new in terms of the game, it looks really, really stunning and it promises a second game in the series.



Kingdom Under Fire: Heroes

Deep Silver | Xbox | December 2005

The RTS-cum-RPG title for the Xbox returns. This time there are seven heroes to choose from, with over 200 soldiers to direct. With more than 50 campaign missions, this translates into a much bigger and more epic sequel.



LA Rush

Midway | PS2, Xbox | Q3 2005

Midway continues this long-running series with more places to race in Los Angeles. A new free-roaming story mode allows players to choose when they want to do what and the updated graphics bring the city alive like never before.



Metal Gear Acid 2

Konami | PSP | TBA

The novel twist of turning Metal Gear Solid into a card-powered turn-based system gives the game a visual hike and a new story. Whether it's based on the second MGS hasn't been revealed.



SPOTLIGHT

Ghost Recon 3

Ubisoft | Q4 2005

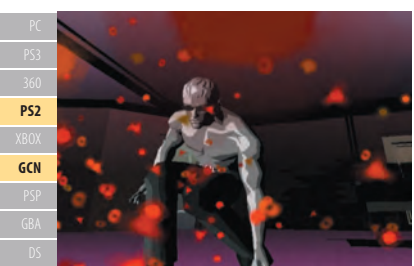
Ghost Recon has evolved a lot, but this iteration is perhaps its biggest. Graphically it's an evolution on its own, but the game also expands in its futuristic scope. Based in 2013, the military technology and weapons featured is cutting-edge, most of it still on today's drawing boards.



Just Cause

Eidos | 2005

The 'CIA guy in the jungle stopping something' theme is starting to surface everywhere. This time it's a regime change and players are given the freedom to decide how they will accomplish it. Play sides against each other, build a drug cartel, start a rebellion - whatever it takes.



Killer 7

Capcom | July 2005

In a utopian future, the world is threatened by a new menace and Killer 7, a man with seven distinct killer egos inside him, is employed to take care of business. Stylish cell-shaded graphics and large amounts of blood give this title a unique sense of style.



Kingdom Hearts II

Square Enix | TBA

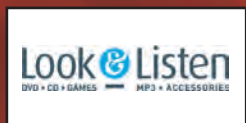
It's another chapter in the Disney/Square Enix collaboration that wooed us two years ago. Expect more combat, nicer visuals and a plethora of additional Disney characters to appear as Sora continues to look for his friend and Donald and Goofy for their king.



Lemmings

Sony | TBA

This is a no-brainer. Lemmings is being resurrected in its original form and ported to the PSP. Granted, a DS version would have been even better (since you have the touch screen), but a mobile version of the most addictive game ever simply can't lose.



Mage Knight Apocalypse

Namco | 2006



The Mage Knight Figurine game goes digital, except that it's more of an Action RPG. Based on a storyline of the Mage Knight universe, players assemble a team of heroes based on their abilities. The stats system is intuitive, so simply by swinging a heavy sword, you become stronger.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Mario & Luigi 2

Nintendo | TBA



In the sequel to Superstar Saga, Mario and Luigi travel back in time to - wait for it - rescue Princess Peach. While back in the good old days, they meet their baby selves and soon players will need to navigate both the adult and baby brother duo through a whole bunch of levels.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Mario Baseball

Nintendo | 2005



Mario goes to play baseball. We'd accuse Nintendo of milking this plumber for all he's worth, but everyone already knows that. Still, Mario Golf was a lot of fun and Mario Strikers, featuring the usual cast of popular Nintendo characters, won't likely be any different - which is good.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Mario Party 7

Nintendo | 2005



The Mario Party series lives on with yet another iteration. But, like any long-running series, each new game brings improvements. In this case it means faster loading times, more mini-games, more boards to play on as well as new items and a few other surprises. Still the best party game out there!



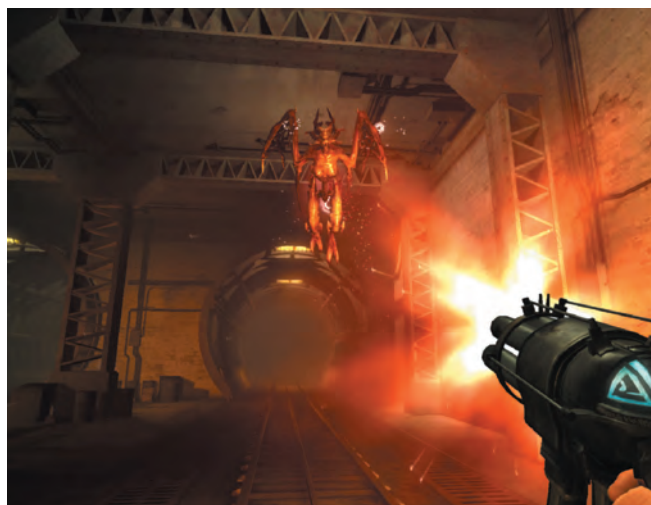
PC
PS3
360
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XBOX
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GBA
DS

Hellgate: London

Namco | 2006



Flagship finally announced their upcoming FPS, an RPG-style shooter based in a future-world devastated by a demon invasion. A very unique feature is that the game will be very replayable, since everything in the game will reportedly be completely random.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Metal Gear Solid 3: Subsistence

Konami | PS2 | TBA

The inevitable pseudo-follow up to Metal Gear Solid 3 has been announced, complete with painting your face into flag designs and, um, the monkeys from Ape Escape. Obviously this version is going to go a little further than just another set of VR missions.



Metal Gear Solid 4

Konami | PS3 | TBA

Apart from a single illustration and an elaborate movie involving Solid Snake playing musical chairs with some bad guys, nothing else has been revealed about Metal Gear Solid 4. It will be out on the PlayStation 3, though, so it will look really good.



Metroid Prime: Hunters

Nintendo | DS | TBA

After the First Hunt demo was released for the DS, everything went quiet around this FPS based on Samus and her fellow bounty hunters. Now the game is back, though all Nintendo revealed was more multiplayer detail. Still, it confirms that Hunters is on its way.



