

# NAG @ E3

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A FREE NAG SUPPLEMENT ON THE BIGGEST SHOW IN GAMING – SPONSORED BY ELECTRONIC ARTS AND LOOK & LISTEN

# DRAGON AGE

## ORIGINS



PLAYSTATION 3  
PC DVD-ROM XBOX 360



# COMING SOON



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# DANTE'S INFERNO™



## COMING SOON

PLAYSTATION 3

XBOX 360



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NAG @ E3

# THE TIMES THEY ARE A-CHANGIN'

ELECTRONIC ENTERTAINMENT EXPO | TWO THOUSAND AND NINE | LOS ANGELES

After what is considered by some as a two-year hiatus, E3 is back in a form more recognisable to gamers: **big, loud, and full of gaming.** The last few years saw E3 play host to a more serious, business-only event, with little time for flair, pizzazz and booth babes. Translation: boring.

## This year's E3 revival was anything but

The huge, speaker-laden booths, filled with game kiosks showcasing the newest titles, while attractive, young marketing people attempted to make sure you know which buttons to press to make it go, were awesome. But that's not where the excitement and energy came from. While this year's E3 certainly looked like the rambunctious expo gamers had come to covet, much has actually changed.

The healthy vibrancy and genuine enthusiasm this year can be clearly attributed to two big paradigm shifts for both the expo and the game publishers, who displayed their wares. Firstly, every game shown (with one or two behind-closed-doors exceptions) was deep into its development cycle, with at least two years under its belt. Never before has E3 seen so many good games at the same time, all of them shining with at least a year of polish.

Secondly, and possibly the largest change for the expo and industry alike is the unexpected break in the five-year hardware-upgrade cycle. Neither Sony, nor Nintendo nor Microsoft even bothered to draw attention to the fact that 2009 **should have been** the year they announced the new iterations to their console brands, or at least demo a prototype. Even better, **nobody seems to care** that they didn't.

During the Microsoft press conference, ageing skateboarder Tony Hawk held his \$120 skateboard controller – yet another plastic peripheral designed to capture what is seen as an untapped market of physical gamers - above his head and said, "It's full of

technology!" Roughly five years ago, marketing executives held up their respective promises of Xbox 360, Wii, and PlayStation 3. Five years before that, it was the Xbox, PlayStation 2, Dreamcast and GameCube. Five years before that, the Saturn, PlayStation and Nintendo 64. Five years prior, the Super Famicom and Genesis. Back another five, and you hit the Master System and Nintendo Entertainment System.

For as long as the videogame industry has been in existence, every five years or so vendors have held up their next videogame console and promised **faster, better, more.** Yet, the current console cycle that started in 2005 - with the Xbox 360 - shows little sign of ending. Gaming's

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## NAG's Best of Show

### GAMES

- **Splinter Cell Conviction** (Ubisoft Montreal/Ubisoft for Xbox 360)
- **Brütal Legend** (Double Fine Productions/EAP for PS3, Xbox 360)
- **Mass Effect 2** (BioWare/Electronic Arts for Xbox 360, PC)
- **Modern Warfare 2** (Infinity Ward/Activision for PS3, Xbox 360, PC)
- **Uncharted 2: Among Thieves** (Naughty Dog/SCEA for PS3)

### HARWARE

- **DJ Hero Controller** (Freestyle Games/Red Octane/Activision)
- **"Project Natal"** (Microsoft)
- **PSP Go** (Sony Computer Entertainment)
- **Tony Hawk Ride Skateboard** (Robomodo/Activision)
- **Wii MotionPlus** (Nintendo)





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most high-profile analyst, Michael Pachter said, "We do not expect the 'next' generation to begin before 2013, if at all."

It seems like the industry is shifting towards being smarter, instead of bigger. While Sony was clear from the start that the PlayStation 3 was a ten-year lifecycle gambit, it is a surprise to hear Microsoft admit aloud that they're now doing the same for the Xbox 360. Nintendo, as ever, is keeping what they think very much to themselves.

So, what are the Big Three doing with their money, now that the need for an entirely new console from each of them has been put on hold for a while?

Microsoft, ever the marketing company, appears to be selling

people on fantastic ideas that may or may not appear in reality (Project Natal). Sony is finally building upon their hard-won foundation for the PlayStation 3 with the solid game line-up we've all been waiting for, and they're still intent on adding their own waggle to the gaming interface (the Kutaragi Magic Wand). Nintendo, snickering while welcoming the others to the 'motion generation', remarking on how late to the party they are, seem interested in measuring gamers' **blood pressure and pulse.**

This is not the gaming industry or E3 we're familiar with, that's for sure. But in its own way, it's **full of awesome.**

– Miktar Dracon





NAG @ E3



# ELECTRONIC ARTS @ E3 2009

Involvement in over a thousand titles since its foundation in 1982, most gamers have at some point enjoyed a product from Electronic Arts. Some remember EA as the company that boasted the founding tagline "We see farther," while others came to know EA as a company geared to "Challenge Everything." Nowadays, most know them for their sports games' authenticity, with the shortened version of their original slogan, "If it's in the game, it's in the game."



## IT'S ABOUT THE GAMES

As a company, EA is synonymous with franchises of seniority, longevity and quality, such as *FIFA*, *The Sims*, *Need for Speed*, *Battlefield*, *Ultima*, *Command & Conquer* and the vast EA Sports continuum. They are also known for the creation and/or publishing of sterling new intellectual properties, such as *Rock Band*, *Crysis*, *Mirror's Edge*, *Dead Space*, *Skate*, *Burnout* and *SSX*. Older gamers will always fondly remember classics like *Archon*, *M.U.L.E.*, *Populous*, *Dungeon Keeper* and *Ultima Online*.

## IT'S ABOUT THE DEVELOPERS

"We're not the artists, they are..." said Steve Hayes, one of the original staff members, back in 1982, when the company only had 11 staff members. In the early years of the game-

publishing industry, EA was noted for promoting the designers and programmers behind their games, a practice that has remained integral in the success of EA's partnerships with top developers. Criterion, Black Box, Maxis, BioWare and Pandemic Studios are some of the more recent additions to an already impressive collection of over 20 development houses.

## IT'S ABOUT TIME

It's been almost 30 years since EA went from conception to super publisher. Admittedly, it's not been an entirely frictionless ride. Over the years, EA has managed to 'attract' serious complaints about the quality of some of their franchises, the treatment of their employees, as well as their tight-fisted control over

properties acquired when absorbing smaller studios. To their credit, EA has attempted to make amends for all such issues with varying degrees of success, depending on whom you ask. With the recent decline of the *Need for Speed* franchise, many feared that the problematic issues of before were returning. We might have agreed, were it not for the quality, innovation and dedication we saw in the latest addition to the franchise, *Need for Speed: Shift* (Xbox 360, PS3, PC, PSP), while attending E3 2009.

## IT'S ABOUT INNOVATION

Gone is the bling, pimp-my-ride, fast-and-furious, illegal street-racing veneer that the *NFS* series has laboured under for too long. With *Shift*, the franchise walks confidently





into the authentic racing experience arena. The cockpit view (the first in-car view for the series since *Porsche Unleashed*) is groundbreaking: its hyper-reality conveys the brutal experience of a first-person crash with stunning fidelity. Authentic racetracks, perfect car models and sophisticated AI systems, combined with an utterly realistic physics model add up to the most invigorated return for the *NFS* series possible. We played it on the show floor and we think it's going to blow your mind when you get to play it yourself.

#### IT'S ABOUT COMMITMENT

While *NFS: Shift* is the best current example of how serious EA can be when they realise one of their franchises needs a complete makeover (if they don't want it falling by the wayside), it's not the only case for how perceptive EA is when the chips are down. Even though *Dead Space* was not the financial success it had every right to be, it gained serious cult status. Based on that, EA saw fit to continue the series with a prequel on the Wii in the form of an on-rails shooter titled *Dead Space: Extraction*. With a heavy focus on visuals and branching paths with puzzles, even on the Wii, the action-horror series is impressive. It's this commitment to their new properties that speaks positivity for EA going forward.

#### IT'S IN THE GAME

The iconic EA booth dominated the



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view upon entering the West Hall at E3. It contained over a dozen quality games to play - everything from the rocking *Brütal Legend* (PS3, Xbox 360) right through to *Harry Potter and the Half-Blood Prince* (multi-platform). Behind closed doors, *Dragon Age* (PC, PS3, and Xbox 360) and *Mass Effect 2* (Xbox 360) did not fail to impress. We got to play an exclusive multiplayer match of

*Battlefield: Bad Company 2* (which you can read about in the magazine), and checked out everything from *Battlefield 1943* (Xbox 360, PS3 and PC) to *Tiger Woods PGA Tour 10* (multi-platform). Every title on display was a weathervane for which way the wind is blowing at EA right now, pointing towards a publisher getting ready to do some serious business.





NAG @ E3



## Modern Warfare 2

DEVELOPER Infinity Ward PUBLISHER Activision GENRE First-Person Shooter  
RELEASE DATE November PLATFORMS PC, 360, PS3

This is a big one. At NAG, we spend more time playing *Call of Duty* than we work, so it goes without saying that *Modern Warfare 2* has us all pretty excited. The game will be a direct sequel to *Call of Duty 4: Modern Warfare*, and players will see the game world through the eyes of a character named "Roach." In terms of the game's single-player campaign, expect the same mix of cinematic gunplay, thrilling set pieces and chaotic action that developer Infinity Ward will doubtlessly bring to the title. In addition to what is sure to be an amazing single-player offering, the developers are adding a cooperative game mode called "Spec Ops Mode" – which was created to provide cooperative gameplay without

sacrificing any of the pace, challenge and intensity of the single-player mode. Spec Ops Mode is essentially a collection of missions and set pieces, each of which can be played through with buddies and requires teamwork and coordination in order to successfully complete. The point of this mode is to push yourself (and your mates) to complete each of these standalone missions as quickly and efficiently as possible. In terms of multiplayer, not much is known about the enhancements and changes that are being made to the tried-and-tested formula that *Modern Warfare* utilised, but we're assured that fans of the original's multiplayer will love the sequel's multiplayer. That's good enough for us.



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## Star Wars: The Old Republic

DEVELOPER BioWare PUBLISHER LucasArts GENRE MMORPG  
 RELEASE DATE 2010 PLATFORMS PC

BioWare are renowned for the intricate storylines, satisfyingly deep gameplay and highly polished feel of their single-player RPGs. *Star Wars: The Old Republic* is BioWare's first crack at taking their expertise to the online space. The game takes place 300 years after the events that transpired in the *Star Wars: Knights of the Old Republic* games and 3,700 years before the films. It is a time when the Sith Empire and the Galactic Republic (the two factions that'll be available to play as in the game) have struck a shaky truce to ease up on the whole "shooting lasers at one another" thing. BioWare promise that the game's story will live up to the compelling narratives that we've come to expect from their titles, and the game will reportedly

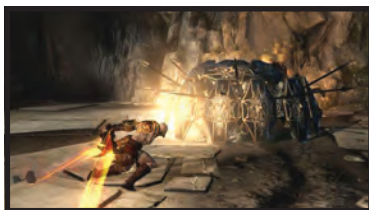
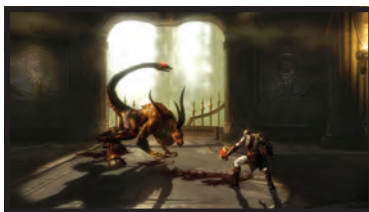
feature more voice-acted dialogue than the full run of *The Sopranos* (the TV series). Every single NPC in the game will feature fully voice-acted dialogue, so no more reading thousands of lines of text. The two factions will each have their own moral standing and classes to choose from (each class will have its own unique back-story and branching storyline depending on the player's moral choices). The classes that have been unveiled at the time of writing are the Smuggler, the Trooper and the Bounty Hunter. Players will be able to choose from a number of NPCs to serve as a companion (or henchman) to the player character, and there'll be a huge number of planets to visit in the game, including Korriban, Nal Hutta and Ord Mantell.



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## God of War III

DEVELOPER Sony Computer Entertainment PUBLISHER Sony Computer Entertainment  
 GENRE Action Adventure RELEASE DATE March 2010 PLATFORMS PS3

Kratos is finally preparing to take his vengeance to the current generation for this, his third and final battle. The game engine has been built from scratch to deliver some fantastic visuals, including a powerful lighting engine and massive texture sizes, not to mention playable environments up to four times the size of *God of War II*'s. To aid Kratos in this final battle will be a host of new tools of destruction. While few other weapon details have emerged, Kratos' popular double-chain blades will make a return (with a few new tricks) and the Cestus, powerful metal gauntlets with devastating attacks, are being introduced. He will also be able to grapple with opponents and there are a number of gruesome

finishing moves that are bound to satisfy even the most demented. New weapons and moves are not the only things Kratos has picked up in his travels. Several of the menacing creatures of Greek mythology in *God of War III* can now be manipulated against their will, as Kratos uses them to cross chasms, inflict blind rage against enemies, reveal puzzles and secrets, and as tools of complete annihilation. Overall, *God of War III* looks to be much the same as its predecessors, with layers and layers of eye candy and buckets of gore to go with it – not that that's a bad thing. Fans of the series will likely be completely satisfied, and even those who have yet to experience this mythological mayhem should be entertained.





