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# War is coming



GOA

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MYTHIC



# WARHAMMER® ONLINE

## AGE OF RECKONING™

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# GREEN-HAIRED JOLLY GIANTS AND THEIR STUPID QUESTIONS

I was going to list a whole lot of statistics and numbers here about the convention and how big and impressive it was, but this information is terminally boring and ultimately meaningless to everyone except executive types. Therefore, here's the light version: the Games Convention is Europe's premier gaming convention. It attracts all the major players in the business as well as thousands of journalists from around the world and tens of thousands of consumers. If you play games and live in Germany, you have to be there. It's big, it's fun, and plenty of developers and producers go there to talk about their games... and this is where NAG comes in. We usually set up appointments to speak to these people and then bring our insights and their comments back to you. We also get to see new games, play unreleased code and attend secret meetings (really). This whole process is without a doubt the best possible way to spread the gaming love around. But this piece isn't about any of that.

**Disclaimer:** *I would have taken a photo of one of them, but my colleague said it would be rude - so I'll just talk about it here (you can picture it in your head).*

When you've been around the world a few times attending gaming conventions, launches and functions, you start seeing people differently. It's a perspective that not many other people share or understand.

The people I'm talking about here are gaming journalists. They are divided into two different camps: the normal intelligent ones (like me) and the green-haired jolly giants (mostly everyone else). You see, at conventions like E3 and Leipzig, these fools are everywhere. You can spot them a mile away: mostly sweaty, totally obese and looking stupid. They usually wear a gaming-related T-shirt or a corporate T-shirt from a Website you've never heard of ([www.game-zap.com](http://www.game-zap.com)).

They also sometimes have green, blue or orange hair (which must have something to do with an anime show they watch). They stare at the booth babes, take up all the

seats in the food courts, spend ages in the toilets and by the end of the day are carrying enough rubbish from the show floor to make a donkey choke. I don't like these people much because they get in the way, dominate press events with inane questions about release dates and "Will it have co-op play?" They also don't pay attention to what the producer or developer is saying... you can almost see them cringe at some of the questions. They come from all over Europe; from small, obscure little Websites that have a few hundred visitors a week. These pests are not really there for the stories, but rather for the free access and loot. These are also the same people who give the rest of us a bad name with their supposedly 'well-researched' articles, foolish statements and unsupported speculation. They have no experience, no class and no clue, and the world would be a better place without them. [Rant ends.]

This introduction serves two purposes: I needed to get that off my chest; and know that when you read something in NAG or any of our supplements, it's written by professional people who care about what they do, take the time to do it right and are never arrogant enough to think they know it all. Hooray for us...

Well that's it. As always, I must thank our supplement sponsors and advertisers - Electronic Arts South Africa, Look & Listen, Megarom, Nu Metro Interactive and Ster-Kinekor Interactive - who always say yes and support us whenever we ask for anything (well almost anything). Remember this when making your next purchase: you support them, they support us, we support you - it's like a happy little ecosystem.

Oh, I must also mention that at the show we were invited to see a new title that we can only really talk about early next year. So keep an eye out for the January or February issue of NAG - it'll blow your socks off.

Enjoy the supplement and send us some feedback if there's anything we missed or if you'd like to see something different next year.

**Michael James**  
[Doesn't ask stupid questions and has normal hair]



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# TOMB RAIDER

U N D E R W O R L D

NOVEMBER 2008

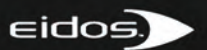


PlayStation.2

PLAYSTATION.3

Wii

NINTENDO DS



# THINGS ARE DIFFERENT...

Electronic Arts has changed... This change hasn't been a gradual evolution, but rather a sudden hard right. This change also isn't slight. The kind of change we're talking about here is the pulling off limbs and hammering lead into the zombie horde kind.

At this year's Games Convention in Leipzig, Electronic Arts had a number of what can only be described as 'dedicated hardcore' titles on display, specifically *Dead Space*, *Left 4 Dead* and *The Godfather 2*. So right up there with *FIFA* and *Tiger Woods* you'll also find mafia bosses assassinating each other, zombie killing sprees and alien dissection on a desolate spaceship. Considering that EA has acquired the industry leader in gore, demons and general teenage corruption, id Software, it becomes a lot clearer that this is a company on a mission to give something back to the community that got them to where they are today – the hardcore gamer. Yes, that's right: give yourself a pat on the back and next time you hear about a new release from EA, pay attention – you might be pleasantly surprised. Here's a look at two of the games they had on show at the Games Convention in Leipzig. (There's more coverage in the October issue of *NAG*.)

## Mirror's Edge [Demonstration by Producer, Nick Shannon]

This one is from DICE and will be released on all current-generation platforms. DICE has a reputation for producing quality games, but their pedigree outside the *Battlefield* series is untested. Regardless, from what we were shown at the show, there isn't too much to worry about. The game draws inspiration from parkour and is set in the future where information is heavily monitored by the government. Couriers called runners are used to transport sensitive information around the city and away from prying eyes. In *Mirror's Edge*, you are one of these runners named Faith, who is also on the run from the law for various things she didn't do. The only HUD in the game is a small dot in the middle of the screen, put there to combat motion sickness some gamers might experience when leaping from rooftop to rooftop. To ensure an immersive experience, *Mirror's Edge* also features a very wide field of view, so those lovely panoramic city vistas won't go unnoticed. The game is played entirely in the first person, another design choice to ensure that players actually play the game instead of watching a character do things in the third person. The idea is to involve the player and allow them to experience the world from the eyes of a runner. The game also has a



feature called runner vision (hints) where the most obvious route through a level will be highlighted in red. There are multiple paths through each level, but your success and reward will depend on your skill. The developers also spent a lot of time on the most critical part of this game: the fluidity of movement through the levels. They started with a white-box environment and spent months tweaking the controls and feel of *Mirror's Edge* before adding the environment, enemies, story and other variables. At the presentation, we saw an elaborate underground storm drain level that saw Faith leap and climb her way through and eventually disarm a bad guy, taking his weapon. As a catch, carrying a weapon will have a negative affect on how Faith moves through a level. Coming soon and looking good.

## Left 4 Dead [demonstrated by Gabe Newell]

As a gaming journalist, it's not often that you see a game that makes you say, "Wow." Especially considering it's coming from Valve, where you expect a little wow by default. *Left 4 Dead* is going to take the gaming industry and turn it upside down for a little while. The game is you and three friends against the infected (zombies). There are four player slots available, but if any of them are unoccupied by a human player, the AI will take over the position and continue. These zombies aren't the slow variety either, and are quick and deadly. There will be different zombie types to kill, and to cap it all off, there's a 'versus' mode where another





Hey, I can smell chillii!

four players can play the specialised zombies (or bosses). But that's not the best part. The better your team does, the more difficult the game gets: it adapts dynamically by 'watching' the human players and figuring out how well they're doing. If a crack team starts pounding the zombies back, the game will simply start removing health and ammunition and increase the number of zombies and change where they spawn from. The game even watches for things such as how jerky the mouse is moving while the player is playing, and based on a set of carefully formulated criteria adjusts the game for the maximum challenge. Playing nicely with your mates is essential because some types of attacks require your friends to shoot the attacker to set you free. This will be without a doubt one of the

more fun gaming experiences you're going to have this year: it's one of those quick pick-up-and-play games that'll keep you coming back for more, even though you're not entirely sure why. In addition, the game will have a number of awards and achievements so you can see how cool you are or not compared to your friends.

### The rest...

Other highlights from the Electronic Arts booth include being rather impressed at how well the co-op missions in *Red Alert 3* might end up playing. One person develops a ground-based attack force while the other builds a formidable air force to eliminate the enemy objectives. There's not so much a reliance on this split-army building

dynamic, but the chatter backwards and forwards between friends while taking on the enemy is going to be where this game delivers all the fun. *Dragon Age: Origins* (previewed in this issue of NAG)... well, after the presentation there was this stunned silence in the room. Everyone was following the story and it all ended too soon. If the spiritual successor to the *Baldur's Gate* games sounds like your cup of steaming soup, then this might just be the best experience of your gaming life. *The Godfather 2* (also in this issue of NAG) was a surprising experience. It's a bit like *GTA* (never a bad thing), but plays with a lot more purpose. We also saw *The Sims 3* (November NAG), *Need for Speed: Undercover* (in this issue of NAG) and *Dead Space* (also in NAG). As the months move along, we'll keep you posted on any developments.