Metroid Prime Pinball

Nintendo | DS | December 2005

This one isn't that hard. It's a pinball game on the DS starring everyone's favour bounty-hunting gal Samus. Presumably the ball in the set will actually be Samus in her rolled-up form, taking on boards themed around famous Metroid stages.



Nanostray

Majesco | DS | July 2005

Nanostray is an intense 3D Shooter designed exclusively for the Nintendo DS, supporting touch screen input, network play and dual screen support. With a huge arsenal and crisp graphics, this Shmup is going to rock.



NASCAR 06

EA Sports | PS2, Xbox | TBA

The NASCAR games are actually amongst the hardest graphical pushers on the market and the next in the series isn't going to divert from that. The new season complete with new racers and cars. You still go in circles, though.



Neuro

Russobit-M | PC | TBA

Neuro is a story-driven sci-fi first-person shooter. It takes place in the fourth century of the Space Era, which will begin when mankind discovers hyper drive engines. Neuro's unique gameplay feature is pliability of the protagonist, which broadens the standard weapons arsenal found in modern shooters.



Nintendogs

Nintendo | DS | 2005

What would be a killer app on the Nintendo DS? A game in which you have to take a puppy and raise it! Buy your dog toys, give it lots of attention and even let it play with other players' dogs through the wireless feature. Cute, furry and time-consuming, it's definitely going to be a hit.



Odama

Nintendo | GCN | July 2005

What happens when you combine pinball with real-time strategy? Odama. Since it's by the developers of the legendary Dreamcast title Seaman, expect something very weird, very playable and pretty good looking.



Officers

Games Factory | PC | TBA

Officers is a 3D real time strategy game with RPG elements that lets the player act as an officer commanding tank and infantry units. The story of the game is based on the general facts of World War 2 and is split into campaigns – Allies and Germans.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Jaws Unleashed

Majesco | TBA

Okay, the shark got it in the end of the classic film, but that's no reason not to want to play as the most infamous Great White in pop culture history. Take charge of the massive killing machine and take on divers, shark hunters and innocent bathers. Hey, this is your turf. [Even if this is junk, it'll be fun, Ed]



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Marvel Nemesis: Rise of the Imperfects

EA Games | Q3 2005

Marvel fighting games are not new in any way – the characters from the house that Stan Lee built even took on the seasoned brawlers of SNK. But this version boasts the engine and team behind the excellent Def Jam Vendetta, so it's pretty and it looks like it hurts.



PC
PS3
360
PS2
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GBA
DS



Medieval Resurrection

Sony | September 2005

The crazy undead knight from the medieval games is back after a hiatus of a few years. He never saw the light of the PlayStation 2, so the game series continues on the PSP with a new story line, new weapons and a changed gameplay dynamic to suit the PSP's portable culture.



PC
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DS



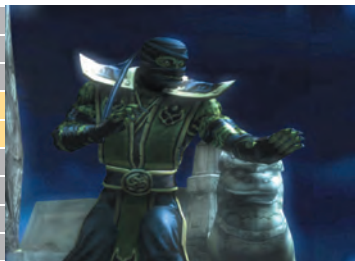
Midnight Club 3

Rockstar | TBA

Everyone is throwing their racer onto the PSP and Rockstar won't have it any different with Midnight Club 3. Get your car ready and hit the night for some illegal racing. Details are a bit sketchy at the moment, but multiplayer is likely to feature when the game is launched.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Mortal Kombat Shaolin Monks

Midway | Q3 2005

Mortal Kombat finally gets going on the adventure theme as you take control of the series' two Shaolin monks, Lui Kang and Kung Lao. The free-form mode allows for multi-directional attacks against multiple enemies, while the two characters let you play the game co-op.



Touch!



NINTENDO DS™



Touch Screen



Dual Screen



Wireless



Pictochat



Dual Slot



Microphone

Onimusha: Dawn of Dreams

Capcom | PS2 | TBA

The long-running series is making its final PS2 appearance with a few changes. Firstly, it breaks from the traditional story to open a whole new chapter in the saga, plus now players have full control over the camera, which is a big deal if you've played the game before.



Outfront II

1C Company | PC | TBA

Essentially Soldiers: Heroes of World War II's sequel, the new engine hopes to avoid the bugs that plagued the first game. A new physics engine comes along as well, including a 'material value' system that makes the world react far more realistically to warfare.



Pac'N Roll Namco

Namco | DS | Q4 2005

Pac-Man, who you'll control with the DS' stylus, must roll his way through Ghost-Land, collecting pellets and confronting Ghosts to save his friends, who have been turned into globes, and restore peace to Pac-Land.



Pac-Man World 3

Namco | PS2, Xbox, GCN, PC, PSP | Q4 2005

Help Pac-Man uncover Erwin's evil plot and save the real world from the collapsing Spectral world. Fortunately, Pac-Man is not alone this time - Pinky and Clyde, the classic Ghosts, will help him along his journey.



Panzer Elite Action

JoWood | PS2, Xbox, PC | Q4 2005

Take charge of one of three commanders of tanks during the Second World War: German, Russian and American. Lead your forces through battles of the conflict, from a Blitzkrieg to the Russian tanks rolling into Berlin.