# BioShock 2

DEVELOPER 2K Marin PUBLISHER 2K Games GENRE First-Person Shooter  
RELEASE DATE November PLATFORMS PC, 360, PS3

*BioShock 2* takes place ten years after the events that occurred in the underwater city of Rapture in the first title. Players take on the role of the original Big Daddy – the prototypical version of those lumbering behemoths that played such a major role in our first trip to Rapture. This particular Big Daddy has regained his free will and is much faster and more agile than his brethren. He has access to a number of weapons exclusive to the Big Daddies, such as a "rivet gun" and a massive drill. In addition, he can make use of plasmids and, thanks to his newfound freedom, can also make the choice to either protect the Little Sisters of Rapture as they go about the ruined city harvesting ADAM, or he can harvest their ADAM to increase his abilities. There'll be a few

familiar faces around Rapture, as well as the "Big Sister": a nimble and dangerous variant of the Big Daddies who'll stalk you throughout the game and make your life hell. Plasmids can now be combined in interesting ways to increase their effectiveness – like combining the Incinerate and Cyclone plasmids to create Fiery Vortexes of Destruction. This time around, the game will feature a multiplayer component (which is being handled by Digital Extremes) that will supposedly further the tale of the fall of Rapture. The multiplayer is set one year before the events that transpired in the original game, during the time of the civil war that erupted between Rapture's doomed citizens over the use of ADAM and genetic manipulation.





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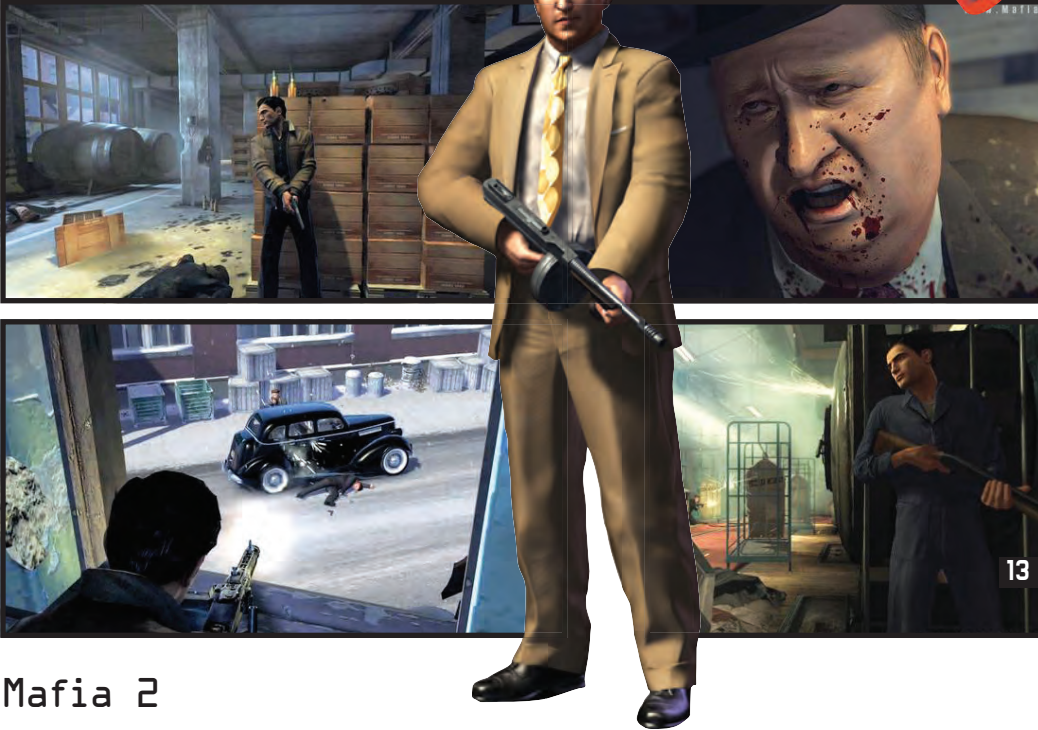
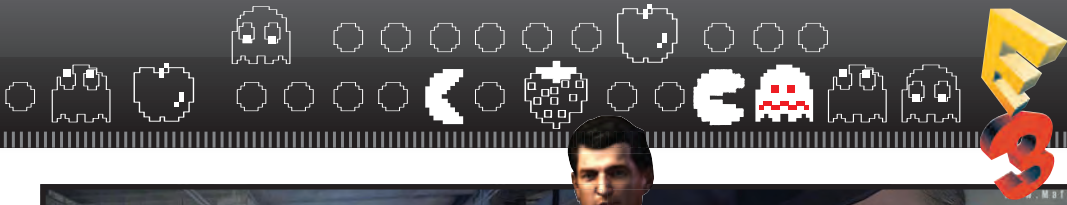
# Brütal Legend

DEVELOPER Double Fine Productions      PUBLISHER Electronic Arts  
 GENRE Third-Person Action Adventure      RELEASE DATE October      PLATFORMS 360, PS3

Eddie Riggs isn't just a roadie; he's the ultimate roadie. Able to tune a guitar or rig an entire stage in the blink of an eye, Eddie is in high demand. He's always felt a little out of place, however, as if he belonged in 'another time' – a time when the metal was 'real'. When a mysterious gig accident sees him transported to a mystical world made from the very fabric of heavy metal, in which humans are enslaved by the evil emperor Doviculus and his demon army, Eddie Riggs realises he's found his calling. Led by the genius of Tim Shafer (*Grim Fandango*, *Full Throttle*, *Psychonauts*), Double Fine Productions has created a world where every heavy metal album cover and lyric Eddie knows has come to life; a world where mountains are made

of guitar amps and big block V8 engines rise from the ground. Using a mix of ranged and melee attacks with Clementine, his trusty guitar, and The Separator, Eddie's bloodthirsty battleaxe, as well as vehicular sections in The Deuce, Eddie must help the human resistance take the fight back to Doviculus and save this world. Along for the ride is Jack Black as the voice of Eddie Riggs, Tim Curry, Lemmy from Motörhead, Judas Priest's Rob Halford, Ozzy Osbourne, and Lita Ford of The Runaways. There's also promise of tons of licensed classic metal and rock tracks, including Black Sabbath's *Symptom of the Universe* and Mötley Crüe's *Kickstart My Heart*, to ensure you keep your volume turned up to eleven.





## Mafia 2

DEVELOPER 2K Czech

PUBLISHER 2K Games

GENRE Action Adventure

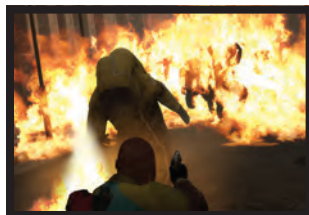
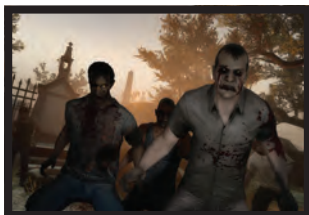
RELEASE DATE 2010

PLATFORMS PC, 360, PS3

Times have been tough for Vito, a young Italian American whose childhood was consumed by poverty. When he finishes his military service and decides to start anew, Vito soon discovers that life can be a little more comfortable if he can get into the Mafia and be a 'made man'. It's not quite as easy as he expected, however. Vito will need to do the dirty work if he plans on getting anywhere, and that means low-level jobs like robbery and stealing cars and delivering 'messages' to those who won't cough up for protection. As Vito rises through the ranks, the game will change to present you with a more strategic approach to mobster management. You'll need to balance your favour with a variety

of groups, as well as the local police force; and if money's not loud enough to do the talking, bullets tend to do the trick as well. All the action from the first *Mafia* will be back and smoothed over in this new engine, including ranged and melee combat with a stop-and-pop cover system to help you deal with the more well-armed message recipients. Expect plenty of vehicular carnage as well, but watch those tight corners during the snowier seasons – a little ice on the road does wonders for your power slides. Of course, most of the time you'll be cruising around Empire City's ten square miles of detailed environments at a gentle pace under the speed limit.





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## Left 4 Dead 2

DEVELOPER Valve

PUBLISHER Valve

GENRE First-Person Shooter

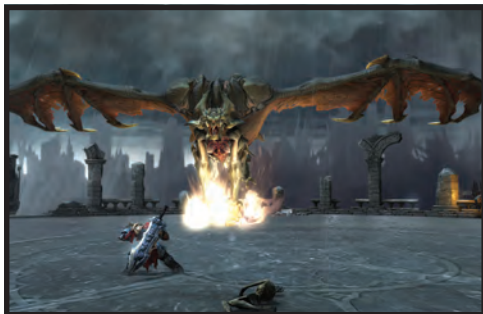
RELEASE DATE 2010

PLATFORMS 360, PC

Whether or not you agree that Valve should be releasing *Left 4 Dead 2* as a standalone title, there's no denying that more zombies quite simply equals more fun. *LFD 2* is here to deliver those zombies and, as one would expect, more weapons with which to kill them. On the top of that list is the addition of new melee weapons, including an axe, a frying pan and the long-anticipated chainsaw. Wielding these new weapons will be a new set of four survivors, each with a chunk of back-story and a personality that will evolve as you play the game. To tie these fine folk together are five campaigns that take place in the southern part of the USA, beginning in Savannah and ending in New Orleans, with some actual

storyline connecting them in an attempt to smooth out the transitions between locations and provide more meaning to the game progression. To help (or rather, hinder) you along your journeys will be the AI Director 2.0. This sadistic piece of software is the driving force behind the zombie apocalypse that just loves to throw boomers at you when you step round the corner. This new AI director not only controls the infected hordes, including a handful of new 'boss infected', but also the pathways through the level. All of these additions serve to keep each play-through as fresh and terrifying as possible without changing the action-packed formula we've all come to expect.





# Darksiders: Wrath of War

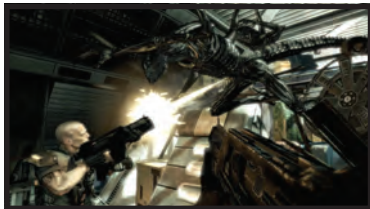
DEVELOPER Vigil Games  
GENRE Action Adventure

PUBLISHER THQ  
RELEASE DATE Q4 2009 PLATFORMS 360, PS3

To put it bluntly, *Darksiders: Wrath of War* is looking brilliant. You play as War, one of the four horsemen of the Apocalypse, who're supposed to be responsible for bringing about the end of everything as we know it. When the Apocalypse eventually occurs (complete with all the hellfire, screaming babies and demonic laughter that we're sure will play a major role in the Apocalypse), you'd think that War would be pretty chuffed with his handiwork. The only problem is that it's not his handiwork. Regardless of this, he takes the blame and becomes an outcast, stripped of most of his powers – which is where we (gamers) enter the picture. *Darksiders* seems to draw inspiration from the *God of War* titles and

the *Legend of Zelda* series, as the game will feature lots of combat (War has access to a number of weapons, both melee and ranged) coupled with a fair amount of exploration (the open world can be explored at will using War's acrobatic abilities) and some light RPG elements (you can upgrade War's abilities/powers). Throughout the course of the game, War will regain his former power by finding new weapons and abilities. Comic artist Joe Madureira is the game's creative director, and it can be seen in the game's visual style – the creatures and environments we've seen so far are visually stunning. If you're not sold yet, you also get a flaming horse (named Ruin) in the game... **A flaming horse! OMG!**





## Aliens vs. Predator

DEVELOPER Rebellion

PUBLISHER SEGA

GENRE First-Person Shooter

RELEASE DATE Q1 2010

PLATFORMS 360, PC, PS3

The folks behind the first *Aliens vs. Predator* title (which was released for the PC back in 1999) are returning to the series. Naturally, there'll be aliens, predators and a whole lot of screaming, pants-wetting colonial marines thrown into the mix, each of which will be available to play when we finally get our hands on this game. There'll be a few changes to the way the game is played this time around, such as the introduction of a linear storyline rather than one that allows you to play through each race's campaign at your leisure. For those of you who haven't played an *AvP* title before, each race offers a unique gameplay style. The aliens are the ultimate killing machines, able to climb walls, walk on ceilings and scale

pretty much any surface with ease (which, as any fan of the original will tell you, can be quite disorienting at times). Their superior speed and agility make them extremely deadly. The predator is a hunter, and as such makes use of a number of awesome gadgets and weapons (such as his wrist blades and multiple vision modes - like infrared vision and alien vision, which lets him easily spot aliens), as well as the ability to cloak to quietly pick off enemies. Then there are the marines, who have all the high-tech weaponry and high-pitched screams that you could expect from a military outfit up against these kinds of odds. Add a three-way multiplayer mode to all of this, and you should be pretty excited.







# Borderlands

DEVELOPER Gearbox Software

PUBLISHER 2K Games

GENRE Action RPG

RELEASE DATE 2009

PLATFORMS 360, PC, PS3

*Borderlands* has come a long way from its exhibition at last year's E3. Most noteworthy is the almost complete shift in art direction, with the game moving over to an illustrative/cel-shaded renderer and a cartoonish look. Nonetheless, the game is still promising to be every bit as badass as you'd hope. Designed from the ground up for cooperative play (up to four players), *Borderlands* will feature seamless movement from single- to multiplayer, allowing players to freely join and leave each other's games at will. Console players will also have the option to play two-player split-screen, if online isn't their thing. The game takes place from a first-person perspective, but the rich RPG character progression means it's not just a simple matter of 'point and shoot'. The RPG side

of things continues with *Borderlands'* already famed weapon and character customisation. There will literally be hundreds of thousands of possible weapons thanks to the versatile content-generation system, with each weapon featuring a unique manufacturer, specifications and advantages. Character customisation is present by choosing one of four initial character classes, each with multiple skill trees, and the expected plethora of items and armour. Aside from the fact that it's in a first-person perspective, has loads of guns, and allows for vehicular combat, *Borderlands* looks like it'll play a lot like *Diablo*. There will be tons of loot to collect, NPCs ready to give out quests, and a wide, open world for you and your friends to explore.