# COMPLETE GAMES LIST

- 4x4 Off Road 2: Hummer
- 7Million
- A New Beginning
- A Stroke of Fate
- Active Life: Outdoor Challenge
- Age of Conan: Hybriian Adventures
- Age of Pirates: Captain Blood
- **Aion: Tower of Eternity**
- Alone in the Dark
- **Alpha Protocol**
- **ANNO 1404**
- ArchLord
- Arcania: A Gothic Tale
- Art of Murder: FBI Confidential
- **ArmA II**
- Baby Life
- Babysitting Party
- Backbreaker
- Bangai-O Spirits
- **Banjo-Kazooie: Nuts & Bolts**
- BattleForge
- **BattleStations: Pacific**
- Battle Rage: The Robot Wars
- **Bayonetta**
- BBO2
- Beijing 2008
- BET and RACE
- **Bionic Commando**
- Bionic Commando Rearmed
- BioShock
- **Black Mirror 2**
- BlastWorks: Build, Trade, Destroy
- **Bleach: Dark Souls**
- Blended
- Blitz: The League 2
- Blood Bowl
- Bolt
- Bomberman II
- Boogie Superstar
- Boom Blox
- **Borderlands**
- Braid
- Brave: A Warrior's Tale
- Buffy the Vampire Slayer: Sacrifice
- Bully: Scholarship Edition
- Burnout Paradise
- Buzz! Brain Bender
- Buzz! Master Quiz
- Buzz! Quiz TV
- Call of Duty: World at War
- Captain Blood
- Carnival Games Mini Golf
- Carrier Command: Gaea Mission
- Castlevania Judgment
- Castlevania: Order of Ecclesia
- Champions Online
- Combat of Giants: Dinosaurs
- Command & Conquer: Red Alert 3
- Commando: Steel Disaster
- **Crash Bandicoot: Mind over Mutant**
- Crash Commando
- Cryostasis: Sleep of Reason
- Crisis
- Crisis Warhead
- Crytek Project [rumored]
- **Cursed Mountain**
- **Damnation**
- Dance Dance Revolution: SuperNova 2
- Dance Dance Revolution: Universe 2
- DancingStage Winx Club
- Dark Horizon
- **Dark Void**
- **Darksiders: Wrath of War**
- **DC Universe Online**
- de Blob
- **Dead Rising: Chop Til You Drop**
- Dead Space
- **Death Track: Resurrection**
- **Demigod**
- Diablo III
- Dinosaur King
- Disciples 3: Renaissance
- Disgaea 3: Absence of Justice
- Disney Fairies: Tinker Bell
- Disney Sing It
- **Divinity 2: Ego Draconis**
- Dragon Age: Origins
- Dragon Ball Z: Burst Limit
- Dragon Ball: Origins
- Dragon Quest IV: Chapters of the Chosen
- Drakensang: The Dark Eye
- Drawn to Life: Spongebob Squarepants
- Dream Lords
- echochrome
- Dungeon Hero
- EA Sports Tennis [working title]
- Edna and Harvey: The Breakout
- Elebits: The Adventures of Kai and Zero
- Elven Legacy
- **Empire: Total War**
- Empire of Sports
- Enchanted Folk and the School of Wizardry
- Ener-G Dance Squad
- Ener-G Gym Rockets
- Ener-G Horse Riders
- Fable II
- FaceBreaker
- FaceBreaker K.O. Party
- Fairytale Fights
- Fallout 3
- Family Trainer
- Far Cry 2
- Fat Princess
- FIFA Manager 09
- FIFA Soccer 09
- FIFA Soccer 09 All-Play
- **Final Fantasy XIII**
- Fire-Fighter
- Flower
- Flower, Sun and Rain: The Endless Park
- Fracture
- Free Realms
- Fuel
- Galaga Legions
- Game Party 2
- Gauntlet
- Gears of War 2
- Geometry Wars: Retro Evolved 2
- **Golden Axe: Beast Rider**
- Gran Turismo 5 Prologue
- **Grand Theft Auto IV**
- Grand Theft Auto: Chinatown Wars
- Gray Matter
- GTI Club
- GTI Club +
- GTI Club: Corso Italiano
- GTR Evolution
- Guinness World Records: The Videogame
- Guitar Hero World Tour
- Guitar Hero: On Tour
- Guitar Hero: On Tour – Decades
- **Halo Wars**
- Handyman
- Hard Working People
- Harry Potter and the Half-Blood Prince
- Hasbro Family Game Night
- Hearts of Iron III
- Heavy Duty
- **Heavy Rain**
- Hellboy: The Science of Evil
- Hello Kitty Daily
- Heroes Over Europe
- Hotel Giant 2
- House of the Dead
- I Am Alive
- IL-2 Sturmovik: Birds of Prey
- Imagine Babysitters
- Imagine Fashion Designer New York
- Imagine Fashion Party
- Imagine Movie Star
- Imagine Party Babyz
- Imagine Pet Hospital
- Imagine Teacher
- Imagine Wedding Designer
- **inFamous**
- Infinite Undiscovery
- Jake Power: Fire Fighter
- Jake Power: Handy Man
- Jake Power: Police Man
- James Bond 007 in Quantum of Solace
- **Jumpgate Evolution**
- **Just Cause 2**
- Kage Densetsu: The Legend of Kage 2
- Kickster: Online Street Soccer
- Kidz Sports: Baseball
- Kidz Sports: Crazy Golf
- **Killzone 2**
- King's Bounty: The Legend
- Know How
- Kororinpa 2
- Kung Fu Panda
- Left 4 Dead
- **Legendary: The Box**
- LEGO Universe
- **LittleBigPlanet**
- Littlest Pet Shop
- Littlest Pet Shop: Garden
- Littlest Pet Shop: Jungle
- Littlest Pet Shop: Winter
- Lock's Quest
- Lode Runner
- Lords of Shadow
- Lost in Blue 3
- Lost in Blue: Shipwrecked!
- Madagascar: Escape 2 Africa
- Madagascar: Mini-Mayhem
- **MadWorld**
- Majesty 2: The Fantasy Kingdom Sim







- **Man of Prey**
- Mass Effect
- Master of the Monster Lair
- Mata Hari
- Mechanic Master
- Men of War
- Mercenaries 2: World in Flames
- Midnight Club: Los Angeles
- Mirror's Edge
- Monkey Madness Wii
- Monopoly
- Monster Hunter Freedom 2G
- Monster Lab
- **Moon**
- **Mortal Kombat vs. DC Universe**
- Moscow Racer
- MotoGP 08
- **MotorStorm: Pacific Rift**
- Mount & Blade
- Multiwinia
- Mushroom Men: Rise of the Fungi
- Mushroom Men: The Spore Wars
- Music Party: Rock the House
- My Baby Boy
- My Baby Girl
- My Horse and Me 2
- My Make-Up
- My Secret Diary
- My Stop Smoking Coach with Allen Carr
- MySims Kingdom
- Mytran Wars
- **Naruto: The Broken Bond**
- Naruto: Ultimate Ninja 3
- Naruto: Ultimate Ninja Storm
- NBA '09: The Inside
- NBA 2K9
- NBA Live 09
- **NecroVision**
- Need for Speed Undercover
- Neverwinter Nights 2: Storm of Zehir
- NHL 09
- NHL 2K9
- Nightwatcher
- Ninjabread Man: Blades of Fury
- Nindou3
- Numen Contest of Heroes
- Onechanbara: Bikini Samurai Squad
- **Operation Flashpoint 2: Dragon Rising**
- Overlord II
- Overlord: Dark Legend
- Overlord: Minions
- Pain: Amusement Park
- Petz: Monkeyz House
- Petz Rescue: Endangered Island
- Petz Rescue: Ocean Patrol
- Petz Rescue: Wildlife Vet
- Petz Sports: Dog Playground
- Pirate's Quest: Hunt for Blackbeard's Booty
- Pitfall: The Big Adventure
- PixelJunk Eden
- PlayStation Home
- Policeman
- Popstar Guitar
- Postal 3
- Prince of Persia
- Prince of Persia: The Fallen King
- Princess Debut
- Pro Evolution Soccer 2009
- Project Mayhem [working title]
- **Project Origin**
- PT Boats: Knights of the Sea
- Pure
- Quiz Taxi
- Race Pro
- Rag Doll Kung Fu: Fists of Plastic
- Rage
- Rapala Fishing Frenzy
- Ratchet & Clank Future: Quest for Booty
- **Raven Squad: Operation Hidden Dagger**
- **Rayman Raving Rabbids TV Party**
- **Red Faction: Guerrilla**
- **Resident Evil 5**
- **Resistance 2**
- Resistance: Retribution
- Ride to Hell
- **Rise of the Argonauts**
- Risen
- Rock Band 2
- **Rock Revolution**
- Runes of Magic
- S.T.A.L.K.E.R.: Clear Sky
- **Sacred 2: Fallen Angel**
- Safecracker: The Ultimate Puzzle Adventure
- Saints Row II
- Sam & Max: Season Two
- Samba de Amigo Wii
- Savage Moon
- Scene it? Box Office Smash
- Scorpion
- Secret Files 2
- Shadow Harvest
- Shattered Horizon
- **Shaun White Snowboarding**
- Shaun White Snowboarding: Road Trip
- Shot-Online
- Shot-Online Season 2
- Shrek's Carnival Craze
- Sid Meier's Civilization IV: Colonization
- Silent Hill: Homecoming
- Silkroad Online
- SimAnimals
- SimCity Creator
- **Simon the Sorcerer 5**
- SingStar Vol. 3 – Party Edition
- SingStar: Singalong with Disney
- SingStar: Turkish Party
- Siren: Blood Curse
- Smash Court Tennis 3
- So Blonde
- SOCOM: Confrontation
- Sonic Chronicles: The Dark Brotherhood
- **Sonic Unleashed**
- Space Invaders
- Space Siege
- **Spider-Man: Web of Shadows**
- Spore
- **Star Ocean: The Last Hope**
- Star Wars Galaxies Trading Card Game
- Star Wars: The Clone Wars – Jedi Alliance
- Star Wars: The Clone Wars – Lightsaber Duels
- Star Wars: The Force Unleashed
- StarCraft II
- Stargate Worlds
- StoneAge 2
- **Stormrise**
- Street Fighter IV
- Super Stardust Portable
- Supreme Commander
- TAPA Online
- **The Agency**
- The Chronicles of Spellborn
- **The Conduit**
- The Godfather II
- The House of the Dead: Overkill
- The Last Guy
- **The Legend of Spyro: Dawn of the Dragon**
- **The Lord of the Rings Online: Mines of Moria**
- The Lord of the Rings: Conquest
- The Magic Roundabout
- The Orb and the Oracle
- The Sims 3
- **The Unwritten Book of Tales**
- The Whispered World
- The Witcher: Enhanced Edition
- Theatre of War 2: North Africa 1943
- **This is Vegas**
- Tiberium
- Tiger Woods PGA Tour 09
- Tiger Woods PGA Tour 09 All-Play
- Time Hollow
- TNA iMPACT!
- **Tom Clancy's EndWar**
- **Tom Clancy's H.A.W.X.**
- **Tomb Raider: Underworld**
- Too Human
- Toon Racing
- Touchmaster 2
- **Trackmania DS**
- Two Worlds: The Temptation
- UFC 2009 Undisputed
- Uncharted: Drake's Fortune
- Unreal Tournament III
- Urban Extreme: Street Rage
- Valkyria Chronicles
- Velvet Assassin
- Venetica
- Viva Piñata: Pocket Paradise
- Viva Piñata: Trouble in Paradise
- WALL-E
- **Warhammer: Battle March**
- **Warhammer 40,000: Dawn of War II**
- Warhammer Online: Age of Reckoning
- What's Cooking? with Jamie Oliver
- **Wheelman**
- Winx Club Secret Diary 2009
- WipEout HD
- Witches
- World of Warcraft: Wrath of the Lich King
- WWE Smackdown! vs. RAW 2009
- X3: Terran Conflict
- X-Blades
- Yakuza 2
- Yakuza 3
- **You're in the Movies**
- Zubo