SPOTLIGHT

King Kong

Ubisoft | December 2005

Peter Jackson is making the movie; you get to play the game. In King Kong you'll play as a member of the expedition crew via first person, but also as Kong himself in third person. It might just be another movie game, but the visuals are spot on. It's also all that's been shown so far, complete with giant centipedes.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

MotoGP

Namco | 2005

Namco's MotoGP series has always been good, so the new game improves on the usual areas: better graphics, better driving physics, new circuits and updated teams. The main difference is that the 125cc and 250cc classes are also now represented.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Myst V: End of Ages

Ubisoft | Q4 2005

Apparently the last in the series, the mysterious world of Myst continues. You head out to save a civilisation, using the game series' familiar point-and-click interface over stunning pre-rendered and real-time environments. This final game was developed by Myst creator Rand Miller.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Need for Speed: Most Wanted

EA Games | Q4 2005

Did you see this coming? With the immense success that NFS Underground has seen, a sequel was in the works before you could say 'low profiles'. The world is more free-roaming and you have more freedom in tuning your rig's performance. On the flipside, the cops are back and eager for a chase.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Ninja Gaiden Black

Tecmo | September 2005

The sequel to the toughest game since swimming the Sahara has been announced. Ryu Hayabusa is back, so are those hellish difficulties, including a new one: Master Ninja. But for those who suffered, Ninja Dog's difficulty will be a lot easier. The game will also contain loads of bonus materials.



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Paraworld

Deep Silver | Q4 2005



This game is pretty. You'll read that a lot in this publication, but here we really, really mean it. It also involves dinosaurs and you commanding hordes of primitive humans in this RTS. Three tribes and seven heroes, along with a new unit management system completes the package.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Phantasy Star Universe

SEGA | 2006



Phantasy Star returns to its single-player roots as you go to rescue your sister in an epic of over 40 hours long. And if that isn't enough RPG action for you, after finishing the game, players can continue playing online in a fee-based MMORPG world, similar to other Phantasy games.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Prey

2K Games | 2006



Long forgotten? Prey was first announced way back in the days of Quake, so it was a bit surprising that 3D Realms is resurrecting the project. As a Cherokee on an alien mother ship, your powers and the monsters are interesting; to say the least. The Doom 3 engine provides the visuals.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Quake 4

Activision | TBA



The Strogg are out for vengeance in this direct sequel to Quake II. Squad gameplay enters the fray as you and other marines take on the alien invaders, powered by a heavily enhanced Doom 3 engine. With Raven doing the development honours, little can go wrong here.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Okami

Capcom | 2006



Definitely one of the most visually unique games in years, Okami looks like frames from Japanese water paintings. As a god-in-wolf-form, players have to return light to a desolate world taken over by monsters, in a game with a very unique gameplay and visual style, courtesy of Clover Studio.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Parkan II

1C Company | PC | TBA

While in the cockpit of your ship, you can explore the galaxy, full of planets, civilisations and trading opportunities. But when planet side, you are in first person mode, fighting enemies, trading goods and anything else space farers get up to.



Perfect Dark Zero

Microsoft | 360 | TBA

Another Rare classic is making an appearance on one of Microsoft's platforms, except this time it's a sequel. Perfect Dark Zero, if anything like its predecessor, will be an awesome first person shooter. It definitely looks good enough for it.



Perimeter:

Emperor's Testament

1C Company | PC | TBA

This expansion brings along a new story to the epic Perimeter saga, spread over 20 new missions. The game will also feature enhanced graphics, new buildings, a new soundtrack and several new multiplayer maps.



Project Delta

TBA | PS3, 360 | TBA

Project Delta is a tactical first-person shooter in which you find yourself drawn into an epic story of men against an alien invasion force. The story takes place across the ages and your squad stays with you and is fully upgradeable.



Project Gotham Racing 3

Microsoft | 360 | TBA

There are several reasons to keep an eye out for this one. Firstly, the PGR series has always delivered good racers. Secondly, it's on the Xbox 360, which apart from great visuals also means a lot more Live support.



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Radiata Stories

Square Enix | PS2 | TBA

Jack, a boy who wants to become a knight, goes on his quest as the Fairy and Human kingdoms sit on the brink of war. Unravel the source of the trouble as you travel the land, meet over 150 NPCs and fight monsters in an innovative turn-based RPG combat system.



Rat Hunter

Games Factory | PC | TBA

Rat Hunter is a first-person action shooter with a mystery story in a hi-tech world. The player fills the shoes of a reporter who investigates a string of mysterious events on a remote planet.



Real Time Conflicts: Shogun Empires

Namco | DS | October 2005

Two brothers are fighting over their father's kingdom. Use the DS' stylus to map complex battles while watching the action in 3D on the top screen. A twist to strategy games that only two screens and a stylus could achieve.



Red Dead Revolver 2

Rockstar | PS3 | TBA

2K Games announced at the show that a sequel to Red Dead Revolver is coming, as well as a PSP version. So get ready for more Western action involving taking out all kinds of villains with your trusty Winchester and six-shooter.



Rifts: Promise of Power

Nokia | N-gage | 2005

The popular Rifts pen-and-paper role playing game is heading exclusively to Nokia's N-Gage platform. Since it needs a killer app, an RPG is definitely the way to go. Presented in 3D graphics, the game will also support online gameplay.



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS



Prince of Persia 3

Ubisoft | Q4 2005

Ubisoft still can't decide exactly what they will call this game, but what we know is what you know: the prince returns to Babylon, but his time shenanigans caused a warp that spawned a dark version of him - and the prince technically doesn't exist. Both will be playable characters.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Rainbow Six Lockdown

Ubisoft | Q1 2006

The fourth Rainbow Six game, it's back to business as terrorists threaten the world and your squad of elite troopers need to take them out. Improved graphics, more gameplay options and new multiplayer modes are some of the features fans can expect.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS




Rogue Trooper

SCI | Q3 2005

The blue hero from Nu Earth finally has a game! Rogue Trooper, a long-running 2000AD comic, will feature third-person combat where an entire planet is a war zone. Fans will be happy to hear that the game takes advantage of Helm, Gunnar and Bagman's abilities while playing.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Roll Call

SCI | 2006

When crime gets out of hand, the mayor creates T-Zero, an elite group of cops who handle serious criminals and gangs. The game follows the year-long career of one of its members. This translates into an action-heavy FPS with all the bells and whistles fans will expect.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



S.T.A.L.K.E.R.

THQ | 2006

There's something rotten afoot in Chernobyl, so you head into the nuclear area. It's been in development for a while, but S.T.A.L.K.E.R. is looking better than ever, not to mention that its large areas and desolate theme bring a new type of gameplay to the FPS genre.