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## Agent

DEVELOPER Rockstar North  
PUBLISHER Rockstar Games  
GENRE Action RELEASE DATE 2009  
PLATFORMS PS3

*Agent* is being developed by Rockstar North. Rockstar North is largely responsible for the *Grand Theft Auto* series, so it goes without saying that *Agent* is a pretty big deal. This PS3 exclusive is said to take players on a journey into the realm of counter-intelligence, espionage, political assassinations and other super-spy-type stuff. The game will take place during the height of the Cold War in the late 1970s. Sam Houser, founder of Rockstar Games, had this to say: "We have always enjoyed making action games, and with *Agent* we are making what we believe will be the ultimate action game." There isn't a whole lot of info on the game yet, but the developer's pedigree speaks volumes about how excited you should be about *Agent*.

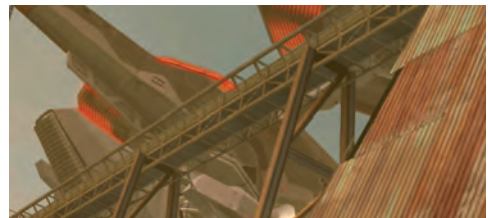


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## Metal Gear Solid: Peace Walker

DEVELOPER Kojima Productions  
PUBLISHER Konami  
GENRE Espionage  
RELEASE DATE TBA - 2010  
PLATFORMS PSP

This title picks up where *Metal Gear Solid 3* left off and acts as a sequel to that title. Players will take control of Snake in a game that is being designed to take advantage of the PSP's unique attributes, while adding new gameplay mechanics and featuring an all-new storyline. The game's design and story can be accredited to Hideo Kojima, creator of the *MGS* series. Martin Schneider, European Marketing Director for Konami Digital Entertainment GmbH, had this to say: "*Metal Gear Solid: Peace Walker* lets players take the action and excitement of a console game to the PSP, and is a stunning addition to *MGS* lore."





## Operation Flashpoint: Dragon Rising

DEVELOPER Codemasters  
PUBLISHER Codemasters  
GENRE First-Person Shooter  
RELEASE DATE Q3 2009  
PLATFORMS PC, 360, PS3

Set on the remote Pacific island of Skira, players take on the role of a member of the US Marine Corps in what is looking to be an incredibly realistic, highly detailed and very authentic tactical shooter - much like the original title. The developer has changed, but the game is looking every bit as good as the first title was. Offering a completely open-ended game world that is 220 square kilometres in size, the game will allow players to handle unscripted missions their own way by giving them control over the weapons, vehicles and equipment of an advanced fighting force. Playing tactically will be the order of the day, since charging in without a plan of attack is likely to get you and your fellow soldiers killed.



In 2009, 25% of gamers were over the age of 50

## Batman: Arkham Asylum

DEVELOPER Rocksteady Studios  
PUBLISHER Eidos  
GENRE Action Adventure  
RELEASE DATE August 2009  
PLATFORMS PC, 360, PS3

This game will focus on Batman's superior intelligence as well as his physical prowess. *Batman: Arkham Asylum* begins with Batman apprehending the Joker and taking him to Arkham Asylum. The Joker manages to break free and take control of the asylum, releasing many of Arkham's more "colourful" inmates in the process. Taking control of Bats, players will have to use a mix of stealth, gadgets and melee combat to take out enemies. The FreeFlow combat system will result in cinematic and fluid melee combat, while Batman's detective side will shine through when gathering clues to track down the Joker and his cronies. There'll be plenty of familiar faces, such as Commissioner Gordon, Pamela Isley (Poison Ivy) and Bane.





NAG @ E3



## Red Steel 2

DEVELOPER Ubisoft Paris  
PUBLISHER Ubisoft  
GENRE First-Person Shooter  
RELEASE DATE December 2009  
PLATFORMS Wii

Designed for Wii MotionPlus, *Red Steel 2* will make use of the Wii Remote together with the MotionPlus attachment to put players in control of a mysterious swordsman/gunslinger who seems pretty pissed off at everyone and everything around him. The game promises 1:1 recognition of motions made using the Wii Remote and MotionPlus combination, giving players accurate control of the main character's gun and sword (right down to the power of each swing: swing the remote harder, and an in-game slash will be infused with more power). The 1:1 recognition of the remote's movements in a game of this nature is a very exciting prospect, but time will tell on this one.



## Alan Wake

DEVELOPER Remedy Entertainment Ltd.  
PUBLISHER Microsoft Game Studios  
GENRE Survival Horror RELEASE DATE Q2 2010  
PLATFORMS PC, 360

Alan Wake (the player character) is a novelist who is on vacation with his wife in an idyllic little town called Bright Falls. Being a videogame, it's only natural that everything goes horribly wrong – Alan's wife goes missing and his latest novel (a supernatural thriller) seems to be coming to life around him. A mysterious darkness is falling over the town, consuming its inhabitants, and it's up to Alan to get to the bottom of it all. *Alan Wake* will place a heavy emphasis on using light as a weapon against the coming darkness, because light seems to be the only thing that can weaken the strange force. The game also boasts a cinematic, episodic feel, so expect plenty of "previously on *Alan Wake*" moments.



## Halo: Reach

DEVELOPER Bungie  
 PUBLISHER Microsoft Game Studios  
 GENRE First-Person Shooter  
 RELEASE DATE TBA - 2010  
 PLATFORMS 360

The surprise announcement of yet another *Halo* title at this year's E3 has been met with much excitement. *Halo: Reach* will act as a prequel to the original *Halo* trilogy, detailing the events that took place on the doomed human colony of Reach before the epic battle between UNSC forces and the Covenant left the planet devastated. There isn't a whole lot of info on the game, other than the fact that it's a first-person shooter-exclusive to Xbox 360, but *Halo* fans are surely delighted by the news of some more action-packed adventures set in the *Halo* universe.

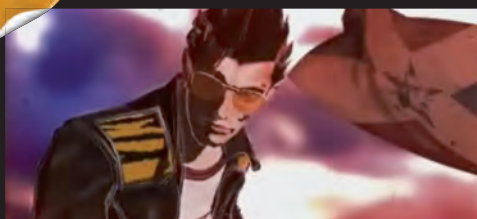
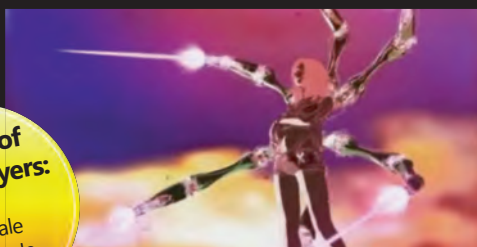


**Gender of Game Players:**  
 60% male  
 40% female

## No More Heroes 2: Desperate Struggle

DEVELOPER Grasshopper Manufacture Inc.  
 PUBLISHER Ubisoft  
 GENRE Action Adventure  
 RELEASE DATE Q1/Q2 2010  
 PLATFORMS Wii

Travis Touchdown is back! The anime otaku/pro-wrestling fanatic/badass assassin returns in this second title in the incredibly over-the-top series. He finds himself at the bottom of the UAA (the United Assassins Association) rankings and once again, he'll need to do a lot of killing to get to the top spot. Goichi Suda (Suda 51) takes the helm again and promises to deliver an even more action-packed experience. Travis will be able to dual-wield beam katanas (those lightsaber/sword thingies that Travis is so proficient with), and boss battles will be bigger and will feature multiple boss enemies. The developers also reckon that there'll be new wrestling moves, a deeper story and the town of Santa Destroy will see some improvements.





NAG @ E3



# Wolfenstein

DEVELOPER Raven Software  
PUBLISHER Activision  
GENRE First-Person Shooter  
RELEASE DATE August 2009  
PLATFORMS PC, 360, PS3



B.J. Blazkowicz returns in the sequel to *Return to Castle Wolfenstein*. The game will use the id Tech 4 Engine and takes place in the year 1943, during World War II. The *Wolfenstein* games have never been historically accurate; and, like its predecessors, this new title will be filled with all things supernatural and awesome. The game also boasts a cool feature called "The Veil," a supernatural realm that players can enter at will (the game world morphs into The Veil on the fly, complete with cool visual effects) to gain certain special abilities, such as the power to slow down time and get around otherwise impassable obstacles. It's more *Wolfenstein* and that's reason enough to get excited about this game.



# Arcania: A Gothic Tale

DEVELOPER Spellbound  
PUBLISHER JoWooD  
GENRE Action RPG RELEASE DATE TBA - 2009  
PLATFORMS PC, 360, PS3

This game is essentially *Gothic IV*, part of a series that has been handed over to a new developer following the infuriatingly buggy (yet, still thoroughly enjoyable) *Gothic III*. This new title (set in a massive open world) sees the protagonist from the previous games (known only as The Nameless Hero) becoming a villain who rules the land with little regard for the wellbeing of its citizens. After he burns down your hometown, you head out for revenge. The game will have 70+ hours of gameplay, and will feature all the usual RPG stuff – there'll be a plethora of weapons and armour to find and use, and there'll be a number of skills to level up by gaining XP. Other features include weather effects and a more efficient user interface.





# R.U.S.E.

DEVELOPER Eugen Systems  
 PUBLISHER Ubisoft  
 GENRE Real-Time Strategy  
 RELEASE DATE Q1 2010  
 PLATFORMS PC, 360, PS3

Developed by the same bunch who created *Act of War: Direct Action*, *R.U.S.E.* requires the cunning use of deception and subterfuge in order to succeed. Recon units and a network of spies allow you to gather info on your enemy's strategy, allowing you to plan your assault accordingly. You can use things like camouflage and radio silence to hide your own devious plans from the enemy. The game will offer a wide variety of units (infantry, vehicles and aircraft) and strategic options (such as cutting off the enemy supply lines to weaken them). Six Axis and Allied powers will be available to choose from, each with their own unique units and abilities. RTS titles often require the use of bluffs and feigned manoeuvres to achieve victory, but never before has deception played such a vital role.



Of game purchasers, **52%** are male and **48%** are female

# Crysis 2

DEVELOPER Crytek GmbH  
 PUBLISHER Electronic Arts  
 GENRE First-Person Shooter  
 RELEASE DATE TBA  
 PLATFORMS PC, 360, PS3

Not much is known about *Crysis 2* at this point, but we do know that the game will make use of the new CryENGINE 3 and will be available for the first time on the current generation of consoles. "The development of *Crysis 2* marks a major stepping stone for our studio," said Cevat Yerli, CEO and President of Crytek. "This is not only the next game in the *Crysis* franchise, it's the first title we are developing for consoles and the first title being built on CryENGINE 3. We are excited to have the support of EA Partners again as we work together to make the launch of *Crysis 2* a huge event." One thing is certain: this game will be pretty.



12 is the average number of years adult gamers have been playing computer or videogames

## Uncharted 2: Among Thieves

DEVELOPER Naughty Dog  
 PUBLISHER Sony Computer Entertainment  
 GENRE Third-Person Action Adventure  
 RELEASE DATE Q4 2009  
 PLATFORMS PS3



Nathan Drake's life is a bit of a mess. He's fallen in with some shady types on his quest to find the lost treasure of Marco Polo. *Among Thieves* features an expanded cast of characters, new locations and environments to visit and some nifty new gameplay elements. "Traversal gunplay" adds a vertical element to the action, allowing Drake to shoot from anywhere in the environment – even while climbing and hanging. New climbing mechanics also mean that Nathan is able to traverse the environments more fluidly. The melee system is being improved, along with the enemy AI. New multiplayer features include both cooperative and competitive multiplayer with a multitude of game modes.



## Just Cause 2

DEVELOPER Avalanche Studios  
 PUBLISHER Eidos Interactive  
 GENRE Action RELEASE DATE Q3 2009  
 PLATFORMS PC, 360, PS3

*Just Cause 2* once again stars Rico Rodriguez on a tropical island, blowing stuff up. The sequel takes place in a new setting: the South East Asian islands of Panau, which offer more than 1,000 square kilometres of terrain to explore and blow stuff up in. The game will feature more stunts, more vehicles, and more weapons (with which to blow stuff up). There aren't many games out there that let you leap out of a plane at 10,000 feet in the air, parachute down to the island below and hijack a vehicle before your feet even touch the ground, but *Just Cause 2* will let you do just that - after which you'll blow up some more stuff.







## Dante's Inferno

DEVELOPER Visceral Games  
PUBLISHER Electronic Arts  
GENRE Action Adventure RELEASE DATE Q1 2010  
PLATFORMS PSP, 360, PS3

Based on part one of Dante Alighieri's poem, *The Divine Comedy*, *Dante's Inferno* will place players in control of Dante on a journey through hell to rescue the soul of his beloved Beatrice. You'll descend through the nine circles of hell (limbo, lust, gluttony, greed, anger, heresy, violence, fraud and treachery), each of which will feature unique environments, enemies and story elements. Dante is able to tame and control some of the beasts of hell, turning hell's wrath against itself. Dante is also armed with Death's scythe and Beatrice's holy cross, allowing him to engage in furious melee combat and unleash magical attacks on his enemies. There's also a customisable upgrade system that'll allow you to improve Dante's abilities.