## Grand Theft Auto IV

**Developer:** Rockstar North | **Publisher:** Rockstar Games  
**Genre:** Action Adventure | **Release:** November 2008

Let's face it: *GTA* just plays better on a mouse and keyboard. Not to mention it looks far better on our over-powered gaming rigs. *GTA IV* looks set to return to the birthplace of the series and it's looking to greatly outshine (visually at least) the console version. Expanded multiplayer, higher resolutions, a greater draw distance and the ability to record replays (and edit them) may just make this the version of *GTA IV* to own.

PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB

## I Am Alive

**Developer:** Ubisoft | **Publisher:** Ubisoft  
**Genre:** Survival Adventure | **Release:** 2009

More of a survival-adventure than a survival-horror, *I Am Alive* sees the player navigating the ruins of Chicago following some massive catastrophe. It's unclear what caused the devastation of the city, but you and a few other survivors have one simple objective: survive at all costs. A scene from a trailer shows some of the survivors brawling over possession of... a bottle of water? It's all very intriguing and more grounded in reality than games like *Resident Evil*, which should make for a refreshing change.



PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB

## Rise of the Argonauts

**Developer:** Liquid Entertainment | **Publisher:** Codemasters  
**Genre:** Action RPG | **Release:** October 2008

Assuming you know nothing about Greek mythology, here's the skinny: Jason, the King of Lolcus, had everything he could dream of. Wealth, a beautiful fiancé, he had it all. Until his fiancé was assassinated on their wedding day, prompting a quest which Jason and a few other famous names in Greek mythology embark upon in order to avenge her death and find the Golden Fleece, which should aid Jason in resurrecting his fiancé. This serves as the basis for this "epic scale action RPG", which sees players controlling Jason and company.



PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB



## Operation Flashpoint 2: Dragon Rising

**Developer:** Codemasters | **Publisher:** Codemasters  
**Genre:** First-Person Shooter | **Release:** 2009

Finally, the return of one of the most realistic combat simulation games ever is at hand! The unscripted missions promise to feature objectives likely to be seen in real-world conflicts, such as laying down covering fire so a friendly squad can retreat safely, or going on a short range recon patrol. The incredible level of realism seen in the first game promises to make a return, with battles being fought on play areas more than 135 square miles in size.

PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB



## Golden Axe: Beast Rider

**Developer:** Secret Level | **Publisher:** SEGA  
**Genre:** Action | **Release:** October 2008

Playing as Tyrus Flare, players will return to a re-imagining of one of the most popular games of yore: *Golden Axe*. Melee combat is the order of the day while gigantic mythical beasts are available for you to try your darndest not to fall off (read: you can ride them). Weapon upgrades and magic are all there for you to tinker with and you can expect to see some familiar faces along your way.

PC  
PS2  
PSP  
PS3  
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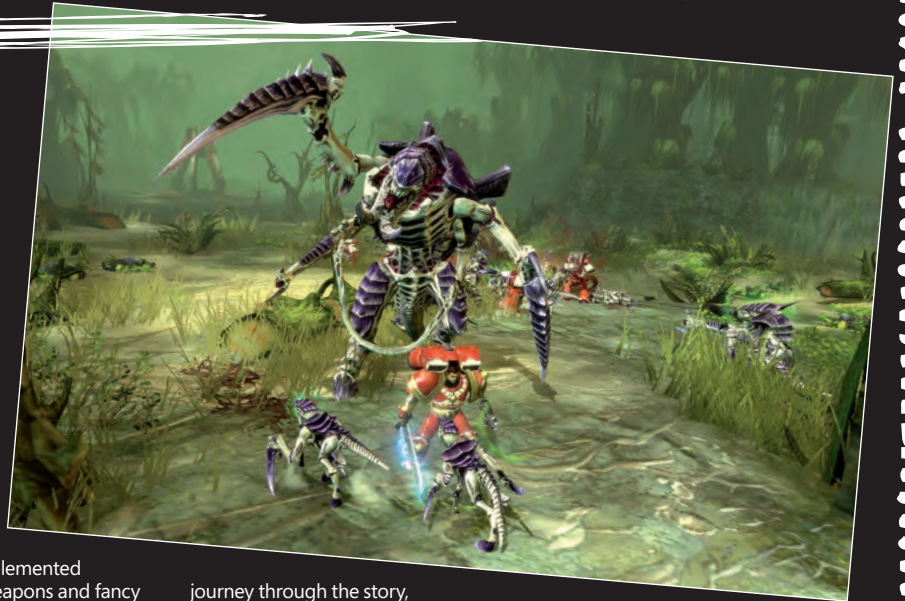


# SPOTLIGHT GAME

## Warhammer 40,000: Dawn of War II

**Developer:** Relic | **Publisher:** THQ  
**Genre:** Real-time strategy | **Release:** Q1 2009

There will be Tyranids! The inclusion of this insect-like race is undoubtedly enough to make all you Warhammer fans get all hot and sweaty for the latest in the *Dawn of War* series. To give newcomers an idea as to how this race may play, the Zerg in the Starcraft universe were inspired by the Tyranid. They are also reminiscent of the Borg in *Star Trek*, in that they are a hive mind. If one Tyranid is staring at you with its big bug eyes, all of them know you're there. Scary stuff indeed. A lot of info was released after their unveiling at Games Convention, far too much to completely cover in this small space. The single-player campaign differs slightly from what you'd usually see in an RTS. Traditional base building falls by the wayside, in favour of more of a role-playing experience. Relic want you to feel very attached to every squad you command in the game since they've implemented a loot system which allows you to kit out your squad with weapons and fancy gadgets found on the battlefield, which allow you to completely customize tactics based on equipment chosen for any given situation. Persistence is key here: your squads and their equipment will stay with you throughout your



journey through the story, which allegedly features multiple story arcs which change depending on your actions – playing through the campaign multiple times will reveal a new path through the story on each playthrough.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Banjo Kazooie: Nuts and Bolts

**Developer:** Rare | **Publisher:** Microsoft  
**Genre:** Platformer | **Release:** November 2008

This revival of one of Rare's best-loved franchises has a ton of people excited. The bear and his bird buddy are back and you'll be crafting their abilities by building custom vehicles for Banjo to pilot. Every vehicle used to navigate the game's levels is created from scratch by you, the player, from hundreds of parts which you'll discover as you progress through the game. These parts range from engines and wheels to some pretty obscure objects such as egg guns and springs.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## The Agency

**Developer:** Sony Online Entertainment Seattle  
**Publisher:** Sony Online Entertainment  
**Genre:** Online Action | **Release:** Q1 2009

*The Agency* lets you live the life of an elite agent in a persistent online world. Co-operative and competitive play should keep you coming back for more, with many missions with a range of objectives requiring stealth, finesse and more often than not a whole lot of bullets. Players can control their own Agencies and you can join up with other agencies to increase your effectiveness. Operatives are collectible NPCs who will provide you with equipment and services to aid you.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Demigod

**Developer:** Gas Powered Games | **Publisher:** Stardock  
**Genre:** Strategy RPG | **Release:** February 2009

*Demigod* is sort of like the *Warcraft III* mod, *DotA*, but on an epic scale that has to be seen to be believed. Using an avatar which you select before the game begins, you'll have to attack your enemies' fortress while simultaneously ensuring your own fortress is safe. These avatars are half-human, half-god and they each have their own unique abilities. As the battle rages, "creeps" will automatically spawn and attack any enemy units or structures they may encounter. You'll gain experience and gold as you fight which can be used to buy upgrades and equipment.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## The Lord of the Rings Online: Mines of Moria

**Developer:** Turbine | **Publisher:** Turbine  
**Genre:** MMORPG | **Release:** November 2008

In the first retail expansion to the popular MMORPG, expect to participate in many adventures deep within the mines of the dwarves. Six new environments and hundreds of quests are sure to keep you coming back for more. The level cap has been increased to 60, giving you access to new skills and traits, while the crafting system is set to expand as well, giving the ability to craft legendary items such as Bilbo's Sting. Two new classes (Warden and Runekeeper) will be added to the game on top of all the other goodness.