E3 Supplement brought to you by:



Shadow the Hedgehog

SEGA | Q4 2005



While Sega is trying to figure out how exactly they can revive Sonic's once-huge popularity, they are keeping the franchise alive by giving Shadow the Hedgehog his own game. That translates to more combat-orientated action, including using objects on the level as weapons.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Sniper Elite

Namco | Q4 2005



When the allied forces want to keep atomic technology out of Hitler's hand, they opt for dropping a sniper behind enemy lines to take care of the job. We would send the A-Team, but at least now we can play a World War 2 sniper simulation. And snipers are always cool.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SOCOM 3: Navy Seals

Sony | Q4 2005



This sequel boasts campaigns in South East Asia, Northern Africa and Eastern Europe. Still developed with the help of the US Navy Seals, SOCOM 3 aims at remaining a realistic combat simulator. And thanks to new streaming technology, game maps are said to be ten times larger.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Sonic Rush

SEGA | Q4 2005



Sonic's first DS game; he joins forces with a new character, Blaze the Cat. The game takes full advantage of the dual screens and even though it is a 2D game, 3D effects will feature, including that Sonic will be modelled and displayed completely in 3D.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Pursuit Force

Sony | 2005



Get ready to chase down bad guys as a rookie cop in a future fictional state in the US where criminals drive fast, mean and hard. Apart from high-speed chases over 400km of road, leaping between cars, bikes and anything else that moves is encouraged.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Rig'n'Roll

1C Company | PC | TBA

A sequel to Hard Truck, players take charge of a large rig in the year 2024 and drive along the Californian highways, delivering goods. Outrun your opponents to make cash and upgrade your truck, expand your business, hire more drivers and even follow the story mode.



Rise of Nations: Rise of Legends

Microsoft | PC | TBA

The sequel to the successful real-time strategy series. Now featuring fantasy locations rather than the realistic span of Earth's wars seen in the original series and expansion packs. Okay, Total Annihilation went that way, but that's not always a bad sign.



Romancing SaGa

Square Enix | PS2 | TBA

The saga lives on, literally, in Square Enix's latest venture into this long-running series. Choose one of eight characters and enter the free-roaming world for some heavy RPG-style action that has made the developers a legend in the gaming world.



Rugby Challenge 2006

Hip Interactive | PC, PS2, Xbox | 2005

This Rugby simulation will feature club teams from both hemispheres, but there is a heavy emphasis on Northern events and club competitions. Real stadiums and events are modelled accurately in the game and it keeps it real. It's for European release only.



Saint's Row

THQ | 360 | TBA

In this action shooter, you are a member of the Third Street Saints gang, bent on claiming the streets back from three rival gangs. It features a large free-roam fictional city, so it sounds a little like San Andreas to us. That's not a bad thing.



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Samurai Shodown V

SNK | PS2, Xbox | TBA

The first instalment of the series in seven years, SSV's features include all-new game stages and power systems, 20 returning characters, and four new characters to choose from.



Scarface: The World Is Yours

Vivendi | PS2, Xbox, 360 | 2006

What if Tony Montana survived his epic shootout in the mansion? It'll probably involve quipping, "Say hello to my little friend" a lot, but players will be able to find out in this game based on that premise.



Shattered Union

2K Games | PS2, Xbox, PC | Q3 2005

Set atop the smouldering ruins of a fictional United States torn apart by civil war, Shattered Union is an action-packed turn-based strategy game for console and PC. A full multiplayer section also allows you to finish the game online.



Shining Force Neo

SEGA | PS2 | Q3 2005

This series has already seen eleven games since it appeared on the Genesis in 1992. Finally making a debut on the PlayStation 2 (what took so long?), Neo is an action-RPG starring characters from the series.



Singles 2: Triple Trouble

Deep Silver | PC | TBA

More adult action in Singles as you go from two to three house mates, which is bound to cause complications. Boasting a new 3D engine, more options for the apartments and more expressive characters, Singles 2 also has a new story mode you can complete as well.



SPOTLIGHT

S.L.A.I.

Konami | September 2005

The name stands for Steel Lancer Arena International. S.L.A.I. will be the PS2's first online Mech game. But it will also feature 50+ hours of playtime and players can switch between third and first person with ease. Most important, though, is that new players won't have trouble learning how to play it.



Soul Calibur III

Namco | Q4 2005

Now a PlayStation 2 exclusive, Soul Calibur III will feature the usual expansion of moves, characters, and locations. It also has a few new gameplay modes, including the ability to create your own character, though this feature will be limited to certain modes.



Spartan: Total Warrior

SEGA | September 2005

The Total War series heads for consoles, though as Total Warrior. That's because a lot more focus is lent towards your character, the Spartan. The massive armies are still there for you to direct – 160 on-screen. By PC standards that's not a lot, but it is a first for Console strategy titles.



Spellforce II

JoWood | Q4 2005

Build bases, create a massive army and prepare to take sides in one of three warring factions. But at the same time you are also a hero undertaking quests and fighting in the thick of battle. Spellforce is an interesting mix of RTS and adventure RPG rolled into one.



Star Wars Battlefront 2

LucasArts | Q4 2005

The action-packed universe of Battlefront continues with new battlefields and heroes, some from Episode III. Improved flight controls make space battles easier – good thing, because some battles now take place on and between star cruisers as well. Ever wanted to steal the Death Star?



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Snow

2K Games | Xbox, PC | 2006

Originally a PS2 game released in Japan, this PC version is the standard Japanese adventure game containing loads of pictures (600, actually), tons of dialogue and story branches with a love/relationship twist.



SOCOM: Fireteam Bravo

Sony | PSP | TBA

The popular SOCOM series is being ported to the PSP. This brings along a slight re-thinking of the controls, but most of the elements that made SOCOM great are still intact, including multiplayer via wireless.