## The Agency

DEVELOPER Sony Online Entertainment  
PUBLISHER Sony Online Entertainment  
GENRE Online Action Shooter  
RELEASE DATE TBA  
PLATFORMS PC, PS3

This shooter is set in a persistent online world (it's essentially an MMO) that lets you live the life of an elite agent as a member of one of two factions: Unite (the James Bond-style secret agent types) or Paragon (they're more likely to blow up everything in their path than sneak around). There'll be plenty of espionage in the game: disguises need to be used, you'll have to sneak around to take out enemies quietly, and you can even amass an army of NPC allies to assist you (each with their own use, such as a sniper who'll pick off enemies from afar while you're on a mission). You can change your class (called "roles" in this game) on the fly in the game by simply putting on a different outfit. Snazzy!





# Avatar: The Game

DEVELOPER Ubisoft  
PUBLISHER Ubisoft  
GENRE Action  
RELEASE DATE December 2009  
PLATFORMS PC, 360, PS3, Wii, DS, PSP

The videogame adaption of James Cameron's upcoming film, *Avatar: The Game*, places gamers on a planet known as Pandora. It'll feature a standalone storyline set in the *Avatar* universe, casting players as part of the RDA (Resources Development Administration) military. You'll be fighting against Pandora's native inhabitants (known as the Na'vi) in this third-person shooter, with both factions vying for control over a precious mineral called Unobtanium. As you take the fight to the enemy, you'll gain EP (Effort Points), which can be used to buy new abilities and requisition vehicles and support powers. The game, like the movie, features 3D stereoscopic visuals (if you have the hardware to support it), although you'll be able to play it with normal visuals as well.



# Forza Motorsport 3

DEVELOPER Turn 10 Studios  
PUBLISHER Microsoft Game Studios  
GENRE Racing Simulation  
RELEASE DATE October 2009  
PLATFORMS 360

*Forza Motorsport 3* will offer the latest and greatest production cars, as well as some of the world's fastest and most exotic streetcars. More than 400 fully customisable vehicles (from more than 50 manufacturers) will be available to tweak, drive and drool over, such as the Audi R8 V10, the Nissan 370Z and the Ford GT. The title will offer a number of new game modes, in both single player and multiplayer. The single-player season mode advances through a customisable calendar that includes more than 200 different events. The game will appeal to both casual racers and die-hard enthusiasts, and will offer over 100 renowned real-world tracks.

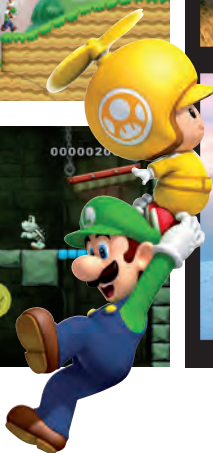


# New Super Mario Bros. Wii

DEVELOPER Nintendo  
 PUBLISHER Nintendo  
 GENRE Platformer  
 RELEASE DATE Q4 2009  
 PLATFORMS Wii



Remember the side-scrolling gameplay that the original *Super Mario Bros.* titles featured? Take that, add three more players to the mix, and you have *New Super Mario Bros. Wii*. Mario, Luigi and two Toads will be playable characters in the game, and there will be plenty of other familiar characters from the Mushroom Kingdom scattered around the game's levels. The game will feature cooperative and competitive play. Players can assist their allies in completing each stage, or they can be a hindrance and stop the other player from completing the level or getting a high score (each player is rated at the end of each level to see who got the highest score). New abilities (propeller suit for the win!) and lots of Wii Remote wagging round it all off.



# DC Universe Online

DEVELOPER Sony Online Entertainment  
 PUBLISHER Sony Online Entertainment  
 GENRE MMORPG  
 RELEASE DATE TBA - 2010  
 PLATFORMS PC, PS3

This MMO is set to feature some big names from the DC universe. Characters such as The Flash, Solomon Grundy and Doomsday will all be in the game, the storyline for which is being written by some big names in the comic scene. Geoff Johns, Jim Lee and Marv Wolfman are penning the story bits, which should make for a pretty entertaining look into the lives of the iconic superheroes/super villains that'll be in the game. The game is essentially your standard MMO fare: create a hero/villain, join the Justice League (for heroes) or the Legion of Doom (for villains) and head off to complete quests, gain experience and level up your abilities and powers.



57% of online game players are male  
 43% of online game players are female



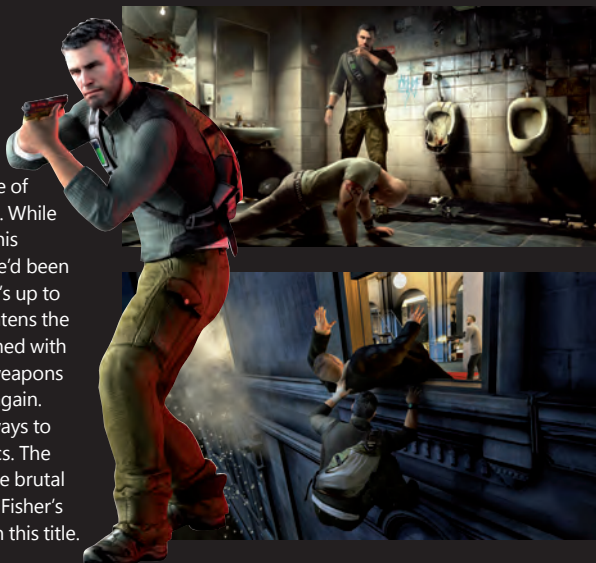


NAG @ E3

## Tom Clancy's Splinter Cell: Conviction

DEVELOPER Ubisoft Montreal  
PUBLISHER Ubisoft  
GENRE Third-Person Espionage  
RELEASE DATE December 2009  
PLATFORMS PC, 360

More espionage action is on the way for those of you who can't get enough of skulking around. While investigating the circumstances surrounding his daughter's death, Sam Fisher discovers that he'd been betrayed by Third Echelon, and goes rogue. It's up to him to put an end to a terrorist plot that threatens the lives of millions, and you can expect to be armed with a plethora of high-tech gadgets and deadly weapons when you take on the role of Mr Fisher once again. There'll be new multiplayer modes and new ways to take out annoying foes, using advanced tactics. The game is looking to be grittier, edgier and more brutal than the previous titles in the series, and Sam Fisher's role as a fearsome predator is a major focus in this title.



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## Nier

DEVELOPER Cavia  
PUBLISHER Square Enix  
GENRE Action Adventure  
RELEASE DATE TBA - 2010  
PLATFORMS 360, PS3

*Nier* (developed by the same folks who created *Bullet Witch*) tells the tale of a guy named Nier who embarks on a quest to find a cure for his daughter's ailment. Along the way, he'll journey through locales featuring both modern and more ancient architecture. The game will feature light exploration elements, with Nier able to explore some of the environments at will. However, the game is very action-orientated and you'll be spending the majority of your time with the game hacking and slashing your way through enemies. Nier can use his sword to perform combos to take down enemies and has access to projectile weapons for ranged combat as well. Nier will gain access to new abilities and weapons as the game progresses.

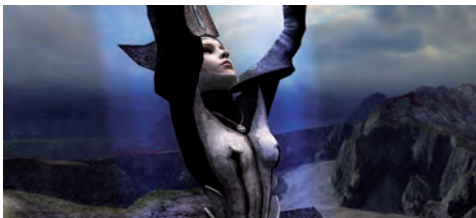




# Disciples III: Renaissance

DEVELOPER .dat  
PUBLISHER Akella  
GENRE Turn-Based Strategy  
RELEASE DATE Q3 2009  
PLATFORMS PC

The third game in the *Disciples* franchise will initially offer three playable races (with more to come with expansion packs that will inevitably follow): the Empire, the Legions of the Damned and the Elven Alliance. Each race will have its own unique units and cities, which the player can control. This is the first *Disciples* title to make use of a fully 3D engine. The developers promise increased fluidity in multiplayer games and less downtime when playing solo. There'll be a new upgrade system that allows players to assign attributes to their leaders (along with the usual inventory system and skill sets that can be upgraded). Equipped items and artefacts will be displayed on the character models, giving each character their own unique look.



# Section 8

DEVELOPER TimeGate Studios  
PUBLISHER SouthPeak Games  
GENRE First-Person Shooter  
RELEASE DATE August 2009  
PLATFORMS 360, PC

This FPS allows you to "burn in": you're ejected from a drop ship 15,000 feet above the ground (kind of like the ODSTs from the *Halo* series), allowing you to choose a place to spawn anywhere on the battlefield. The game will offer a single-player campaign, but it's the multiplayer that looks to be the game's most exciting aspect. The multiplayer will feature customisable load-outs of weapons and gear, Dynamic Combat Missions (secondary objectives that will pop up during the middle of a heated battle) and you can requisition things like vehicles and turrets that will burn in to the battlefield. We hope that you'll be able to burn in, land on an enemy's head and get in a humiliating frag by doing so.



42% of homes in America have a videogame console



## Dragon Age: Origins

DEVELOPER BioWare  
 PUBLISHER Electronic Arts  
 GENRE RPG  
 RELEASE DATE October 2009  
 PLATFORMS PC, 360, PS3

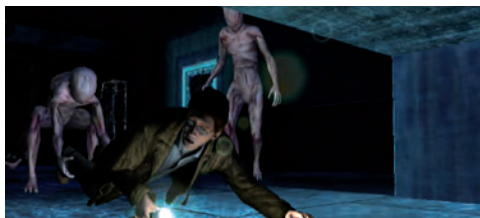
BioWare's long-awaited RPG will finally be hitting store shelves this October. *Dragon Age: Origins* not only boasts multiple endings, but also multiple beginnings. A world of lust, violence and betrayal will greet players: you'll create a character by choosing from a number of different races/character archetypes (each of which have their own unique origin story – such as the Dwarf Noble, who starts out as the favoured son of a dwarven king) and lead him/her out into the dangerous game world. The game will apparently feature deep character customisation, a number of game-altering decisions that'll need to be made, and many mature plot lines. BioWare's pedigree alone should be enough to get you excited for this one.



## Silent Hill: Shattered Memories

DEVELOPER Climax Studios  
 PUBLISHER Konami  
 GENRE Survival Horror RELEASE DATE Q3 2009  
 PLATFORMS Wii, PS2, PSP

This reimagining of the first *Silent Hill* title shares many similarities with the original, but adds some fresh new twists to the mix. Players control Harry Mason once again as he tries to find his missing daughter, Cheryl. The Wii version uses the Wii Remote as a torch and cellphone (which has GPS capabilities and can also be used to take pictures). As you play the game, the new psyche profile element monitors the choices that you make (such as which areas you visit first and what items you choose to examine) and alters Harry's actions when encountering the game's seemingly normal characters or some of the town of Silent Hill's more creepy denizens.





## Split/Second

DEVELOPER Black Rock Studio  
PUBLISHER Disney Interactive Studios  
GENRE Racing  
RELEASE DATE Q1 2010

Action-packed arcade racers are always a blast to play and *Split/Second* is looking no different. The developers are going for the Hollywood-style cinematic drama that you'd find in your typical car chase in a blockbuster action film. There'll be lots of destructible scenery in the game, which is likely to be filled with explosions and lots of debris littering the tracks, following the epic crashes that the title is sure to feature. A "power play" bar fills as you race around the tracks, drifting and hitting big jumps. Once this bar is full, you can unleash a power play that could change the course of the race in a second – such as by unleashing explosives from a helicopter hovering above opponents ahead of you, leaving chaos in its wake.

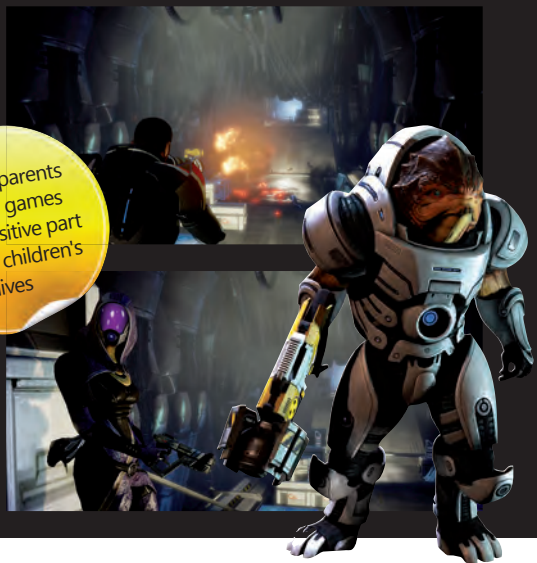


63% of parents believe games are a positive part of their children's lives

## Mass Effect 2

DEVELOPER BioWare  
PUBLISHER Electronic Arts  
GENRE RPG  
RELEASE DATE Q1 2010

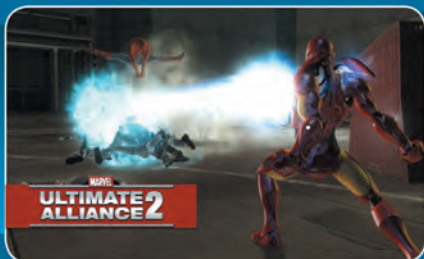
The second part of what is to be a trilogy, *Mass Effect 2* once again casts players as Commander Shepard in a game that is said to offer a much more streamlined experience than the first title. In this second chapter, Saren's army of Geth soldiers has been defeated and humans, who have just started making an impact on the galactic stage, must now shift their attention to an even greater threat. A number of changes are on the cards for this second chapter, such as the more streamlined optimisation of combat and item management, the removal of the need to use med packs to heal characters (characters will now automatically recover health when not in combat) and a change to the controls to make directing squad members and navigating your way through the game slightly easier.





expo

Some games just stand out ...