## Damnation

**Developer:** Blue Omega Entertainment | **Publisher:** Codemasters  
**Genre:** First-Person Shooter | **Release:** December 2008

An FPS with co-op! Hooray! Promising a huge scale which covers "miles of horizontal distance and thousands of vertical feet", *Damnation* lets players take their own course through the game world using acrobatics and vehicles. The main character, Captain Hamilton Rourke, is able to perform feats requiring near superhuman ability to jump between ledges, swing from ropes and chains and traverse vertical surfaces. Activating "Spirit Vision" will allow you to see through walls to anticipate enemy movement. As mentioned, the entire single player campaign can be played cooperatively, while competitive multiplayer is also there.

## Risen

**Developer:** Piranha Bytes | **Publisher:** Deep Silver  
**Genre:** Action RPG | **Release:** TBA

Developed by the folks originally responsible for the *Gothic* series, *Risen* is an RPG which takes place in a fresh new setting. You've been shipwrecked and find yourself on a mysterious island infested by strange creatures. Ancient temple ruins have recently risen from the ground and an active volcano looms ominously in the distance. Piranha Bytes have done some impressive work with their RPGs in the past, so this is definitely one to look out for.



## The Legend of Spyro: Dawn of the Dragon

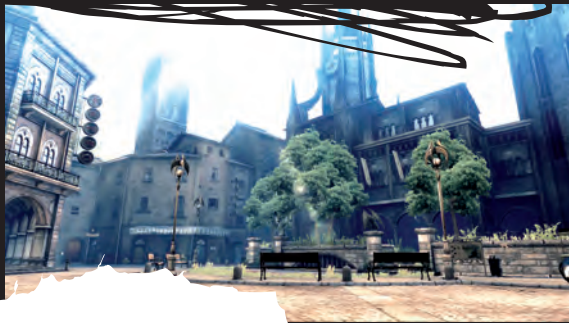
**Developer:** Varies depending on platform | **Publisher:** Vivendi Games  
**Genre:** Platformer | **Release:** October 2008

Spyro teams up with former enemy Cynder in *Dawn of the Dragon*, the final game of the trilogy. The Dark Master (voiced by Mark Hamill aka Luke Skywalker!) is spreading evil throughout the world and Spyro must utilise the true power of the purple dragon within him to defeat Mr Hamill's character. Drop-in/drop-out co-op is available with Cynder as the second character. You can now fly at any time and the game promises more mature character and story design.

## Bayonetta

**Developer:** PlatinumGames | **Publisher:** SEGA  
**Genre:** Action | **Release:** 2009

The main character uses her hair as a weapon. Need we say more? The project is being headed by Hideki Kamiya, the man behind *Devil May Cry*. You want more you say? In addition to the hair thing, the main character has shotguns embedded in her shoes! This game has style in all the right places, filled to the brim with surreal action and bullet-time sequences. The protagonist is exceptionally agile but nonetheless deadly. Over-the-top action is always welcome and *Bayonetta* looks set to deliver plenty of that and more.



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 MOB

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 MOB



# SPOTLIGHT GAME

## Project Origin

**Developer:** Monolith Productions | **Publisher:** Warner Bros. Interactive  
**Genre:** First-Person Shooter | **Release:** Q1 2009

The true sequel to *F.E.A.R.*, *Project Origin* is once again developed by series creators Monolith Productions. A shift in publishers left Monolith without the rights to the name *F.E.A.R.* (the two expansions to the original game were made by another developer), but *Project Origin* will continue the story told in the first game, since they own pretty much everything else. The sequel begins 30 minutes before the explosion at the end of the first game, which means veterans of the series will be able to pick up where they left off. The number of available weapon slots has been increased to four. Before you get all excited, we're guessing that since Monolith is increasing the number of slots, they're also greatly increasing difficulty which is frightening since the first game was already fiendishly difficult at times. Environments are said to be far more interactive: you'll be able to flip over tables and use them as cover. AI has been greatly improved however, so these actions will prompt enemies to quickly change their tactics. Enemies will use the environment to their advantage as well, aiming to put bullets into explosive objects around the player character. At certain points in the game, you'll be able to pilot an armoured mech for some extra firepower. Alma is said to be taking a more direct approach in the sequel and her scares will be far more in your face this time, while still wearing you down psychologically. The slow-mo feature is back and you'll be able to use it against new enemies in more diverse environments. *F.E.A.R.* was fantastic and the sequel is looking to bring the noise once again.

PC  
 PS2  
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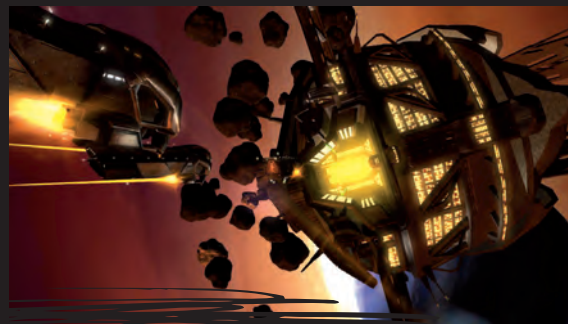


## Jumpgate Evolution

**Developer:** NetDevil | **Publisher:** Codemasters  
**Genre:** MMOG | **Release:** 2008

Players will be able to choose from three different nations in this "twitch-based" space combat MMO. Trade commodities, join up for some space raids and generally just have fun with your friends as they attempt to dodge your well placed laser shot at their Ion drive. The economy in the game works on a supply/demand basis and players' actions will affect it, while PvP is based on a factional war and peace rating.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## Warhammer: Battle March

**Developer:** Black Hole Entertainment | **Publisher:** Namco Bandai  
**Genre:** Real-Time Strategy | **Release:** 2008

An expansion pack for *Warhammer: Mark of Chaos*, *Battle March* will add a ton of content to the original game for PC while simultaneously bringing the series to the Xbox 360 (the original game will be shipped along with *Battle March* for the 360). The Dark Elf and Orcs & Goblins factions have been added to the game to accompany the Empire, Chaos, Skaven and High Elves of the original. Customisation of units is still a huge part of the game, as are Champions (heroes).

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Dark Void

**Developer:** Airtight Games | **Publisher:** Capcom  
**Genre:** Action | **Release:** Q2 2009

This game takes place in a parallel universe called "The Void" and casts the player as Will, a pilot who is trapped in The Void after his routine air cargo flight crashes in the Bermuda triangle. Will finds himself leading a group called "The Survivors" in battle against an alien race planning to invade earth. A combination of aerial (you get a jetpack at some point in the game) and ground-based combat brings an interesting dynamic to the mix.





## Naruto: The Broken Bond

**Developer:** Ubisoft Montreal | **Publisher:** Ubisoft  
**Genre:** Action Adventure | **Release:** November 2008

The sequel to *Rise of a Ninja*, *The Broken Bond* sees Naruto with new abilities and heightened status, since he has now evolved into a respected ninja. This prompts jealousy from his best friend Sasuke, leading the village's enemy, Orochimaru, to take advantage of the situation. Online play allows you to compete against other players in an online tournament mode, while single-player allows you to explore the open universe of *Naruto*.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Raven Squad: Operation Hidden Dagger

**Developer:** Atomic Motion | **Publisher:** SouthPeak Interactive  
**Genre:** FPS / RTS | **Release:** October 2008

A tactical action game set in the Amazon jungle in the year 2011, *Raven Squad* takes the FPS and RTS genres and fuses them into one super-genre. You can lead your squad through any situation using the overhead view of an RTS or taking the more direct FPS approach. 8 characters star in the game, each with their own unique history and skill set. You'll be able to play through the game cooperatively with a friend.



PC  
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 360  
 Wii  
 DS  
 MOB

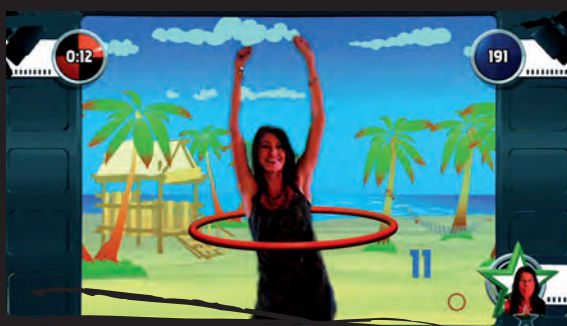
## Tom Clancy's H.A.W.X.

**Developer:** Ubisoft Romania | **Publisher:** Ubisoft  
**Genre:** Flight Action | **Release:** Q1 2009

Set in 2012, the era of the nation-state is drawing quickly to a close. The nations of the world are becoming increasingly dependent on PMCs (Private Military Companies), mercenaries with little regard for the law. *H.A.W.X.* lets you become an elite pilot of the future, whether playing alone or cooperatively with 3 other players or competitively against 7 other dogfighters. The E.R.S. (Enhanced Reality System) allows you to control everything from squad orders to weapons trajectory control.