Space Rangers 2

1C Company | PC | TBA

Set 200 years after the first game, war has broken out with a race of self-aware battle androids — always a bad sign. Take on the planet and its robots with turn-based space combat and real-time action on the surfaces of the planets, including giant robots you can build.



Stalingrad

1C Company | PC | TBA

Take charge of the German or Russian forces in two separate campaigns spread over 36 missions. The Axis forces are invading Stalingrad and the Russians need to defend before they fall under the Third Reich's reach. With over 150 units and detailed environments, it's a promising WW2 RTS.



Star Wolves

1C Company | PC | 2005

Twenty-five missions and over 40 ships await you in Star Wolves, another space combat sim that boasts a non-linear universe and open options for players to choose what they want to do and who they want to be — includes a full stats system.



PC
PS3
360
PS2
XBOX
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GBA
DS

SPOTLIGHT



Serious Sam II

2K Games | Q3 2005

A new engine, but Sam's business is still the same: take out the bad guys, no matter how many there are. There will be 45 new enemy types, powered by a brand-new engine boasting much better visuals and physics. Oh, and they want to break the record for "most enemies on screen".



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



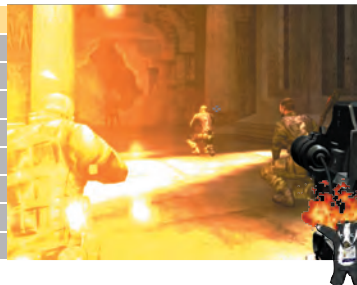
Star Wars: Empire At War

LucasArts | Q3 2005

A Star Wars RTS to look forward to? With former developers from Relic working on Empires at War — definitely. Players can take part in major and new battles in the Star Wars universe from either side of the conflict, all through a 3D engine. With both space and planet battles, it should be interesting.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Stargate SG-1: The Alliance

JoWood | Q4 2005

The massively popular Stargate television series seems to be avoiding the pitfalls other TV games fall into. It's looking good and very engrossing as you join the team of Stargate travellers into dangerous and new alien worlds. First person action with a squad-based theme.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Super Mario Bros

Nintendo | TBA

It's been fifteen years since the last original Mario side-scroller. Technically this version is just a meaty remake, but it is adding a lot of flesh. Mario's newer repertoire of moves is included and the DS' wireless allows for two player multiplayer across the 2D/3D levels and characters.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Tales of Legendia

Namco | 2006

When a brother and sister's boat accidentally gets hit by a large island, they wake up to discover it's the mysterious ship Legacy. Is it a lost civilisation or ancient relic? The legends series looks stunning in high-detail 3D, treating fans with hours of the series' RPG gameplay.



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Taxi Driver

Majesco | 2006



Yes, it's another game based on a classic movie. Set to be released on the thirtieth anniversary of Taxi Driver, the game takes place after the events of the movie. Last we checked, Travis Bickle shaved his Mohawk by that stage, but maybe fans will get a kick out of playing as him.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Teen Titans

Majesco | 2005



Robin, Starfire, Raven, Beastboy and Cyborg, heroes of the hit comic and TV series, feature in their first game. You can switch between the characters in real time and use their powers to get through puzzles and beat the bad guys, which include Gizmo, Slade, Overload, Jinx and Mammoth.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Test Drive Unlimited

Atari | TBA



Take the fastest and most exotic bikes and cars in the world for a spin on over a 1000 miles of roads in Hawaii. Earn credits from racing, completing challenges and missions to buy new parts and upgrades, or swap your vehicle in the game or with other players online.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

The Chronicles of Narnia

Buena Vista | 2005



Based on the film which is based on the book by C.S. Lewis. Four siblings are brought to the land of Narnia, which is trapped in a 100-year winter, to beat the evil white witch and her minions and break the spell. Each sibling has a unique ability that you'll need to stop the bad guys.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Shadow of the Colossus

Sony | Q3 2005



In order to retrieve the soul of a lifeless girl lying on an altar, you and your horse will have to take on colossi scattered all over the land. That doesn't sound interesting, until you also learn that you'll be able to climb onto the large monsters in order to take them out.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Starcraft: Ghost

Vivendi | PS2, Xbox, GCN | TBA

One thing that has changed through Ghost's development is that we can now see Nova's face. Other than that, the game is looking more and more polished, leaning heavily on tactical and stealth gameplay. But is it enough to take on Sam Fisher and Solid Snake?



Super Mario DDR

Konami | GCN | TBA

Take Konami's top rhythm game and combine it with Nintendo's favourite characters – what do you get? Nintendo fans dancing and DDR fans who can now choose Mario as an avatar.



Super Mario Strikers

Nintendo | GCN | 2005

The Nintendo march of characters continues. Apart from Super Mario Golf and Mario Baseball, the group of colourful characters are also heading to the football pitch. Alas, no indication if we'll be able to kick Pokémon characters around.



Swashbucklers

TC Company | PC | TBA

Based in the American Civil War, this naval simulator puts players in charge of battle ships sailing the American coast up to Jamaica and the North Caribbean. Confederate soldiers, pirates and the Union all fight for dominance of the seas, including third-person sword fights.



Tak: The Great Juju Challenge

THQ | PS2, Xbox, GCN, GBA, DS | Q4 2005

Tak, everyone's favourite shaman, is back in another platform adventure set in his mystical tribal world where magic (juju) actually works. The new co-op mode brings along new ways to solve puzzles and a new combat system.



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The Con

Sony | PSP | October 2005

Enter the world of fighting for money in *The Con*, a game all about gritty street fighting. The combat system assigns each button to a limb, allowing for creative combat styles. There are five combat disciplines and over 20 characters to choose from, plus tag team fighting via wireless.



The Darkness

Majesco | PS3, 360 | 2006

Starbreeze Studios, the people behind the excellent *Chronicles of Riddick*, are doing the development honours on a game based on Top Cow's hit comic series, *The Darkness*. A mob hit man gets imbued with an ancient and dark power, attracting a couple of very dangerous adversaries.