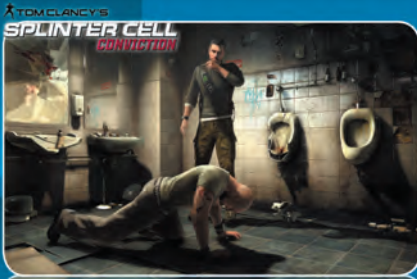


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from the rest



ACTIVISION

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GAMES

# Halo: ODST

DEVELOPER Bungie  
 PUBLISHER Microsoft Game Studios  
 GENRE First-Person Shooter  
 RELEASE DATE September 2009  
 PLATFORMS 360

Yet another title set in the *Halo* universe, *Halo: ODST* lets players experience the events leading up to the story told in *Halo 3* from the perspective of a special forces ODST (Orbital Drop Shock Trooper). The game will feature an all-new campaign, will add three new maps to the *Halo 3* map listing, and will include all of the maps from that title (complete with the "Legendary," "Heroic" and "Mythic" map packs, making for a total of 24 multiplayer maps). A new cooperative multiplayer mode called "Firefight" pits four players against increasingly challenging waves of enemies. As an added bonus, those who purchase *Halo: ODST* will receive access to the *Halo: Reach* multiplayer Beta when it eventually hits Xbox LIVE.



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# MAG (Massive Action Game)

DEVELOPER Zipper Interactive  
 PUBLISHER Sony Computer Entertainment  
 GENRE First-Person Shooter RELEASE DATE Q4 2009  
 PLATFORMS PS3

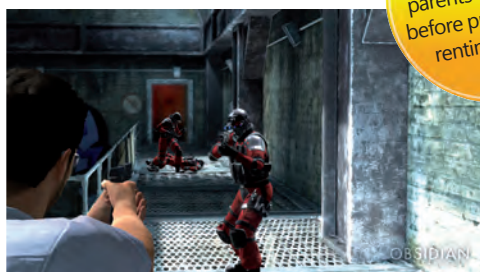
Two hundred and fifty-six players on one server is sure to bring about a glorious mess of chaos, destruction and fun, which is exactly what *MAG* is looking to offer gamers. The maps (of which there will be 12) on offer will vary in size to cater for the number of players in each game – some of them will be absolutely massive, while others will cater for smaller numbers of players. There won't be any character classes in the game, but you'll be able to unlock new abilities (such as the ability to heal yourself on the battlefield) and weapons as you play and rank up your character. Ranking up also allows you to unleash "leadership abilities," which allow you to call in airstrikes and carpet bombings. Throw in vehicles, and you have what looks to be one crazy multiplayer FPS.



## Alpha Protocol

DEVELOPER Obsidian Entertainment  
 PUBLISHER SEGA  
 GENRE Action RPG  
 RELEASE DATE October 2009  
 PLATFORMS PC, PS3, 360

From the studio that produced *KotOR II* and the studio that brought us *Fallout* and *Baldur's Gate* comes *Alpha Protocol* – an action RPG with a delightfully different focus on the world of international super-spies. Players will be charged with a variety of tasks from a large and complex web of agencies and clients throughout the world, and it's up to them to decide who's worth trusting and who deserves a knife in the back. It's not about good and evil, however, as the player's character is pretty much automatically on the wrong side of the law. To aid the player in his quests are nine traditional RPG skills that allow for plenty of character customisation, as well as loads of fully upgradable weapons, armour and, of course, super-spy gadgets.

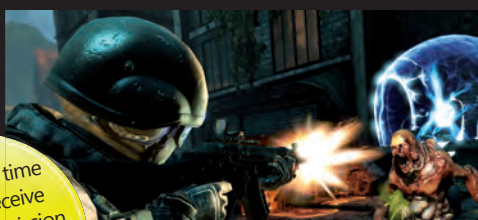


83% of the time children receive parents' permission before purchasing or renting a game

## Singularity

DEVELOPER Raven Software  
 PUBLISHER Activision  
 GENRE First-Person Shooter  
 RELEASE DATE Q4 2009  
 PLATFORMS PC, PS3, 360

Set in an alternate history/present where the Soviet Union decided it'd be a good idea to mess around with time manipulation, *Singularity* sees you in control of a carrier pilot whose plane has been shot down over a mysterious Soviet island. When you awaken, you discover a strange device strapped to your wrist and a barrage of instructions coming in from someone who appears to be stuck in time. The game will see you in a *BioShock*-esque role, as you travel across the island and try to piece things together. Where *Singularity* sets itself apart from other games with time-manipulation mechanics like rewinding, fast-forwarding and pausing, is its ability to single out objects and age or reverse-age them, creating a dynamic world that crumbles and rebuilds at your command.



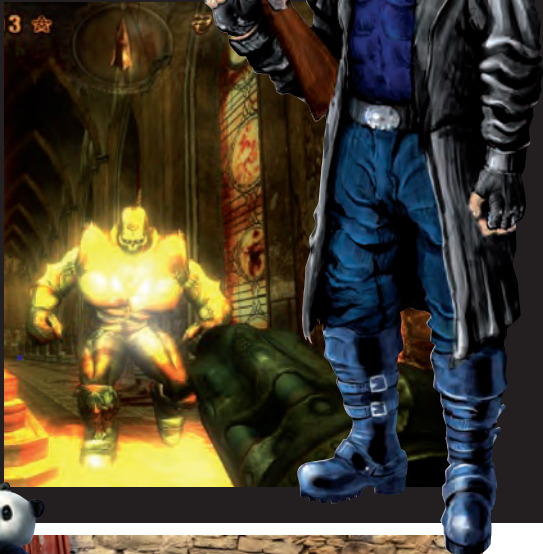


NAG @ E3

# Painkiller: Resurrection

DEVELOPER Homegrown Games  
PUBLISHER JoWooD  
GENRE First-Person Shooter RELEASE DATE Q4 2009  
PLATFORMS PC, 360

When William "Wild Bill" Sherman, ex CIA agent and current Black Ops specialist, is killed, things are just getting started. Winding up in the unfortunate limbo between heaven and hell, Wild Bill must make deals with all manner of evil creatures if he ever plans to claw his way back to life. The developers, former indie team Homegrown Games, are confident that the aging *Painkiller* Engine can stand the test of time, ensuring the community that they'll deliver a solid product. "Fans are developing for fans, and we will not compromise the needs of the gaming community," say the developers. There's even mention of co-op play for the campaign.



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# Tekken 6

DEVELOPER Namco  
PUBLISHER Namco Bandai  
GENRE Fighting RELEASE DATE Q4 2009  
PLATFORMS PS3, 360, PSP

The King of the Iron Fist Tournament fights on with *Tekken 6*, featuring over 40 characters and a rather impressive-looking "Scenario Campaign" mode similar to *Tekken Force*. While all the usual additions will be present, including destructible environments, new and customisable characters, and all the combos you could ask for, the Scenario Campaign mode really caught our eye. Using a combination of the *Tekken* fighting controls and free-roaming movement, players will be able to team up with a friend and fight their way through a game mode large enough to rival standalone beat-'em-ups. There will be weapons from flamethrowers to machineguns, a giant robot to control and, from what we can tell, a decent storyline to tie everything together.





## Dark Void

DEVELOPER Airtight Games  
 PUBLISHER Capcom  
 GENRE Action Adventure  
 RELEASE DATE Q3 2009  
 PLATFORMS 360, PS3

From the team that developed *Crimson Skies: High Road to Revenge* comes *Dark Void* – a gritty, futuristic action shooter that puts the vertical back in “verticality.” Players will take on the role of Will, a pilot dropped into incredible circumstances within the mysterious Void to combat an alien invasion and save humanity from certain extinction. Most importantly, however, is the presence of a very powerful, very nimble jetpack that Will has strapped to his back, which lets you fly in every direction at blistering speeds. It’s not his only means of transportation, however; in addition to the regular third-person, ground-based combat, Will can hijack enemy aircraft in mid-air and engage in savage dogfights when necessary.



**US Video Game Sales**  
 2007: \$8.7 billion  
 2008: \$11 billion

## Scribblenauts

DEVELOPER 5th Cell  
 PUBLISHER Warner Bros. Interactive  
 GENRE Puzzle Action  
 RELEASE DATE Q4 2009  
 PLATFORMS DS

Featuring a mix of action and puzzle-solving gameplay, *Scribblenauts* lets the player write down the name of any tool they can think of to complete any of the game’s 220 stages. It’s a bold statement, but the developers claim that “objects you write down in the game are only limited by your imagination.” If you need to reach the top of a tree to meet the required number of collectable stars to complete the level, simply write the word “ladder” to climb the tree. Or summon a football to kick the star down. Too obvious? No problem, write the word “beaver” and let the little critter gnaw his way through the tree trunk to bring the whole thing tumbling down.



## APB

DEVELOPER Realtime Worlds  
 PUBLISHER EA (PC) Webzen (Xbox)  
 GENRE Online Action Shooter  
 RELEASE DATE 2010 PLATFORMS PC, 360

*All Points Bulletin* is what some might call "the GTA MMO you've been waiting for." Led by *GTA 1* and 2 creator, David Jones, Realtime Worlds (*Crackdown*) is creating a living, breathing, open-world urban environment, rich with ambience, and filling it with two player-controlled factions – the Enforcers and the Criminals – and letting them duke it out for dominance in this Unreal Engine 3-powered title. Players will be able to heavily customise their characters (in fact, the developers claim everyone will be able to look unique) and choose who they'd rather fight for - whether it's for fame, fortune or notoriety. Take to the streets on foot or in a vehicle to determine the future of the fictional metropolis San Paro. "Alliances will be formed, rivalries will be bitter."



## Shadow Complex

DEVELOPER Epic Games  
 PUBLISHER Microsoft Game Studios  
 GENRE Action Platformer RELEASE DATE Q4 2009  
 PLATFORMS 360

Many people are under the impression that 2D platformers are on their way out. Looking at *Shadow Complex*, they couldn't be more wrong. Developed under Epic acquisition by Chair Entertainment, *Shadow Complex* takes place in the world of Orson Scott Card's (*Ender's Game*) novel *Empire*. A hiker and his girlfriend accidentally discover an underground facility and promptly find themselves in all manner of trouble. The game is largely inspired by the classic *Metroid* titles and features a mix of action, puzzle solving, exploration and stealth. Jason, the hiker who begins the game armed only with his trusty flashlight, will have access to over 120 power-ups, a huge complex to explore, and over ten hours of gameplay.

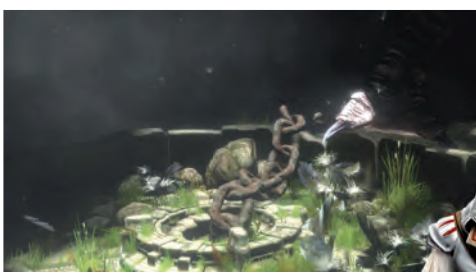




## The Last Guardian

DEVELOPER Team ICO  
PUBLISHER Sony Computer Entertainment  
GENRE Adventure  
RELEASE DATE 2010 PLATFORMS PS3

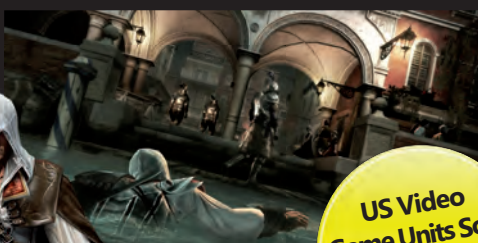
Looking at *Ico* and *Shadow of the Colossus*, it's clear that Team ICO doesn't care about setting its sights low. *The Last Guardian* is, for the most part, a story about an unnamed boy and a giant feathered creature called a sea eagle. It's the player's job to guide the boy through a series of puzzles and adventures, and for the boy to guide the eagle in a relationship not entirely dissimilar to the player and his horse Agro in *Shadow*; only this time it's the central focus of the game. The boy will need to care for the sea eagle, keeping him fed and not too damaged, as well as treating him like a pet that tends to need distractions and a few gentle nudges to do what's required.



## Assassin's Creed 2

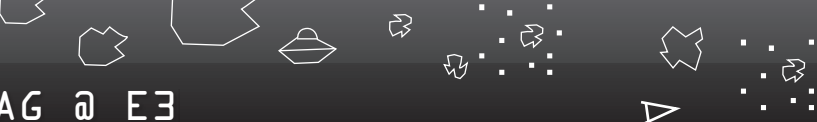
DEVELOPER Ubisoft Montreal  
PUBLISHER Ubisoft  
GENRE Third-Person Action Adventure  
RELEASE DATE November 2009  
PLATFORMS PC, PS3, 360

When Ezio Auditore, a young nobleman with a way with woman and a free spirit, finds his family betrayed and his future no longer secure, he sets out on a mission to become a master assassin. The game will take all the technology from the first *Assassin's Creed* and go wild, letting players run, climb, swim and occasionally fly through fifteenth century Venice to hunt down Ezio's betrayers and uncover a conspiracy. Players will be able to choose their path with more freedom, selecting missions at will and picking their path through the storyline. As Ezio improves his abilities, he'll unlock new talents and skills, including the ability to disarm opponents and turn their own weapons on them, as well as killing with both concealed blades.