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## You're in the Movies

**Developer:** Zoe Mode | **Publisher:** Microsoft  
**Genre:** Party | **Release:** November 2008

Making use of the Xbox LIVE Vision Camera, you'll play through a series of mini-games with the actions you perform in said mini-games being recorded as you play. Once you're done, the game places the recording into a "movie" (you can pick the genre and script), so you can watch yourself making an ass of... yourself. Up to four people can star in these movies. A "Director Mode" allows you to do post-production stuff like adding voice-overs.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## Armed Assault 2

**Developer:** Bohemia Interactive | **Publisher:** 505 Games  
**Genre:** First-Person Shooter | **Release:** 2009

Also known as *Arma 2*, the developers promise the most realistic warfare ever. Featuring new characters and a new storyline, the game focuses on team play (including co-op) and you'll have to switch between team members, give first aid to those in need and ensure your team makes it through the mission in one piece. Improved AI means enemies and squad members work better as a unit, taking cover and hiding as they attempt to dodge the many bullets being thrown around.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



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# SPOTLIGHT GAME

## Stormrise

**Developer:** Creative Assembly | **Publisher:** SEGA  
**Genre:** Real-time strategy | **Release:** 2009

From Creative Assembly – the same bunch who pump out the Total War series – comes *Stormrise*, a real time strategy game built from the ground up specifically for consoles. Rather than control your units from the usual bird's-eye-view perspective, you're right in the thick of it, on the frontlines with your troops. You'll be able to command units in the air, across rooftops, on the surface and even underground. This idea has been labelled "verticality" and means you're going to have to learn to master the concept in order to gain an advantage in battle. The control system has been tailor-made for use on consoles and promises to be simple and intuitive, allowing for rapid unit selection and deployment. The game takes place on a barren and devastated Earth, thanks to a catastrophic event which occurred centuries ago. The "Sai" and "Echelon" are battling to survive on the now mostly uninhabitable planet. The Echelon are a more technologically advanced faction, having survived the disaster by self-induced hibernation. The Sai are a more primitive tribal people who survived by adapting to their new environment. Evolving in completely different ways, these factions are often engaged in conflict with one another. Given the pedigree of the developers and the unique concept and game mechanics behind *Stormrise*, we wouldn't be surprised if the game changes the way we look at the strategy genre. Keep an eye on this one at all times.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## Resistance 2

**Developer:** Insomniac Games | **Publisher:** Sony Computer Entertainment  
**Genre:** First-Person Shooter | **Release:** November 2008

Continue the fight against the Chimera, this time in the United States. Players again play as Nathan Hale, still struggling with the Chimera virus he's been infected with. In addition to the single-player campaign, eight-player class-based online co-op is available as a separate storyline which runs parallel to the single-player. Sixty-player competitive multiplayer is also there, if you're interested. Multiplayer allows you to advance your in-game character with unlockable items, armor sets and the like.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## DC Universe Online

**Developer:** Sony Online Entertainment  
**Publisher:** Sony Online Entertainment  
**Genre:** MMORPG | **Release:** 2009

Create your own unique hero (complete with fancy superpowers) and fight to carve your name into the history books of the DC Universe? Sounds great from where we're sitting. Physics-based combat is the order of the day: fly high above your enemies, grab a bus and hurl it in their general direction to rack up the kills, or use other players themselves as projectiles as you battle your foes. Expect to see many familiar DC locations like Arkham Asylum and Metropolis.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Mortal Kombat vs. DC Universe

**Developer:** Midway Amusement Games | **Publisher:** Midway Games  
**Genre:** Fighting | **Release:** 2009

Say what you will about balance issues (how is Sub-Zero ever going to be able to face off against Wonder Woman?!), this game is looking fantastic. The roster of fighters keeps growing and multi-tiered arenas, Freefall Kombat and Klose Kombat are all looking to ensure this is one of the better fighters of recent times. It appears to be just as gory and brutal as the previous *Mortal Kombat* games, so you've got nothing to worry about there.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB





GAMES CONVENTION

# Games that

October '08



Far Cry 2

Also on:  
PS3  
PC

October '08



Midnight Club  
Los Angeles

Also on:  
PS3  
PSP

October '08



Fallout 3

Also on:  
PS3  
PC

December '08



Prince of Persia

Also on:  
PS3  
PC

November '08



Call of Duty  
World at War

Also on:  
PS3  
PS2  
PC  
Wii  
NDS

November '08



Guitar Hero  
World tour

Also on:  
PS3  
PS2  
Wii

October '08



Spiderman  
Web of Shadows

Also on:  
PS3  
PS2  
Wii  
PC  
NDS

October '08



BOND  
Quantum of Solace

Also on:  
PS3  
PS2  
Wii  
PC  
NDS

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# stole the show!

Nov/Sept '08



Sacred 2

Also on:  
PS3  
PC

October '08



Fracture

Also on:  
PS3

Out Now



Star Wars  
the Force Unleashed

Also on:  
PS3  
PS2  
PSP  
Wii  
NDS

Novmeber '08



End War

Also on:  
PS3

November '08



Shaun White  
Snowboarding

Also on:  
PS3  
PS2  
Wii  
PC  
NDS

November '08



Naruto Ultimate  
Ninja Storm

October '08



Brothers in Arms  
Hells Highway

Also on:  
PS3  
PC

October '08



Bioshock





## Spiderman: Web of Shadows

**Developer:** Varies depending on platform | **Publisher:** Activision  
**Genre:** Action | **Release:** October 2008

The Spiderman games have been a hit and miss affair. Web of Shadows hopes to be one of those hits and it's definitely looking like it's going to succeed. Combat has been refined and streamlined – especially the aerial combat – and from what we've seen it plays like a dream. You'll have to switch between the black spidey suit (the symbiotic one) and the webhead's traditional costume on the fly, with the black suit being far more devastating (in terms of damage and lethality) while the red and blue suit is more agile.

PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB

## This is Vegas

**Developer:** Surreal Software | **Publisher:** Midway Games  
**Genre:** Action | **Release:** Q1 2009

It's a game where you get to experience the ultimate weekend every time you load it up. Trailers show the main character drinking, dancing, gambling and brawling his way to the top. You're out to impress the four ruling factions in Vegas (who each control their own parts of the sinful city) and you can do this any way you please. Any game where you can cheat while gambling sounds great and This is Vegas allows you to do that.



PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB

## Divinity 2: Ego Draconis

**Developer:** Larian Studios | **Publisher:** cdv Software Entertainment  
**Genre:** RPG | **Release:** Q2 2009

You can morph into a dragon that looks like a bat! Awesome in its purest form! Unfortunately, you play a dragon slayer, so having the ability to turn into a dragon is a bit ironic. Developed by the same people who developed Divine Divinity and Beyond Divinity, Divinity 2 is an action RPG filled with dragons, fast-paced combat and every choice you make in the game will have consequences. Played from a third-person perspective, the game promises plenty of character customisation and special dragon slayer abilities.



PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB



## Empire: Total War

**Developer:** Creative Assembly | **Publisher:** SEGA  
**Genre:** Strategy | **Release:** Q1 2009

It's more Total War, now with sea battles. Not that there were no naval battles before, but that little window that popped up showing your ships being decimated is nothing compared to the real-time, insanely detailed battles in this iteration. Since the game spans the 17th and 18th centuries, land-based combat focuses more on ranged attacking using rifles and long-range artillery batteries. Units will automatically take cover behind any low-lying walls and against structures they come across, so you can keep your little dudes alive longer.

PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB



## MadWorld

**Developer:** PlatinumGames | **Publisher:** SEGA  
**Genre:** Action | **Release:** Q1 2009

The black and white scenery of this game is often dotted with a third colour: blood red, freshly squeezed from your enemies. Filled with copious amounts of road signs to insert into the craniums of your foes and spiked walls to repeatedly pin them to, MadWorld is as gory as can be, yet oh-so-stylish. There's a mini-game called man-darts and we think that aptly sums up this game's sheer brilliance.

PC  
PS2  
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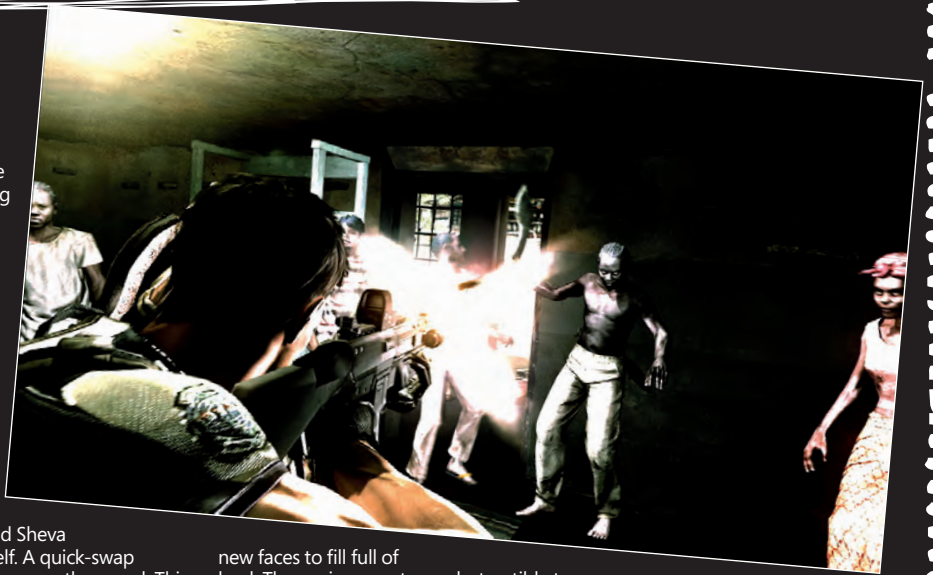