The Getaway PS3

Sony | PS3 | 2006

This was just another tech demo for the PS3, but it's a good indication that we can expect another chapter in the tough but enjoyable crime series based in the British criminal underworld of London.



The Movies

Activision | PS2, Xbox, GCN, PC | Q3 2005

Peter Molyneux's next management game puts you in charge of a movie studio, starting in the early days of the industry through the near future. Select your scripts, set your budget, choose your actors and direct, edit and release your movies. Even if they suck, you can share them online.



The Witcher

TBA | PC | TBA

Developer CD Project has done a lot of work with Bioware's games, regionalising them for local markets. Now the company is creating its own RPG, using Bioware's Aurora engine. And word from the floor is that it's looking good.



PC
PS3
360
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DS



Spore

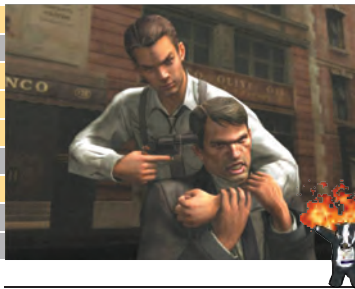
EA Games | TBA

Just how far do you want to go in creating your gaming nation?

In *Spore*, players will start with a single-celled organism and evolve an entire species up to galactic conquest. Ambitious? Definitely, but after the entire *Sims* series, Will Wright's the right man for the job.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



The Godfather

EA Games | 2006

EA's ambitious movie project lets you become a henchman in the Corleone family mob. As you progress through the free-play world, the events from the first movie unfold, ultimately ending in one of three finales. And when you get there, you're hopefully the boss.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



The Guild 2

JoWood | Q2 2006

Ever wanted to make a living as a medieval serf? Now you can! *The Guild 2* takes players back to the middle ages where you can build your own fortune. Be a thief, a merchant or anything that works for you and try to build a legacy that will last the ages.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



The Incredible Hulk: Ultimate Destruction

Vivendi | August 2005

Climb anything, go anywhere and destroy everything – if you feel like it. The Hulk gets a free-roaming game in a completely destructive environment. You can even rip out any object from the surrounding area and use it as a weapon. You can even take out entire buildings. Hulk Smash!



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS



The Matrix: Path of Neo

Atari | Q4 2005

Finally we can do the one thing we wanted since we saw the movies: play as Neo. Despite the flawed first *Matrix* game, a sequel has been in the works since early 2003, in which you'll play as Neo and take part in both missions seen in the movies and missions seen for the first time.



The Outfit

THQ | November 2005



Choose one of three leaders and take charge of two squads as you head out in this war game. Featuring highly destructible environments, the gameplay will be open form and your success depends on how you use yourself and your two squads to outwit the enemy (or just blow up the wall they're behind).



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS

The Warriors

Rockstar | September 2005



Someone killed a rival gang boss and The Warriors are wrongly accused by thousands of gang members. Based on the 1979 movie, the gang has to make their way across town – and thousands of opponents – to get to their turf. Basically, it's going to be an all-out fight for their lives.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Tiger Woods PGA Tour 2006

EA Sports | TBA



EA's Tiger Woods series goes next-gen next year. Fans can expect much more realistic-looking courses and light effects, not to mention a new physics engine. The trademark control system also gets an upgrade and now uses both analogue sticks for extra control over your swing.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Tim Burton's The Nightmare Before Christmas: Oogie's Revenge

Capcom | October 2005



Based after the movie, Jack Skellington, King of Halloween, heads out to find a new way to scare kids. But when he returns, the villainous Oogie Boogie has returned and taken over Halloween Town. It's up to Jack and his new weapon – a rubber soul – to take out the garbage.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

The Legend of Zelda: Twilight Princess

Nintendo | November 2005



Since a lot of fans didn't like Wind Waker's graphics, Nintendo is going back to a realistic-looking Link, complete with a horse he can use in combat to smash and grab enemies. Realistic landscapes and monsters complete what is going to be another new chapter in the Zelda series.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

SPOTLIGHT

Touch! Kirby

Nintendo | DS | TBA

Also known as Kirby: Canvas Curse, an evil sorceress changes Kirby's world into a painting and him into a ball. Luckily she left behind a magical paint brush he can use to fix things, which you control with the stylus.



Trapt

Tecmo | PS2 | 2005

The Deception series involves setting traps to stop monsters and characters from reaching you. In this leap to the PS2, apart from a graphic overhaul, there are even more traps, a more elaborate castle and more things to destroy in your contraptions.



Trauma Center: Under The Knife

Atlus | DS | Q4 2005

Here's a quirky title. Ever fancied being a surgeon? With the stylus as your scalpel, you have to do delicate surgery to save victims from a plague. Backed by a story and a variety of characters, this is definitely a new addition to the games family.



True Crime 2

Activision | Q3 2005

So what's it about? Well, you continue the life of the cop protagonist from the first game, out to crack a new case. Considering the production value and good/bad cop gameplay of the first title, a second, more-polished sequel has a lot of promise.



Ty the Tasmanian Tiger 3

Activision | PS2, Xbox, GCN | 2005

The third adventure for the spunky Aussie tiger brings back many characters from the previous games to deal with a new main enemy. This time out, Ty will face new challenges that include riding new vehicles and utilising new and upgraded weapons.



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Tycoon City: New York

Atari | PC | Q4 2005

Make it big building your own business empire in modern day New York City. Here's your chance to make it big in the Big Apple. Go for broke building your own Manhattan Empire, creating and customising over 100 types of major businesses.



UFO: Aftershock

Genega | PC | Q3 2005

Aftershock expands heavily on the UFO universe, handing players more bases and a more elaborate system to help your agents in the field. Only this time the aliens have control over Earth and they want to get rid of you.



Viewtiful Joe DS

Capcom | DS | October 2005

Capcom's unique and innovative side-scroller makes its way to the DS. Just as the PSP version takes advantage of that system, so does VJ DS as the stylus will bring a new dimension to combat and using your VFX powers.