US Video Game Units Sold  
2007: 232.8 million  
2008: 269.1 million





# Heavy Rain

DEVELOPER Quantic Dream  
PUBLISHER Sony Computer Entertainment  
GENRE Adventure  
RELEASE DATE TBA - 2009 PLATFORMS PS3

*Heavy Rain* is deep, cinematic adventure with visuals designed to push the boundaries of the PS3. While details of the plot are still scarce, *Heavy Rain* is billed as "a very dark film noir thriller with mature themes," and it's about "normal people that have landed in extraordinary situations." Gameplay will be a mix of exploration, dialogue and action, with many of the sequences handled by quick-time events or timers that count down while your character struggles to escape their bonds. The game will also deal with death in a very special way, continuing the story as one of the remaining three characters in such an event. Only when all four characters die, will the game truly be over, making for some very special replay value.



# Bayonetta

DEVELOPER PlatinumGames  
PUBLISHER SEGA  
GENRE Action  
RELEASE DATE Q4 2009 PLATFORMS 360, PS3

If games were required to be logical and make sense, *Bayonetta* would never see the light of day. It doesn't really matter, thankfully, because instead of boring rationality, *Bayonetta* gives you a lovely lady who wields blades and guns with equal ease, a plethora of visual effects and thousands upon thousands of enemies to slice up and gun down. The game is created by Hideki Kamiya, the man responsible for *Devil May Cry*, and it shows. *Bayonetta* is an all-out action title that'll have you air-juggling opponents with extensive combos, facing massive boss battles and fighting at crazy speeds through a wide variety of intense and interesting environments.

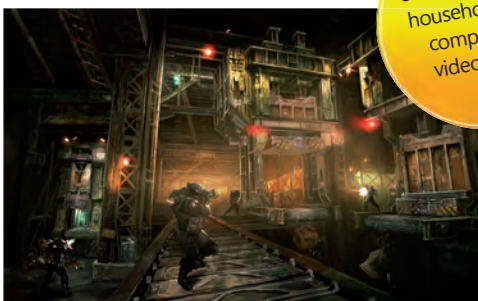




## Lost Planet 2

DEVELOPER Capcom  
PUBLISHER Capcom  
GENRE Action Adventure  
RELEASE DATE TBA PLATFORMS 360, PS3, PC

Set ten years after the events of *Lost Planet*, this sequel leaves the story of Wayne Holden to take players behind the scenes of the snow pirates in their battle to seize control of E.D.N. III. With the planet's terraforming project going smoothly, much of the ice has now melted to give way to lush tropical jungles and other new environments. Players will be able to customise their characters and interact in tactical missions with groups of fellow soldiers. Paired up with the single-player campaign is an extensive multiplayer mode, giving players the ability to form up in teams of up to four to clear mission objectives, using a wide variety of tactical manoeuvres and new abilities.



68% of American households play computer or videogames

## The Secret of Monkey Island: Special Edition

DEVELOPER LucasArts  
PUBLISHER LucasArts  
GENRE Adventure RELEASE DATE December 2009  
PLATFORMS PC, 360

With the success of the *Sam & Max* remakes, it seems that LucasArts have realised they could actually make a buck or two if they made a retro remake themselves, so they've settled on re-mastering the original *Monkey Island*. The game has been built directly over the original engine with illustrated HD backgrounds and all-new character animations as well as a slick new interface to incorporate the Xbox 360 controls. What's great is that the entire original game is still tucked underneath, allowing players to quickly switch between the two if they desire. There's even a built-in hints system to ensure those of you who weren't raised on point-and-click adventures can pick their way through a round of insult sword fighting relatively unscathed.





NAG @ E3

## Final Fantasy XIII

DEVELOPER Square Enix  
PUBLISHER Square Enix  
GENRE RPG  
RELEASE DATE Q2 2010 PLATFORMS PS3, 360



In the shell-like city of Cocoon, which was built by the ancient race of crystal beings known as fal'Cie, a former soldier codenamed Lightning is taken against her will to become an l'Cie – those chosen by the fal'Cie for special purposes. There she must become an enemy of humanity and bring about the downfall of Cocoon. You should all know by now that *FFXIII* will be multi-platform, and that it'll be released in Japan long before us poor Westerners get our mitts on it. The release date is in the not-too-distant future and Square has assured fans that both versions will have the same content, even if the Xbox release needs a couple of discs to house everything.

## Marvel Ultimate Alliance 2

DEVELOPER Vicarious Visions  
PUBLISHER Activision  
GENRE Action RPG RELEASE DATE Q3 2009  
PLATFORMS 360, PS3, Wii, PS2, PC, DS, PSP



Taking place in the *Civil War* storyline, *MUA2* will see 24 superheroes and villains join forces in an all-out battle that will determine the fate of super beings forever. The game will take place in a variety of locations from Latveria to Washington DC, and makes use of a special system called Fusion Powers. With Fusion, players can combine the powers of two different super beings to form a new, unique power. Iron Man can blast his repulsors into Wolverine's claws to reflect the energy back against the enemies, and Human Torch can combine with Thor to create a fiery tornado that the player can control. Additional playable characters include Venom, Deadpool, Juggernaut and The Incredible Hulk.





## Metroid: Other M

DEVELOPER Team Ninja

PUBLISHER Nintendo

GENRE Action

RELEASE DATE 2010 PLATFORMS Wii

Samus is getting an action-packed makeover courtesy of *Ninja Gaiden* developers, Team Ninja. As expected, the story will revolve around Samus, but will dig a little deeper into her dark past than previous titles. Falling between the *Super Metroid* and *Metroid Fusion* stories, *Other M* hopes to answer a few critical questions.

"Who is Samus? What is her background? Who are the characters that made her what she is? All these questions and more will be answered," according to director Yoshio Sakamoto (who directed the original *Metroid*). The game will feature both third- and first-person perspectives with a variety of gameplay mechanisms and, as one would expect, plenty of weaponry (both old and new) to play with.



The average age of the most frequent game purchaser is: 39

## Supreme Commander 2

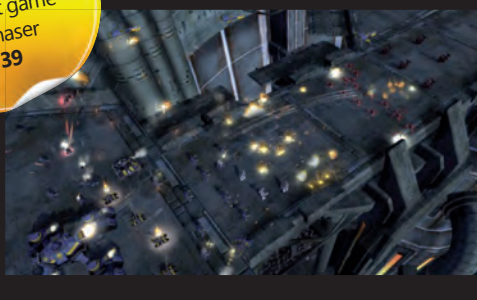
DEVELOPER Gas Powered Games

PUBLISHER Square Enix

GENRE Real-Time Strategy

RELEASE DATE TBA - 2010 PLATFORMS PC, 360

Gas Powered Games' epically scaled RTS is making a return and it looks like the developers have been paying attention to community suggestions. The game will feature a revised resource model to ensure that players can more easily catch up if early game mistakes are made, and unit-building times have been drastically reduced. There's a new race, if it can be called this, marking the return of the Aeon in the form of splinter faction, The Order of the Illumanite, although they'll simply be called Illumanite. There will also be tons of battlefield changes, most notably the addition of lesser experimental units to speed things up and reduce downtime between battles, bringing the total selection of these megalithic units up to 25.



## Brink

DEVELOPER Splash Damage  
 PUBLISHER Bethesda  
 GENRE First-Person Shooter  
 RELEASE DATE Q2 2010 PLATFORMS PC, PS3, 360

When Earth is flooded during an apocalyptic event, what better way to save humanity than stash it away on a floating city? The problem comes in when that city, known as The Ark, is only designed to handle a population of ten thousand in perfect harmony. Twenty-five years later and the natives are restless. Civil war has broken out between the refugees and Ark's original inhabitants, and it's up to the player to deal with the situation. The game will seamlessly mix single player, co-op and multiplayer, allowing players to customise a persistent character between all modes. Worth mentioning is the SMART mode—a quick button press that removes the need to navigate annoying terrain and obstacles and literally auto-moves the character to a location.

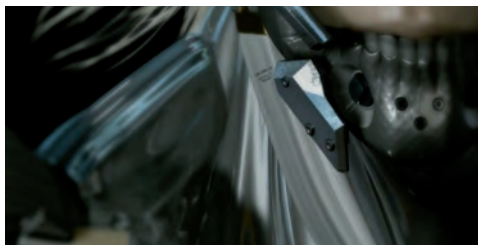
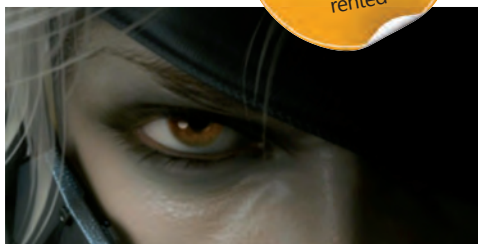


92% of the time parents are present at the time games are purchased or rented

## Metal Gear Solid: Rising

DEVELOPER Kojima Productions  
 PUBLISHER Konami  
 GENRE Action  
 RELEASE DATE TBA PLATFORMS PC, PS3, X360

*Rising* is important for two main reasons. Firstly, it features the return of Raiden, the main protagonist in *Metal Gear Solid 2* and an important part of the series as a whole (he also appeared as an NPC in *MGS 4*). Secondly, this game marks the first ever simultaneous release of a single *MGS* title across multiple platforms. Other than that, however, little is known about *MGS: Rising*. Its development is being led by *MGS* creator Hideo Kojima on all platforms, so players can expect the usual high-quality cinematics and deep character development. "Now even more gamers can immerse themselves in the franchise and experience the groundbreaking series, as *Metal Gear Solid: Rising* heads to the platform of their choice," according to Konami's Martin Schneider.

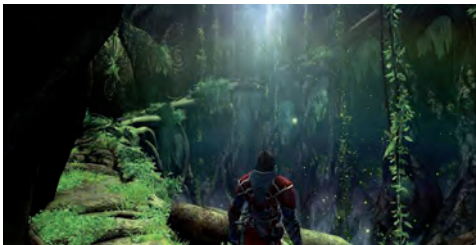




## Castlevania: Lords of Shadow

DEVELOPER MercurySteam  
PUBLISHER Konami  
GENRE Action  
RELEASE DATE TBA - 2010 PLATFORMS 360, PS3

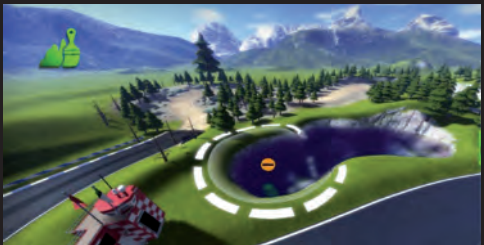
What began simply as the new IP, *Lords of Shadow*, *Castlevania: LoS* will see Gabriel, a member of the Brotherhood of Light, face the hordes of demons and undead foes to save the world and hopefully reunite with his lost wife. The game will feature a star-studded cast of actors providing voice talent - Patrick Stewart, Robert Carlyle and Natasha McElhone, among others - and is being co-developed with Kojima Productions, the studio behind *Metal Gear Solid*. Players will be able to explore a vast, open world filled with Gothic architecture and undead wastelands in Middle Ages Europe, during the final days of Earth's existence. Gabriel also has a weapon named the Combat Cross, which should be enough to get anyone excited.



## ModNation Racers

DEVELOPER United Front Games  
PUBLISHER Sony Computer Entertainment  
GENRE Racing  
RELEASE DATE TBA - 2010 PLATFORMS PS3

Taking heavy cues from the user-generated craze that *LittleBigPlanet* has unleashed on PS3 owners, *ModNation Racers* will let players create their very own racing cars and custom characters from a wide selection of parts and race them around user-generated tracks. It's not about physics and careful timing, however. *MNR* is being designed to be as friendly and quick to use as possible, allowing a novice user to slap together a respectable-looking track in no time and giving veteran users all the options they need to tweak their tracks to perfection. How it does this is by giving players a bulldozer to drive through a blank course, crafting the track as they drive; they can then go back and fine-tune every chicane and S-bend until they're satisfied.





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## Dead Space Extraction

DEVELOPER Visceral Games  
PUBLISHER EA  
GENRE Action Horror  
RELEASE DATE September 2009 PLATFORMS Wii

"*Dead Space Extraction* tells the story of a handful of space colonists desperately struggling to escape from a horrific infection on the Aegis VII mining colony deep in the furthest regions of space." Visceral Games' horror sci-fi action title is finally making its way to the Wii, with a few key features. Most importantly is the changeover to a first-person perspective for this prequel to the *Dead Space* storyline, courtesy of the scratch-built system designed specifically for the platform – ensuring the game squeezes every last ounce of power out of the console. There will be all-new environments, enemies, weapons and puzzles, as well as a drop-in/drop-out co-op multiplayer mode if you're feeling a little alone in the dark.



## Need for Speed: Shift

DEVELOPER Slightly Mad Studios  
PUBLISHER EA GENRE Racing Simulation  
RELEASE DATE September 2009  
PLATFORMS PC, PS3, PSP, 360

The *NFS* series is heading back to the track, and this time it's serious. Aiming to go head to head with the likes of *Gran Turismo* and *Forza*, *Shift* will put the player inside the immaculately recreated cockpits of around 80 vehicles, each boasting high-quality physics capable of recreating real-life racing almost exactly. The game is certainly making a "shift" away from the street-racing arcade style the series has grown into, placing emphasis on precision driving and careful attention to all vehicle upgrades - from up-rated turbo chargers to body kits. Everything you do to your car, from stripping the extra seats to fitting a set of 22 wheels to installing a carbon-fibre boot spoiler, will have an effect on vehicle performance.