# SPOTLIGHT GAME

## Resident Evil 5

**Developer:** Capcom | **Publisher:** Capcom  
**Genre:** Survival Horror | **Release:** March 2009

*Resident Evil 4* brought with it many major changes to the series. Expect to see more of what made *RE4* great finding its way into *RE5*, but with many improvements to what was already an excellent system. The game is set in Africa and the developers have opted for a design centred on cooperative play, with the main character, Chris Redfield (from the original *RE*), being accompanied by a sidekick, Sheva. Whether AI controlled or controlled by another player, Sheva will allow Chris to reach areas otherwise unreachable. Context-sensitive actions are the order of the day, such as Chris lifting Sheva up to a ledge high above or vaulting her across a chasm. Special team attacks are also available. If Sheva is cornered by a zombie and things are looking grim, a context-sensitive action will allow you to bail her out of the sticky situation. An easy item-swap feature allows you to quickly trade items between characters, so you could send Sheva out to bring you ammo and items you can't get to yourself. A quick-swap feature allows players to quickly cycle between the last weapons they used. This happens in real-time so you won't break the action by having to go to a menu. Expect to see a few familiar enemies in the game as well as some



new faces to fill full of lead. The environments are destructible to a certain extent, adding to the already chaotic mix of blood, frantic trigger-pulling and chainsaw-wielding maniacs.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Dead Rising: Chop Till You Drop

**Developer:** Capcom | **Publisher:** Capcom  
**Genre:** Action | **Release:** 2008

*Dead Rising* on the Xbox 360 is a zombie kill-a-thon in an area filled with literally hundreds of the wailing undead. While this Wii iteration won't be able to throw that many enemies at you all at once, the developers are attempting to push the Wii as far as it can go to fill the game with as much lawnmower fodder as possible. Said to play much like the Wii version of *Resident Evil 4*, the mall play area is virtually identical to the one seen in the predecessor, albeit slightly less detailed due to the Wii's lower horsepower.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## The Conduit

**Developer:** High Voltage Software | **Publisher:** TBA  
**Genre:** First-Person Shooter | **Release:** Q1 2009

An FPS designed from the ground up to push the Wii's hardware to its absolute limits, *The Conduit* is a graphically impressive title (you'd be forgiven for thinking this is an Xbox 360 or PS3 title at first glance) which promises to allow full customisation of the game's control system. Everything from changing button assignment to adjusting the speed at which you run is available to tinker with. The Wii is well suited to FPS action and hopefully that'll be further proven by *The Conduit*.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Moon

**Developer:** Renegade Kid | **Publisher:** Mastiff  
**Genre:** Action | **Release:** November 2008

Humanity finds a mysterious hatch on the moon and sends an elite task force headed by the player's character to open it up and do some investigating. At its core, *Moon* is a first person shooter, but there is plenty of exploration to be done in the game. Innovative, customisable controls and incredible graphics (the game still manages a solid 60 frames per second though) make this a game DS owners should look out for.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## The Unwritten Book of Tales

**Developer:** KING Games | **Publisher:** Peter Games  
**Genre:** Adventure | **Release:** TBA

The Unwritten Book of Tales is a quirky, humorous and slightly dark point-and-click adventure game from German game developer KING Games. Play as four different characters in the self-described homage to classic fantasy books, films and games that is set to feature over 150 puzzles and nearly 200 items, and expect the gamut from two-headed ogres to vegetarian dragons during your wacky adventures through 60 detailed locations. Definitely one to keep an eye on for all those classic point-and-click adventure fans.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Sacred 2: Fallen Angel

**Developer:** Ascaron Entertainment | **Publisher:** Deep Silver  
**Genre:** RPG | **Release:** November 2008

Set some 2000 years before the original Sacred, Fallen Angel will see the player assume the role of one of six diverse and magical character classes to save the world of Ancaria from the mis-used and twisted forces of T-Energy. Utilising a fully 3D engine that is (thankfully) snapped to a traditional isometric viewpoint, the game will span across a massive and seamless game world, giving players various mounts and a slew of combat options and equipment to defend themselves and the world they inhabit.



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Trackmania DS

**Developer:** Firebrand Games | **Publisher:** Deep Silver  
**Genre:** Racing | **Release:** Q4 2008

Nadeo's custom-friendly arcade racer is getting ready to settle down in the palm of your hands, featuring 3 race modes and shipping with over a hundred devilish tracks to challenge you and your fellow racers. The now-famous track editor will, of course, be present in the DS release, allowing players to drag and drop various track pieces using the stylus – building their dream (or, as is often the case, nightmare) tracks to share with their friends (or enemies).



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## Red Faction: Guerrilla

**Developer:** Volition Inc. | **Publisher:** THQ  
**Genre:** FPS | **Release:** 2009

Set 30 years after the first game, Guerrilla will see the player assume the role of a Mars-based freedom-fighter as part of the struggle against the Earth Defence Force in this 3rd-person action shooter. Not content with allowing players to blast away just human opponents, almost the entire environment will be destructible, ensuring players can create instant doors, sunroofs and quick exit or entry strategies on the fly as long as their ammunition holds out.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## Death Track Resurrection

**Developer:** Sky Fallen | **Publisher:** 1c Company  
**Genre:** Racing | **Release:** October 2008

The original 1989 release of Death Track was a bold move for its time, allowing players to take to the virtual streets in armour-laden vehicles packed to the brim with cannons, machine guns and guided missiles. Now, in the long-overdue sequel, the current generation will have an opportunity to do the same thing - just with much prettier graphics and a whole ton of new stuff to blow up. Featuring ten cities, five racing modes and ten vehicles just dying for bloodsport and potent upgrades, Death Track Resurrection will literally blow you away with its destructive charm.

PC  
 PS2  
 PSP  
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 MOB



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# SPOTLIGHT GAME

## Aion: Tower of Eternity

**Developer:** NCSoft | **Publisher:** NCSoft  
**Genre:** MMORPG | **Release:** Q4 2008

Get ready to wage war on your enemies with NCSoft – the creators behind free-to-play action RPG *Guild Wars*. Taking place in the world of Atria, the story follows the war between two factions – the angelic, feathery-winged Elyos and the demonic, bat-winged Asmodian. Each faction fights for supremacy in a world divided by the chaotic no-man’s land known as the Abyss – an untamed and dangerous place ruled by loot-dropping monsters and some truly epic bosses. Expect massive PVP raids and stronghold-centric territory wars when you’re not busy fending off any of the deadly Balur that have escaped from the Abyss – keeping the player busy with a large variety of battle types when they’re not otherwise occupied by the countless social emotes and interactions. *Aion* will have a strong focus on character customisation. Players choose from four base classes – the Warrior, Scout, Mage and Priest – and will be able to choose a further specialisation between an additional two options. Mages, for example, can choose the direct damage-inflicting spellcasting of the Sorcerer or the elemental-summoning of the Spiritmaster, while Scouts can choose between the classic trap-dropping Ranger and the damage-stacking Assassin. Players will also be able to kit out their characters with a wide range of items and clothing – featuring some of the most beautiful and diverse apparel to grace the MMO market. It’s all super-models and product-enriched hair for



*Aion* – with a character creation system set to rival *The Sims* in scope and customisability. *Guild Wars*’ (in)famous dyes will also make a return; and we’re willing to put money down that monopolising on the black dye will be a heck of a way to turn a quick buck.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Cursed Mountain

**Developer:** Sproing Interactive | **Publisher:** Deep Silver  
**Genre:** Adventure | **Release:** Q1 2009

Let’s face it, the Wii needs more “serious” games. Sproing Interactive agrees, and is in the process of developing *Cursed Mountain* – a survival horror game set in the snow-swept Himalayas Mountains. Taking on the role of a mountaineer on a mission to save his brother, the player will uncover ancient magic and a curse that traps the souls of the Mountain’s claimed lives. Be prepared for a graphical feast thanks to Sproing’s proprietary Athena engine – a powerful system capable of stunning HDR rendering, advanced particle effects for snow simulation and spectacular water and lighting effects.



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Borderlands

**Developer:** Gearbox | **Publisher:** Take Two  
**Genre:** FPS | **Release:** 2009

Strap yourself in for this wasteland action FPS featuring virtually unlimited customisation and more vehicular mayhem than you can shake a supercharger at. *Borderlands* promises more weapons than all current FPSs combined, tons of character customisation through the experience-based RPG system and drop-in co-op multiplayer gaming - not to mention a heart-pounding single player campaign jam-packed with enough rocket launching, car chasing and smoke trailing to make even the most hardened Mad Max fans sweat.



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB

## Anno 1404

**Developer:** Blue Byte Software | **Publisher:** Ubisoft  
**Genre:** RTS | **Release:** March 2009

Ubisoft is teaming up with veteran management/strategy developers Blue Byte to put together the next game in their recently-acquired Anno series, complete with a stunning (yet highly scalable) new engine designed to render even the tiniest of details. *Anno 1404* will follow the West’s voyage of discovery into the Orient, where the player is tasked with the building of a civilisation. Forging alliances and trading technologies with your Arab peers, you will need to grow your village into a sprawling metropolis - being ever-mindful of the challenges that await any would-be city builder in the vast deserts of the East



PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
 DS  
 MOB



## Legendary: The Box

**Developer:** Spark Unlimited | **Publisher:** Atari  
**Genre:** FPS | **Release:** Q4 2008

Legendary follows the plight of Charles Deckard, a cunning art thief tasked with the challenge of stealing Pandora's Box. Unsure of its origin, Deckard opens the box and releases all manner of mythological creatures into our realm. Now, with a rogue paramilitary organisation at his side, Deckard must fight off the onslaught of gryphons, werewolves and a secret organisation looking to control the Box for its own gain. Destructible environments, multiplayer mayhem and a war-torn future await those brave enough for this action-heavy FPS.

PC  
PS2  
PSP  
PS3  
360  
WII  
DS  
MOB

## Dark Siders: Wrath of War

**Developer:** Vigil Games | **Publisher:** THQ  
**Genre:** Action/Adventure | **Release:** Q4 2008

Grab your longsword and ready your mighty steed. Dark Siders puts you in the role of War, one of the four horsemen of the apocalypse. The world has ended, albeit somewhat prematurely – all four horsemen were tricked into blundering the apocalypse and now need to get to the bottom of all this nonsense. War, atop his mighty horse, Ruin, must face countless enemies and unravel the dark mystery in this action RPG packed to the brim with miniguns, magic and greatswords.