Virtua Fighter 360

SEGA | 360 | 2006

There's not a lot said about this one, except that it will be Virtua Fighter on the Xbox 360. So at the very least expect the grand-daddy of 3D fighters to look really good, along with old and new faces joining the fight.



Vivisector

1C Company | PC | 2005

Gory and impressive, this high-action FPS is sure to appeal to fans of Painkiller and other shoot-first-ask-never games. A doctor's experiments lead to a race of dangerous and evolved animals that can bear arms and are out to kill you.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Tony Hawk's American Wasteland

Activision | Q4 2005

The Tony Hawk series changes direction. Now players are given a large level – Los Angeles, to be exact – in which they can follow multiple stories through missions, while going where they want to go. And if you need a break from skateboarding, BMXs make their debut.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Timeshift

Atari | Q3 2005

Time gimmicks are common in a lot of today's games, but this shooter wants to take it a step further. Set in a futuristic world, players can control time, allowing them to shape fights and events to suit them. With traps and level design to enforce this feature, it looks interesting.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Titan Quest

THQ | 2006

From Brian Sullivan, co-creator of Age of Empires comes an RPG of epic proportions. The Titans have escaped and you have to find out who did it and how to get them back (which won't be easy). Boasting a vast class system and hours of play, Titan Quest looks to become a solid RPG.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Tomb Raider: Legend

Eidos | TBA

It seems our faith in Crystal Dynamics rescuing the Tomb Raider series has been well placed. Lara not only looks superb, but her range of combat moves can rival anything the Prince of Persia throws out. Plus, she's going back to good-old tomb raiding. About time.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Total Overdose

SCI | TBA

We called this the game Robert Rodriguez would make and we're still sticking by it. Tequila mixes liberally with violent and excessive gunplay in a Mexican town where everyone wants to kill you. Good thing you have an arsenal that would make the El Mariachi green with envy.



Ultimate Spiderman

Activision | Q4 2005



Vicarious put their Spiderman legacy ahead with this title based on the Ultimate Spiderman comic books. An original story in the comic series, Spiderman faces off against Venom and the largest amount of villains the game series has ever seen. Luckily Spidey has a new combat system.



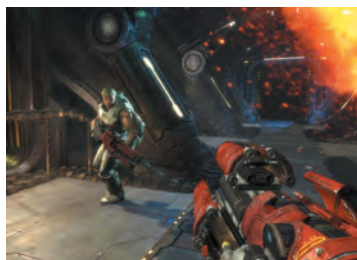
PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

Unreal Tournament 2007

Midway | 2006



It's the inevitable UT continuation, something almost every FPS fan is cheering about. Using the new Unreal 3 technology, the game looks stunning and includes new gameplay modes as well. Familiar characters and weapons return along with new ones, including new vehicles.



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS

Urban Reign

Namco | Q4 2005



Get ready to rumble! Choose one of sixty characters and take on the mean streets in this urban brawler. Developed with team members from the Soul Calibur and Tekken titles, create a unique style, team up with a friend and take out the trash with your fists and melee weapons.



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS

Vietcong 2

2K Games | 2005



The tough world of Vietcong is back, boasting a new 3D engine and another engrossing campaign into the jungles of Vietnam and Cambodia to fight the Vietcong. The developers are also to include a full-length campaign playing as a Vietcong officer, which should be interesting.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS

We Love Katamari

Namco | 2005



The King of the Cosmos wants more nonsense, so players can choose one of several new Katamari characters and create even bigger balls of stuff in a range of new locations. Two players can play along and control different parts of the same ball, building something even bigger and more impressive.



PC
PS3
360
PS2
XBOX
GCN
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GBA
DS

SPOTLIGHT

Warfare

Games Factory | PC | TBA

Warfare is a real-time global war simulator with real material. It's devoted to the conflict in the Middle East. There are two campaigns, one for the USA, the other one for Saudi Arabia.



Whirlwind of Vietnam

1C Company | PC | TBA

This one is a no-brainer. The people behind the excellent IL2 Sturmovik games have decided to render their hands at a simulator featuring the craft of Vietnam. Sure, it's jumping on the war bandwagon, but we all know no-one will do a better job.



Wizard of Funk

TBA | PS2 | TBA

Wizard of Funk is a light RPG (without endless fiddling with statistics, but with the fun of character growth). The player takes on the role of a young wizard and has to physically cast spells in front of the EyeToy to defeat monsters.



World of Warcraft

Vivendi | PC | TBA

You must be living under a rock if you haven't heard of Blizzard's extremely successful MMORPG. The game hasn't reached our shores yet, but a lot of fans hope it might. Meanwhile, an expansion announcement is inevitable, though nothing was said at E3.



WWII: RTS

1C Company | PC | TBA

Players will command a special task force composed of different kinds of units, including tanks, APCs, field guns, mortars, various infantry regiments and will also have an opportunity to call for artillery and air support.



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you by:



X3: Reunion

Deep Silver | PC | TBA

The most engrossing and detailed space game to date returns yet again, this time with a new story, a new economy, a larger game world and much more to do. Trade with various sectors, get involved with wars, direct fleets of ships or even make a living as a space pirate.



Xyanide

TBA | PSP | TBA

The player takes the role of Drake, an executioner who has to blast his way through a myriad of tunnels populated with the worst enemies ever imaginable at incredible velocities in order to escort the dreadful witch Aguirra to the Maelstrom.



You Are Empty

1C Company | PC | TBA

You Are Empty immerses you in an exaggerated dark and obscure atmosphere of Soviet totalitarianism. Fighting against mutants that obtained super powers from a government experiment, you try to gain an understanding of what's happening and save the day.



Zathura

2K Games | PS2, Xbox | Q3 2005

When a board game transports two siblings to a strange space station (the game and movie are based on a book by Jumanji author Chris Van Allsburg), they must set their differences aside and take care of the aliens keen on capturing them.