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## Super Mario Galaxy 2

DEVELOPER Nintendo  
 PUBLISHER Nintendo  
 GENRE Action Adventure  
 RELEASE DATE TBA PLATFORMS Wii

If there's one thing Nintendo loves more than their fans wagging Wiimotes, it's keeping classic franchises alive. When the first *Super Mario Galaxy* hit the shelves, players were blown away by the revitalisation of the series and demanded more. The sequel will follow the original title's gameplay in most regards, but will have a few significant changes. Most obvious is the addition of Yoshi, which Mario can ride. Yoshi will be able to swing across gaps with his tongue, inflate himself, float around like a balloon, and eat different power-up-providing fruits. Creator Shigeru Miyamoto has claimed the game is keeping story to a bare minimum, taking the action back to its roots and ensuring it's a "bright and active experience."



23% of most frequent gamers pay to play online games.



## Tony Hawk Ride

DEVELOPER Robomondo/Buzz Monkey  
 PUBLISHER Activision  
 GENRE Sports Simulation  
 RELEASE DATE Q4 2009 PLATFORMS PS3, Wii, 360

While the fact that there's a new *Tony Hawk* title that'll feature new tricks, new parks and new skaters might not be enough to pull in the crowds, the impressive-looking peripheral that drives the game should be enough to intrigue anyone. The controller looks like a bare skateboard deck with multiple infrared and motion sensors that require the player to stand atop the device and emulate the movement of a real skater. Multiple difficulty levels are present to ensure that even rookies can play, but higher difficulties will require some real coordination and balance if you want to prove yourself on the virtual ramps. Thankfully, you won't have to actually pop the board and grind the coffee table to get the job done.





NAG @ E3



## Warhammer 40,000: Space Marine

DEVELOPER Relic Entertainment  
PUBLISHER THQ GENRE Action  
RELEASE DATE TBA PLATFORMS PS3, 360

Crafted from the cannibalised remains of the never-officially-announced *Gears of War*-esque *Space Marine* by THQ, this new title by *Dawn of War* creators Relic Entertainment will be a blend of action and RPG in a *God of War*-inspired, "one vs. a thousand"-style hack-and-slash. As a member of an as-yet-unconfirmed Space Marine chapter, it's up to you and your squad mates to stop the Ork invasion of an Imperial Forge World. At your disposal will be a mix of melee and ranged attacks to keep you alive in massive battles against dozens of opponents. You'll be able to equip your character with a variety of Wargear, and there's even talk of four player co-op, although it's not as yet confirmed.



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## Colin McRea: DiRT 2

DEVELOPER Codemasters Studios  
PUBLISHER Codemasters GENRE Racing  
RELEASE DATE September 2009  
PLATFORMS DS, PC, PS3, PSP, Wii, 360

*Colin McRea: DiRT* is back and it's muddier than ever. While it will be largely much like its predecessor, focusing on off-road and dirt-track competitions with a good mix of arcade and simulation racing, it's mixing things up a bit to keep them fresh. The game will feature seven vehicle classes and take place across a number of real-world race locations including an LA sports stadium, edge-of-control canyon racing in Utah, weed-whacking trails through the Malaysian rainforests and a night-time sprint through the iconic London Battersea power station. The developers have also been working on improving multiplayer capabilities, "borrowing from snowboarding and skateboarding lifestyle and culture," and have included full online multiplayer and social-networking functions to let players be "part of an extreme sports community."







## Guitar Hero 5

DEVELOPER Neversoft

PUBLISHER Activision

GENRE Rhythm

RELEASE DATE Q4 2009

PLATFORMS PS2, PS3, Wii, 360

The saga of plastic instruments continues with this latest title in the popular series. While not all that much of the core game will change from *World Tour*, there are new gameplay modes including Party Play, which lets players quickly jump in and out of play, and Rockfest, which includes five new head-to-head band play modes online. Most interestingly, there's also the ability to create a band with any combination of instruments, whether it's all microphones or two sets of drums. Of course, there's a new track list to rock out to, spanning genres from indie to classic rock to metal, and 85 contributing artists, including Billy Idol, Garbage, Megadeth, Nirvana, Queens of the Stone Age, Scars on Broadway and Weezer.



## Ratchet & Clank Future: A Crack in Time

DEVELOPER Insomniac Games

PUBLISHER Sony Computer Entertainment

GENRE Platformer

RELEASE DATE Q3 2009 PLATFORMS PS3

Wrapping up the story from *Tools of Destruction* and *Quest for Booty*, *A Crack in Time* will see players reuniting and controlling both Ratchet and Clank with a collection of all-new abilities and discovering answers to some of their most-asked questions. The game promises free-roaming, non-linear levels and even a space flight and combat system that will let you explore the surrounding star system to uncover hidden items and collectables. There's also a sneaky mention of some time-control abilities that "bring meaning to 'past selves.'" Expect the usual host of new weapons and gadgets as well, including the Cry-Bomb Glove, Plasma Striker and Sonic Eruptor, as well as returning favourites like the Negotiator and Buzz Blades.





## FIFA 10

**DEVELOPER** EA Canada  
**PUBLISHER** Electronic Arts  
**GENRE** Sports Simulation  
**RELEASE DATE** October  
**PLATFORMS** PC, 360, PS3, Wii, PS2, DS, PSP

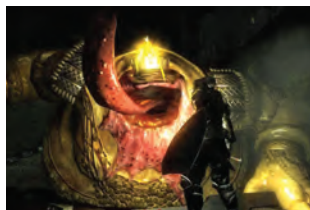
Another year means another *FIFA* title, and *FIFA 10* is looking to bring a number of new features to the ever-popular series. The game will provide more sophisticated ball control and physical interaction between players. New defensive and offensive options will be made available to the player, while the new 360-degree dribbling system will give players greater control over the outcome of matches. The Manager Mode is receiving some drastic improvements, with promises of more realism in terms of matches, player transfers and the development of players' skills over time.



## Band Hero

**DEVELOPER** TBA  
**PUBLISHER** Activision  
**GENRE** Rhythm  
**RELEASE DATE** Q4 2009  
**PLATFORMS** TBA

Designed to appeal to the whole family, *Band Hero* will 'build' on the four-piece (guitar, bass, drums and microphone) band concept of *Guitar Hero World Tour*, with over 40 songs that even grandma should enjoy. No track list has been nailed down yet, but Activision has been pushing to ensure that the game is open to everyone with a projected E10+ PEGI rating. The game will allow for multiple difficulty rating across the band, and is aiming to retain the "easy to learn, difficult to master" ethos of previous *Guitar Hero* titles, perhaps bringing in a stronger focus on the beginning difficulties.



## Demon's Souls

**DEVELOPER** From Software  
**PUBLISHER** Atlus  
**GENRE** Action RPG  
**RELEASE DATE** Q4 2009  
**PLATFORMS** PS3

*Demon's Souls* is 'attempting' to combine the best features of action games and RPGs into one title. Multiplayer will play a huge part in this game: you can pop in to your friend's game and wreak havoc throughout his/her lands; you could leave hints for other players passing through the game world, or you could simply work cooperatively with others to revive dead characters. The World Tendency system that the game employs will change the aggressiveness of monsters (and the rewards gained for killing them), trigger events, and randomise NPC encounters, based on the actions of the player.

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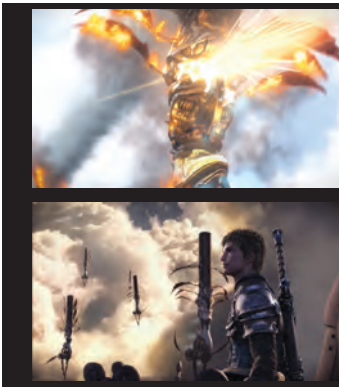




# Professor Layton and the Diabolical Box

DEVELOPER Level-5 PUBLISHER Nintendo  
 GENRE Puzzle/Adventure RELEASE DATE August  
 PLATFORMS DS

Featuring a new mystery that only you, Professor Layton and his apprentice, Luke, can solve, this title requires that you once again go about solving brainteasers, riddles, logic puzzles and more to determine who killed Prof Layton's mentor. The "Elysian Box," rumoured to kill everyone who opens it, is the main suspect in the heinous crime, and Prof Layton and Luke set out to decipher the puzzling situation. The game promises more than 150 new puzzles (with the ability to download more) and it supposedly features significantly more voice work and animated cut-scenes than the original.



# Final Fantasy XIV Online

DEVELOPER Square Enix PUBLISHER Square Enix  
 GENRE MMORPG RELEASE DATE 2010 PLATFORMS PC, PS3

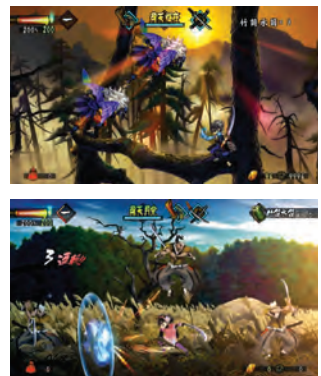
This is the second MMO in the beloved *Final Fantasy* franchise. *Final Fantasy XI* (that other *Final Fantasy* MMO) producer, Hiromichi Tanaka, is on board as producer for this next title, together with Nobuaki Komoto (*Final Fantasy IX* and *Final Fantasy XI*) as director, and Akihiko Yoshida (*Vagrant Story* and *Final Fantasy XII*) as art director. Nobu Uematsu will return to once again work on the game's musical score. The game will take place in the world of Eorzea, the job system is making a return, and, yes, there will be Chocobos.

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# Muramasa: The Demon Blade

DEVELOPER Vanillaware PUBLISHER Ignition Entertainment  
 GENRE Action Adventure RELEASE DATE September  
 PLATFORMS Wii

Developed by the same creative team that brought gamers *Odin Sphere*, *Muramasa: The Demon Blade* is a stylised action adventure with strikingly beautiful hand-drawn 2D graphics. The game boasts two playable characters (a male ninja and a female kunoichi), a variety of unique environments, multiple playable paths through the game and plenty of action. It's essentially a side-scrolling platformer with lots of combat thrown in. There will be optional challenge stages and mini games to play on the side. Players will have to take advantage of the skills of the characters on offer to successfully navigate through the levels.

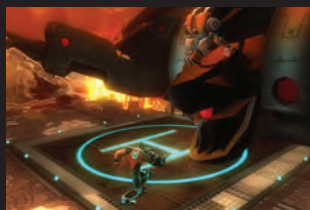




## Persona

DEVELOPER Atlus  
 PUBLISHER Atlus  
 GENRE RPG  
 RELEASE DATE Q3 2009  
 PLATFORMS PSP

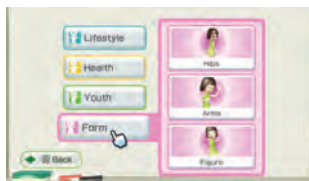
The long-awaited remake of the original *Revelations: Persona* is finding its way to Western PSPs this September. The game features a fully localised script of the original Japanese release, a revamped user interface, faster battles, an expanded soundtrack, and new cut-scenes with full voice talent. In this JRPG unlike all other JRPGs, players take on the roles of nine schoolchildren, who must face demons and alternate dimensions to save their home from hellish invasion. To do this, the students will harness the ability to summon personae, spirits that manifest as various monsters, heroes and mythological beings.



## Spyborgs

DEVELOPER Bionic Games  
 PUBLISHER Capcom  
 GENRE Action Adventure  
 RELEASE DATE 2009  
 PLATFORMS Wii

Built from the ground up as a co-op brawler experience, *Spyborgs* puts players in control of cybernetic-enhanced soldiers in pursuit of a traitor. They'll battle their way through 35 vibrant and varied stages, filled with swarms of enemies and massive boss battles. The game is set to push the Wii to its limits in terms of graphics, and will feature a robust combo system and upgradable attack system, as well as the ability to instantly switch between characters in the middle of combat. Players will be able to tag-team enemies and even execute co-op finishing moves.



## Wii Fit Plus

DEVELOPER Nintendo  
 PUBLISHER Nintendo  
 GENRE Fitness Game  
 RELEASE DATE Q4 2009  
 PLATFORMS Wii

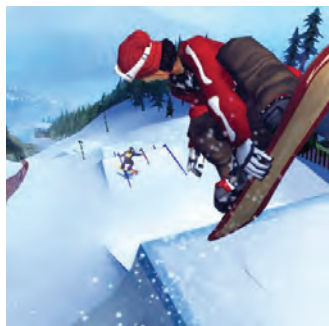
If you're one of the determined few still persisting with *Wii Fit* or have a hankering to climb on to a balance board, *Wii Fit Plus* is here to satisfy your requirements. Featuring 15 new activities (in addition to the standard *Wii Fit* assortment) as well as six new strength-training and yoga activities, *Wii Fit Plus* allows you to customise your daily workout by selecting a combination of regular and yoga-based training, creating a smooth workout that is designed to suit your mood. It also features a number of mini games, including chicken-wing flapping, obstacle courses and Segway riding.