PC  
PS2  
PSP  
PS3  
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WII  
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## Tomb Raider: Underworld

**Developer:** Crystal Dynamics | **Publisher:** Eidos  
**Genre:** Action/Adventure | **Release:** Q4 2008

Not content with leaping around in tropical forests and millennia-old tombs, Lara Croft is now gearing up to descend into the ancient Underworld of Thor – the Norse god of thunder. Armed with a brand new model and enough acrobatics to trip up a Chinese Olympic team, Eidos will ensure players are kept busy in their quest for Thor's hammer – the mighty weapon of power and magic necessary to stop the evil power that is trying desperately to claw its way out of the Underworld.



PC  
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PSP  
PS3  
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WII  
DS  
MOB



## Halo Wars

**Developer:** Ensemble Studios | **Publisher:** Microsoft Games  
**Genre:** RTS | **Release:** Q4 2008

Taking place before the events of the original Halo, Halo Wars will see the player command the UNSC warship Spirit of Fire during its early conflicts with the alien coalition known as The Covenant. Built from the ground up by RTS pioneers Ensemble Studios and developed especially for use with the Xbox 360 controller, Halo Wars will give players a chance to not only command the UNSC legions in the single player campaign, but choose either faction and duke it out across Xbox LIVE, supposedly making special use of the New Xbox Experience that is soon to be released for the console.

PC  
PS2  
PSP  
PS3  
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WII  
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MOB



## Final Fantasy XIII

**Developer:** Square Enix | **Publisher:** Square Enix  
**Genre:** RPG | **Release:** TBA

Square Enix's ridiculously popular and far-reaching Final Fantasy series will be coming to consoles sometime next year (in Japan, at least). There's plenty to look forward to in the upcoming release – no more random battles (much like the system in FFXII), super-sexy graphics and a female lead character (based strongly on FFXII's Cloud Strife) hell-bent on uncovering the evil mysteries in the isolated world of Cocoon – a futuristic utopian society shielded from the wild and dangerous lands of Pulse by the almighty "Holy government".

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# SPOTLIGHT GAME

## Alpha Protocol

**Developer:** Obsidian Entertainment | **Publisher:** SEGA  
**Genre:** Action RPG | **Release:** 2009

Obsidian Entertainment, the development team behind *Knights of the Old Republic II* and *Neverwinter Nights 2*, is hard at work on *Alpha Protocol* – an upcoming modern-day action RPG from the rapidly growing SEGA stable. Taking to the streets as betrayed secret agent Michael Thorton, the player must unravel the mysterious conspiracy and put Thorton's myriad of skills to the test as he fights, sneaks and hacks his way to discovering the truth. Despite the action-heavy nature of gameplay, which will involve sneaking, running, twin-SMGing and performing all manner of Bond-inspired activities, the game will also have plenty of RPG elements for those looking for some traditional Obsidian touches. Thorton can equip himself with a variety of armour and weapons and will be able to assign skills from one or all of the three major skill chains – Stealth, Combat and Technology – creating a classless system that allows players to use their own unique style of play with as few limitations as possible. As with most RPGs, dialogue and character interaction will play an important part of gameplay. Thorton can chat to various NPCs throughout the game world – interacting through a traditional response selection with a timer to keep players on their toes. While not out on the job, Thorton relaxes at the local safe house, allowing the player to choose which missions to accept or decline, giving Thorton free rein over his endangered super-spy career by selecting where in the world he'd like to travel next.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## Just Cause 2

**Developer:** Avalanche Studios | **Publisher:** Eidos  
**Genre:** Action/Adventure | **Release:** Q4 2008

Soak up some rays on the tropical Malay island of Palau with returning CIA agent Rico Rodriguez in the sequel to 2006's high-octane sandbox adventure title *Just Cause*. Sporting a flashy new engine and gameplay updates across the board, *Just Cause 2* sees Rico running, gunning and parachuting through dense jungle, snow-capped mountains, urban settlements and the gamut between. Expect upgradable weapons and vehicles, a dynamic aiming system (not unlike that of *GTA IV*) and hours of adrenalin-fuelled explosions and chase scenes in this tropical island jaunt during the early months of 2009.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## MotorStorm Pacific Rift

**Developer:** Evolution Studios | **Publisher:** Sony  
**Genre:** Racing | **Release:** TBA

Tired of winding around neatly-tarred race tracks and brushing gently against your fellow racers? Then you need the steel-crushing, spleen-rupturing of *MotorStorm*, now readying its second take on high-impact, open-course racing. *MotorStorm 2* will see the player careening through 16 island tracks varying from dense jungle to windy mountain passes to hidden lagoons, smashing and grinding into the environment and each other courtesy of the destruction-friendly physics system for both vehicles and tracks alike.



- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB

## Rock Revolution

**Developer:** Zoe Mode | **Publisher:** Konami  
**Genre:** Rhythm | **Release:** Q1 2009

Konami, one of the pioneers behind rhythm games at the arcades, is finally getting their act into gear and entering the home and portable video game market's own rhythm warzone. Spanning the console range, *Rock Revolution* will boast four player gaming, over 40 playable songs at launch, tons of customisability and 8-track recording for putting together your very own tunes. Other nifty features to look out for are multiplayer modes for the DS, allowing existing bands to wirelessly pick up a drummer while on the move and *Wii Music*-esque air-guitar and air-drumming thanks to the console's motion sensors.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB





## Bionic Commando

**Developer:** Capcom | **Publisher:** Capcom  
**Genre:** Action | **Release:** Q4 2008

Get ready to swing along the skyscrapers and conveniently-placed girders of Ascension City as Nathan "R.A.D." Spencer - a betrayed war hero and reluctant saviour sporting a bionic arm fitted with a state-of-the-art grappling hook designed to swing, throw and generally do a whole lot of damage to anything it gets its claws on. As Spencer, it'll be your job to save the city that turned its back on you from the deadly terrorist organisation determined to bring the world to its knees.

PC  
 PS2  
 PSP  
 PS3  
 360  
 Wii  
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 MOB

## Shaun White Snowboarding

**Developer:** Ubisoft | **Publisher:** Ubisoft  
**Genre:** Sports | **Release:** December 2008

Take to the slopes in this freeform snowboarding sim powered by Ubisoft's Assassin's Creed engine. Players will be able to join their online buddies on the powder, carving up their own path down the mountainside, hit a lazy hike through the countryside in search of secret areas or just take it easy with a snowball fight. Whichever way you slice it, Shaun White Snowboarding is out to break the mould of snowboarding games, and it looks like it just might pull it off.



PC  
 PS2  
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 PS3  
 360  
 Wii  
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## Rayman Raving Rabbids TV Party

**Developer:** Ubisoft | **Publisher:** Ubisoft  
**Genre:** Party/Minigames | **Release:** December 2008

The Rabbids are back and they've invaded your TV! Those small, psychotic, cow-hurling bunny things have taken over Rayman's TV station and it's up to you and as many as seven friends to set things right. Each day of the week features a set of minigames spanning the channel spectrum - including music, movies and even the advertisements - to challenge your rapid Wiimote-flailing skills along with the use of the balance board for almost all the game modes.



PC  
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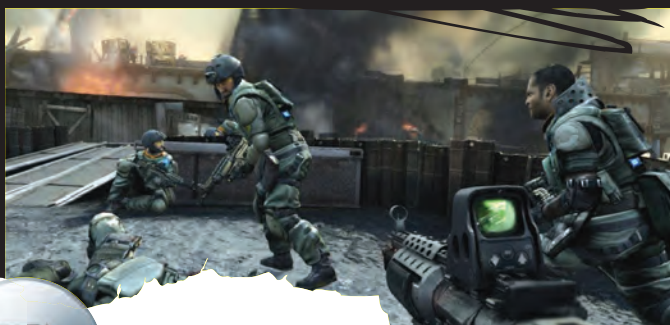


## Crash Bandicoot: Mind over Mutant

**Developer:** Radical Entertainment | **Publisher:** Activision Blizzard  
**Genre:** Platformer | **Release:** Q4 2008

The evil Doctor Neo Cortex is back and packing a whole new bag of tricks. Determined to free the enslaved minds of his friends, our hero Crash must jump, spin and now dig his way through the game world. Crash must make use of the hideous yet powerful mutants in all manner of strange ways, stashing them in his pocket for later use when the need arises. Also joining in the fun is Crash's sister, Coco, now fully playable in co-op mode; her treasure hunt ability is sure to make hunting for secret items easier.

PC  
 PS2  
 PSP  
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 360  
 Wii  
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 MOB



## Killzone 2

**Developer:** Guerrilla | **Publisher:** Sony  
**Genre:** FPS | **Release:** February 2009

Continuing the events from the original PS2 release, Killzone 2 thrusts the player deep into the conflict between the ISA and the Helghan, this time taking the fight to the Helghan's home planet. Given access to a large assortment of high-tech weaponry and assault vehicles, players must test their wits, firepower and reflexes against the new dynamic AI, or take the onslaught online and duke it out with other players in a number of multiplayer modes.