Zoo Tycoon 2: Endangered Species

Microsoft | PC | TBA

An expansion to the popular sim game, Zoo Tycoon 2: Endangered Species will let zookeepers adopt and raise some of the world's rarest animals, such as the Giant Galapagos Tortoise and the Scimitar Horned Oryx.



PC
PS3
360
PS2
XBOX
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GBA
DS
SPOTLIGHT



X-Men Legends II: Rise of Apocalypse

Activision | Q4 2005

The first Legends game was impressive and this sequel expands a lot on the RPG qualities. Players choose four characters from 16 X-Men and Brotherhood heroes and villains, working together to fight the dangerous Apocalypse in a story that spans the globe.



PC
PS3
360
PS2
XBOX
GCN
PSP
GBA
DS



Viewtiful Joe: VFX Battle

Capcom | 2006

Captain Blue is planning a new movie, but he doesn't know who to cast for the lead. So you and other headliners from the Viewtiful universe head out to prove yourselves against hordes of enemies and each other in side-scrolling and one-on-one battles that will have the crowd cheering.



PC
PS3
360
PS2
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War Front: Turning Point

CDV | TBA

What if Hitler was assassinated early in the war? This game takes on that twist in history, giving players control over existing and new experimental weapons to fight a new Nazi leadership and a war that is expanding differently to what the history books recall it.



PC
PS3
360
PS2
XBOX
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GBA
DS



Without Warning

Capcom | Q3 2005

Terrorists take over a nuclear power station and take hostages. When a military squad fails to flush them out, two surviving members and four other characters have to stop them as you play each in their own role during the 12-hour long siege, each with their own way of playing.



PC
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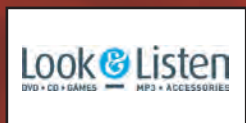
WWE Day of Reckoning 2

THQ | Q3 2005

The Day Of Reckoning series pushes things up quite a few notches. The new 3D engine brings the wrestlers to life with very fluid animation and highly-detailed (and expressive models), while the new stamina system pushes players to use more technique and strategy in fights.



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Best Strategy Game: SW: Empire at War



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PC Game of the Show: Battlefield 2
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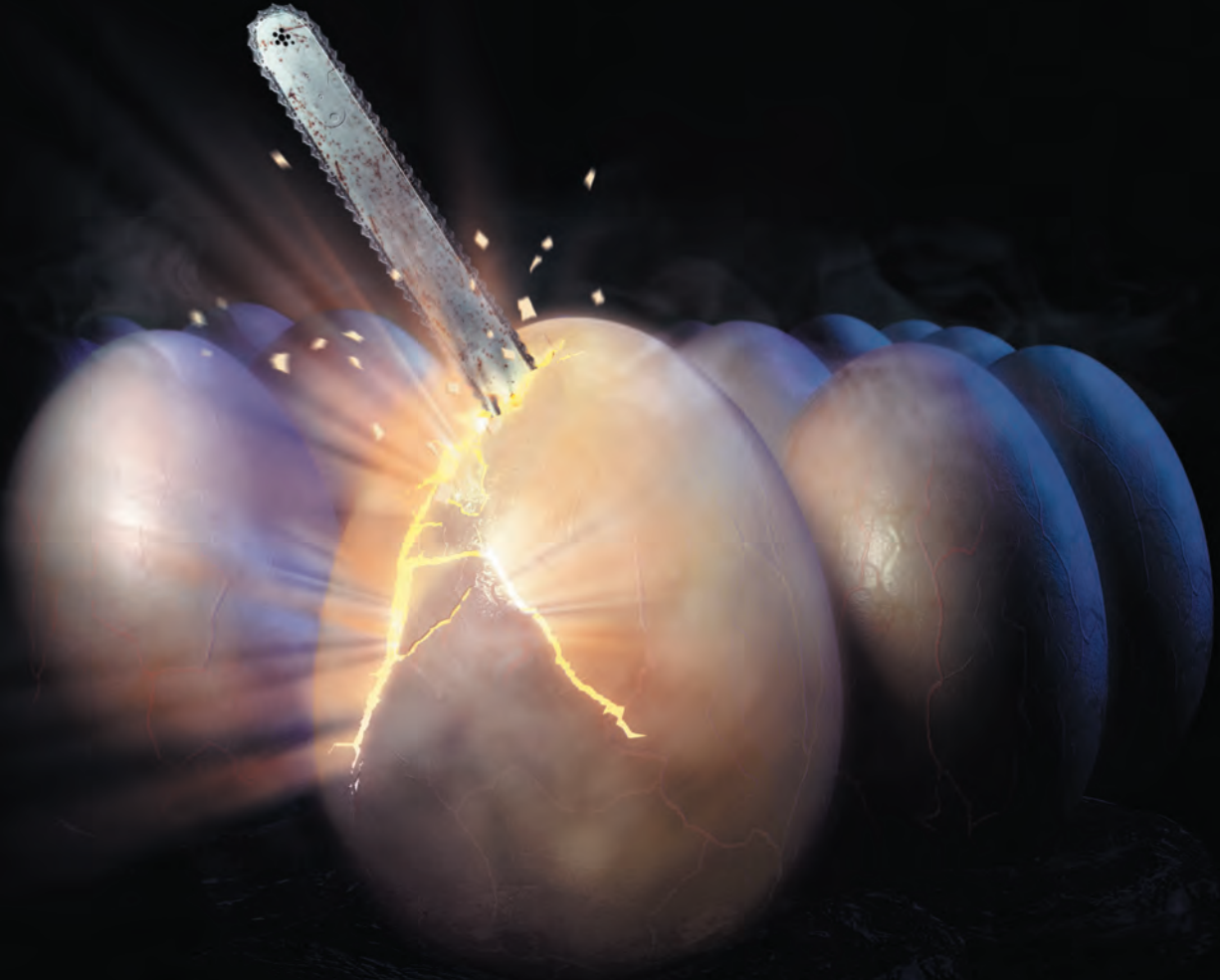
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