PC  
 PS2  
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 MOB



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# SPOTLIGHT GAME

## Heavy Rain

**Developer:** Quantic Dreams | **Publisher:** Sony  
**Genre:** Adventure | **Release:** Q3/Q4 2009

French design studio Quantic Dreams is readying itself to release *Heavy Rain* – their spiritual sequel to the critically-acclaimed 2005 title *Fahrenheit*. While the game will in no way follow the story, world or characters from *Fahrenheit*, players can expect similar gameplay systems in this adventure/thriller – that means deep, emotional dialogue, numerous Quick Time Events (interactive cutscenes in which the player is required to follow onscreen button prompts within a very short time-frame) and of course – a dark, chilling storyline. Following on from the technology demos Quantic Dreams has leaked out over the years, *Heavy Rain* is set to look phenomenal. A strong emphasis is being placed on creating the kind of eerie atmosphere *Fahrenheit* players are used to, and the general artistic direction is set to be firmly rooted in film noir. Details on the story are still a little sketchy with Quantic Dreams keeping a tight lid on almost all aspects of the game's narrative. What we do know is one of the four main characters will be a man on a quest to prove his "father's love". The interactions in the game will focus heavily on moral decisions; giving players tons more to do than just press buttons at the right time. You'll want to take your time with this one, and if its predecessor is anything to go by, replayability will be a major selling point behind this title. Keep your eyes on *Heavy Rain*, the (at the moment) PS3 exclusive is set to rock our shores some time within the next year.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## Sonic Unleashed

**Developer:** Dimps | **Publisher:** SEGA  
**Genre:** Platformer | **Release:** December 2008

Dig out those running shoes and brace yourself for Hedgehog power; Sonic is back and looking to kick it oldschool in this hybrid 2D/3D action platformer. Now fused with the unearthly power of a potent beast, Sonic must face off against Dr. Eggman and his army of minions to save the world and conquer his new-found powers. Players can get ready to engage in traditional 2D platform gameplay filled with exciting and seamless 3D transitions, pulling off fancy new moves like the obstacle-dodging Quick Step and afterburner-activating Sonic Boost, not to mention the host of new werewolf powers.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## Bleach: Dark Souls

**Developer:** Treasure | **Publisher:** SEGA  
**Genre:** Fighting | **Release:** 2009

*Bleach: Dark Souls* is a fighting/card game hybrid featuring 44 playable characters from the popular anime series. Players will be able to kit themselves out with a number of power cards in a prebuilt deck for use in battle, with these cards having direct effects on the enemy player. Multiple planes of combat allow for a deep, strategic approach to the genre that encourages careful planning of both combat and cards, especially while battling it out in up to four-player wi-fi rivalry.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## inFamous

**Developer:** Sucker Punch | **Publisher:** Sony  
**Genre:** Action | **Release:** 2009

Empire City is in danger! A massive explosion in the city has not only taken countless lives, but the resulting chaos has thrown the city into anarchy – criminals and rioters plague the once-peaceful streets. In this wide-open action/adventure, players will play as Cole, an innocent bystander whose body has undergone massive changes from the blast – granting him the superhuman power to control electricity at will. As his powers grow stronger and the city sinks further into ruin, Cole must save the day and discover the true purpose behind the explosion.

- PC
- PS2
- PSP
- PS3
- 360
- WII
- DS
- MOB



## The Wheelman

**Developer:** Midway Newcastle | **Publisher:** Midway Studios  
**Genre:** Action/Racing | **Release:** TBA

Buckle up and pop the sun roof, Vin Diesel is Milo Burik - The Wheelman in this upcoming action racer. It's up to you to infiltrate the Barcelona Mafia, but first you must gain their trust. Deliver packages and take care of any business required by performing some of the most hair-raising stunts ever seen in a free-roaming driving game courtesy of the easily-adjustable stunt system. If that's not your style, take to the streets and get rough with the locals; Milo packs a mean punch and meaner guns when the job requires.

PC  
PS2  
PSP  
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## Simon the Sorcerer 5

**Developer:** The Games Company | **Publisher:** The Games Company  
**Genre:** Adventure | **Release:** TBA

Dust off Ye Olde Spellbook - Simon, the spell-wielding, pointy hat-flaunting teenager, is back. This time, Simon has been flung far into the future, resulting in a rather bad case of amnesia. He must adventure back through a now altered timeline filled with steam-powered spaceships and other fantastic, physics-defying inventions that never were in search of his long lost memory, piecing it together as he travels the time continuum. As should be expected, this point and click adventure game will be chock-full of brain-melting puzzles, witty retorts and a host of memorable characters from Simon's previous adventures.

## Black Mirror 2

**Developer:** Cranberry Productions | **Publisher:** dtp Entertainment  
**Genre:** Adventure | **Release:** 2009

2003's The Black Mirror is getting a much-deserved revisit, courtesy of dtp Entertainment. Taking place 12 years after the first game's conclusion, the sequel follows the story of Solitary Darren as he chases women and mystery into the creepy England town of Willow Creek. Thankfully, the game will stick to the now tried and tested 2.5D approach to point-and-click adventure - allowing full 3D characters to interact against beautifully rendered and hand-drawn backgrounds.



PC  
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MOB



## LittleBigPlanet

**Developer:** Media Molecule | **Publisher:** Sony  
**Genre:** Puzzle Platformer | **Release:** October 2008

It's almost impossible not to be excited about LBP - the upcoming user-generated content focused, physics-based puzzle platformer featuring just the most adorable and customisable characters we've seen for a while. Players can create levels ranging from simple "go here, rescue the princess, win" to advanced challenges that require four-player co-op to operate dozens of interacting machines and devilish traps awaiting the unwary. Get ready to create and share levels online through PSN, download additional content for their levels and compete in online time trials to determine ultimate LBP supremacy.

PC  
PS2  
PSP  
PS3  
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WII  
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MOB



## Star Ocean: The Last Hope

**Developer:** Tri-Ace | **Publisher:** Square Enix  
**Genre:** RPG | **Release:** 2009

The fourth game in the Star Ocean series, but forming a prequel to the rest of the games, The Last Hope follows the events after World War III. Humanity has all but destroyed itself and now looks to the stars for a new world to call home. As players follow the pioneering story of Edge Maverick and Reimi Saionji, expect to be enthralled by deep space travel, planetary visits and of course - epic battles in this sci-fi RPG with plenty of traditional Japanese fantasy elements.

PC  
PS2  
PSP  
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DS  
MOB



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# SPOTLIGHT GAME

## Tom Clancy's EndWar

**Developer:** Ubisoft | **Publisher:** Ubisoft  
**Genre:** Real-time strategy | **Release:** November 2008

World War is ravaging the Earth for the third time in this massively multiplayer RTS based in Clancy's detailed and futuristic world. Choose to play as the surgical strike-focused US-led Joint Strike Force, the sneaky, control-oriented European Enforcers Corps or the gung-ho, armour-plated Russian Spetsnaz Guards Brigade in the battle for domination, and lead your troops to victory with not just your gamepad, but also your voice. Yes, that's right – you can issue various game commands through a microphone. In fact, the developers claim the entire game can be played through voice commands only, although we imagine a combination of both would work rather well. While RTSs have struggled to break the mould in recent years, *EndWar* tries to at least bend the rules a bit. Instead of the traditional bird's eye view, players will only be able to view the battlefield from their units' perspective or a handful of tactical maps, making scouting and map control all the more important. Additionally, the resource and build models will be shaken up, requiring that all new units be physically transported into the map, instead of just popping out of a barracks. The game focuses on a persistent online world divided into 40 battlefields across North America, Europe and Russia, with a focus on other battles in the world lined



up for a possible series continuation. Each commander can customise and upgrade their army, allowing for units that can be carried from one encounter to the next, gaining veterancy levels, combat abilities and upgrades as they progress to the next battle on the global frontlines.

PC  
 PS2  
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## BattleStations: Pacific

**Developer:** Eidos Interactive | **Publisher:** Eidos Interactive  
**Genre:** RTS | **Release:** Q1 2009

Continuing from where *BattleStations: Midway* left off, *Pacific* features two separate campaigns, seeing the Pacific War through to its completion in the US campaign, and an interesting, alternative ending through the Japanese campaign. Adding 21 new naval and air units, 5 new multiplayer modes and an impressive 28 new battles to the pot, *Pacific* is set to be a varied and interesting look at the war that tore apart the Pacific.



PC  
 PS2  
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 MOB

## NecroVision

**Developer:** The Farm 51 | **Publisher:** 1C Company  
**Genre:** FPS | **Release:** 2009

When WWI soldier Simon Bunker and his troops go missing deep behind enemy lines, they quickly realise that humans aren't the only enemies they'll be fighting. It seems the demonic underworld is also at war, and as the parallel battles rage on in the nether realms - threatening to break into our world - Bunker must fight on all fronts to not only save himself, but the rest of humanity too in this action-packed FPS. Combining the historically-accurate and the mystical, Bunker will have access to 18 weapons as he fights his way through 12 missions ranging from trench warfare to vampire-infested torture pits.



PC  
 PS2  
 PSP  
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 MOB

## Man of Prey

**Developer:** Apeiron | **Publisher:** Buka Entertainment  
**Genre:** Tactical RPG | **Release:** Q1 2009

Russian-based development studio Apeiron is gearing up to release *Man of Prey*, a semi turn-based, squad-oriented tactical RPG set in the bleak alternative history of author Berkem Al Atomi's *Marauder*. Players must use firepower and wits to not only stay alive, but attempt to build a future for themselves in a dying world filled with despair, chaos and overwhelming odds. Boasting destructible environments, recruitable allies and a large assortment of weapons, *Man of Prey* could be a winner if it manages to break the localisation barriers; stay tuned to this one.



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**NuMetro**  
interactive

# Saints Row 2



PLAYSTATION 3



XBOX 360 LIVE

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