## Shaun White Snowboarding: World Stage

DEVELOPER Ubisoft Montreal PUBLISHER Ubisoft  
 GENRE Action Sports RELEASE DATE December  
 PLATFORMS Wii

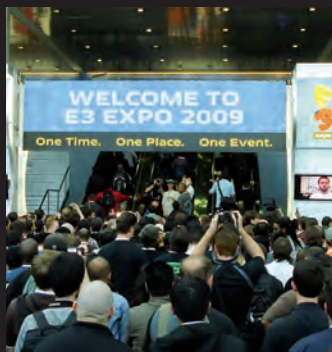
Get ready to team up with Shaun White one more time in the sequel to last year's *Shaun White Snowboarding: Road Trip*. *World Stage* will see you climb to the top and 'shred' your way down eight huge slopes with 75 unique challenges to complete. You'll be travelling all over the world, from a half-pipe in the middle of New York to the most prestigious competitions in France, Canada, and Japan. The game will feature seamless multiplayer that allows your friends to drop in and out of your games without the need to 'back out' to the menu.



## LEGO Harry Potter: Years 1-4

DEVELOPER TT Games PUBLISHER Warner Bros. Interactive  
 GENRE Action Adventure RELEASE DATE 2010  
 PLATFORMS TBA

*Harry Potter* is the next blockbuster franchise to receive the LEGO treatment in this action-adventure title from TT Games. Players will be able to take on the blocky roles of Harry, Ron Weasley, Hermione Granger and other characters, as they cast spells, fly broomsticks, mix potions and complete all manner of tasks to earn house points. Explore faithful recreations of Hogwarts Castle, Diagon Alley, and The Forbidden Forest, and combine puzzle solving with platforming action across Harry's first four years at Hogwarts, reliving some of the most memorable moments from the books.



## The Beatles: Rock Band

DEVELOPER Harmonix PUBLISHER MTV Games  
 GENRE Rhythm RELEASE DATE September  
 PLATFORMS PS3, Wii, 360

From their humble beginning, touring Liverpool in 1963, to their final performance on the Apple Corps rooftop, players will be able to follow The Beatles' iconic journey. Featuring all the hits, including *All You Need is Love*, *I Want to Hold Your Hand*, *Here Comes the Sun* and 42 others, *The Beatles: Rock Band* will also include a number of authentic voice recordings of John, Paul, George and Ringo, as they chat between recording sessions. The full band release of the game is also set to include replicas of the instruments played by the band.





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## DJ Hero

DEVELOPER FreeStyleGames  
PUBLISHER Activision  
GENRE Rhythm/Music  
RELEASE DATE Q4 2009  
PLATFORMS 360, PS3, Wii, PS2

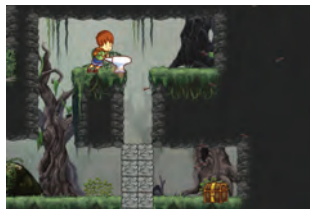
It's essentially *Guitar Hero* with a turntable peripheral. *DJ Hero's* peripheral features a rotating turntable, sample buttons, an effects dial and a cross fader. You'll have to play along to visual cues that represent scratching, blending, cross fading and sampling (you'll also be able to add your own style to the music by adding effects, samples and scratches). In terms of multiplayer, *DJ Hero* lets two wannabe DJs battle competitively, or another player can join in and eemce over any track using a USB microphone. You can also hook up a guitar peripheral to mix together guitar and DJ tracks.



## Homefront

DEVELOPER Kaos Studios  
PUBLISHER THQ  
GENRE First-Person Shooter  
RELEASE DATE TBA  
PLATFORMS PC, PS3, 360

It's 2027, and, following a ten-year long energy crisis, the world is in ruin. The USA has been reduced to a shadow of its former self, making it a prime target for a takeover by the North Koreans (naturally). Suddenly, shopping malls, parks and city streets are turned into battlegrounds, with the civilian resistance standing off against the North Korean invaders. Gamers will be thrust into this apocalyptic world of tomorrow, fighting the good fight on the ground, in the air and from within massive armour-plated vehicles. The story is being written by John Milius of *Apocalypse Now* and *Red Dawn* fame.



## A Boy and His Blob

DEVELOPER WayForward Technologies  
PUBLISHER Majesco Games  
GENRE Platformer  
RELEASE DATE Q3 2009  
PLATFORMS Wii

The classic NES title of the same name (which first saw the light of day back in 1989) will soon be reborn on the Wii. The game's premise goes something like this: there's this evil emperor guy who's declared himself the ruler of Blobonia, and the only one who can put a stop to the evil plans that he has for the land's inhabitants is a blob that crash-lands on Earth and befriends a young boy. Playing as said young boy, players will need to work together with the blob to solve puzzles, defeat monsters, and basically save the day.

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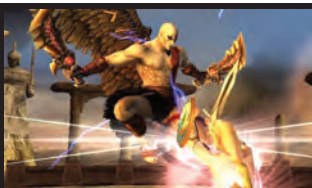




## Teenage Mutant Ninja Turtles: Smash Up

DEVELOPER Game Arts PUBLISHER Ubisoft  
GENRE Fighting RELEASE DATE Q2 2009 PLATFORMS Wii

This four-player fighting game is looking very similar to the *Super Smash Bros.* series of games, except that there'll be turtles in a half shell. There'll be a huge variety of *TMNT* heroes and villains to choose from and battle against, each of which features its own unique abilities, weapons and combat skills. The arenas will apparently be dynamic and interactive (such as those that feature moving platforms and alligators that chomp at your feet while you try to dodge incoming attacks). The single-player story is being written by Peter Laird, the co-creator of *TMNT*.



## Soul Calibur: Broken Destiny

DEVELOPER Namco PUBLISHER Namco Bandai  
GENRE Fighting RELEASE DATE Q4 2009 PLATFORMS PSP

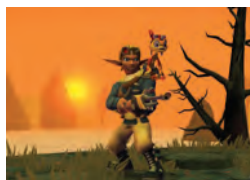
It's *Soul Calibur* in portable form. This iteration of the popular franchise boasts a huge roster of fighters (a lot of which will be familiar favourites, with a few new faces thrown in for good measure). Critical Finishes, Soul Crushes and equipment destruction are just some of the fancy new features that the developers are touting. A new single-player mode will be available in the game that'll help you improve your fighting skills until you're finally willing to test yourself in local wireless battles using the PSP's ad-hoc networking. Also, Kratos from *God of War* will star in the game. Awesome!



## Jak & Daxter: The Lost Frontier

DEVELOPER High Impact Games  
PUBLISHER Sony Computer Entertainment  
GENRE Platformer RELEASE DATE 2009 PLATFORMS PSP, PS2

The adventurous duo is back in this title, which continues where the trilogy ended. Jak and Daxter will take to the skies in a world that has started running out of Eco. It's up to them to find the ancient Precursor machinery and reverse the planet's decline before it's too late. However, they're not the only ones looking to get their hands on this technology - the two must engage in combat with deadly sky pirates, and battle behemoth capital ships to accomplish their goals, all while Jak faces an inner battle to control his own Eco powers.





## Front Mission Evolved

**DEVELOPER** Double Helix Games  
**PUBLISHER** Square Enix  
**GENRE** Third-Person Shooter  
**RELEASE DATE** TBA  
**PLATFORMS** PS3, PC, 360

Developed by Double Helix Games – which was formed in 2007 when Shiny Entertainment and The Collective merged – *Front Mission Evolved* continues the classic tactical-strategy franchise with a fresh, third-person action-shooter perspective that puts the player in direct control of a massive humanoid war machine called a Wanzer. Players will explore a deep and immersive world in the single-player campaign and online multiplayer, equipping their vehicles with all manner of weapons and armour, and engaging in epic battles and intense and tactical combat situations.



## Dissidia: Final Fantasy

**DEVELOPER** Square Enix  
**PUBLISHER** Square Enix  
**GENRE** Action RPG  
**RELEASE DATE** August  
**PLATFORMS** PSP

Originally released as part of *Final Fantasy's* 20<sup>th</sup> Anniversary in Japan, *Dissidia* is now making its way to Western shores on the PSP. An action-focused RPG brawler, the game combines the traditional *Final Fantasy* battle mechanics with fast gameplay, which will see players gliding through the air and running along walls. Highly customisable heroes and villains from across the *Final Fantasy* series make a return, as well as many memorable features such as Limit Breaks and Overdrive. Expect tons of replay value, with quick matches and the ability to trade "Friend Cards" via ad-hoc wireless.



## Gran Turismo PSP

**DEVELOPER** Polyphony Digital  
**PUBLISHER** Sony Computer Entertainment  
**GENRE** Racing  
**RELEASE DATE** October  
**PLATFORMS** PSP

A launch title for the PSP Go!, *Gran Turismo PSP* is set to bring the full-size game to the handheld platform, with over 800 licensed (and customisable) vehicles and more than 30 circuits to race on. Players will be able to choose between multiple game modes and experience over one hundred different events. Ad-hoc wireless play allows for up to four players to race against each other, and for the first time ever in the *GT* series (or the PSP itself, for that matter), trade unlocked vehicles. The game is designed to cruise at 60 frames per second for buttery-smooth playback.

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## The Legend of Zelda: Spirit Tracks

DEVELOPER Nintendo PUBLISHER Nintendo  
 GENRE Adventure RELEASE DATE Q2 2010 PLATFORMS DS

Link's off on a new adventure that will feature new puzzles, a train, and a hulking companion for Link to command. This new companion (called a Phantom) is essentially an animated suit of armour that Link is able to direct (using the DS's touch screen) to handle dangers that he is unable to – such as walking through fire. Link can also conduct a train (with players engaging in a combination of puzzle solving and action to do so), choosing the best route to the end of the line while dodging obstacles and defending the locomotive from enemy attacks.



## LittleBigPlanet PSP

DEVELOPER SCE Studio Cambridge PUBLISHER SCEE  
 GENRE Puzzle Platformer RELEASE DATE TBA  
 PLATFORMS PSP

So, you've played *LBP* on the PS3. You love the game to bits, so much so that you wish you could take it everywhere with you. Enter *LittleBigPlanet PSP*, which stays true to the PS3 version's vision of players being able to play, create and share their own levels using a set of powerful level-creation tools. Stephen Fry will once again be doing voice work for the game, and SackBoy's adventures on Sony's handheld platform will feature a slew of new levels and environments exclusive to this new portable version.



## GTA IV: The Ballad of Gay Tony

DEVELOPER Rockstar Games PUBLISHER 2K Games  
 GENRE Third-Person Shooter RELEASE DATE Q4 2009  
 PLATFORMS 360

In this second bout of DLC for *Grand Theft Auto IV*, the gritty biker gangs of *The Lost and Damned* are replaced with a greater focus on Liberty City's glitzy nightlife. Casting players as Luis Lopez (assistant to the legendary Tony Prince, otherwise known as "Gay Tony"), *The Ballad of Gay Tony* will force players to strike a balance between remaining loyal to family and friends, all the while trying to discern between true friends and the fakes in a city where, for the right amount of cash, anyone is willing to stab you in the back.





## Kingdom Hearts 358/2 Days

DEVELOPER h.a.n.d.  
PUBLISHER Square Enix  
GENRE Action RPG  
RELEASE DATE September  
PLATFORMS DS

For those of you who don't know, the *Kingdom Hearts* series is a unique blend of the world of Disney and the characters of *Final Fantasy*. In this new title, players take control of Roxas, that 'other' hero from *Kingdom Hearts II*, as they find out more about his involvement with the mysterious Organisation XIII. Adding a new multiplayer mode (which allows four players to team up as their favourite Organisation XIII members) and featuring fully 3D environments coupled with an orchestral soundtrack, this game is looking to offer the JRPG experience that fans know and love, this time on the DS.



## Fallout 3: Point Lookout

DEVELOPER Bethesda Game Studios  
PUBLISHER Bethesda Softworks  
GENRE Action RPG  
RELEASE DATE TBA  
PLATFORMS PC, PS3, 360

Touted as "the most open-world DLC yet," *Point Lookout* sees players hop on to the ferry and take the eerie ride into a murky swampland along the coast of Maryland. Players will have to uncover its mysteries and earn loads of new rewards and achievements. There's the beachfront town of Point Lookout with its sleepy streets and mysterious calm, a spooky and sprawling mansion and a dilapidated boardwalk to explore, as well as the obvious addition of new monsters to shoot and new weapons to shoot them with (including the much-anticipated double-barrel shotgun).



## Rabbids Go Home

DEVELOPER Ubisoft  
Montpellier  
PUBLISHER Ubisoft  
GENRE Adventure  
RELEASE DATE December  
PLATFORMS Wii

Designed using a purpose-built, Wii-optimised engine, *Rabbids Go Home* sees those psychotic fluff balls packing in the party and heading back home... to the moon. Since Rabbids tend to lack the space-faring knowhow, however, they've decided that the best way to get home is to build a giant pile of stuff and literally climb home. It's up to the player to guide the Rabbids through over 15 game environments to collect all the bits and pieces that they'll need. You'll trash your way through supermarkets, rooftops, airports and plenty more in over 40 varied missions.



# FF Crystal Chronicles: The Crystal Bearer

DEVELOPER Game Designer's Studio PUBLISHER Square Enix  
 GENRE Action RPG RELEASE DATE 2009 PLATFORMS Wii

*The Crystal Bearer* is set to provide a fresh, new take on the *Crystal Chronicles* with a combination of deep storytelling set in an expansive world. Utilising the Wii's motion-sensitive controls, combined with "realistic gameplay and fantastical art direction," players will experience the world of *Crystal Chronicles* some thousand years later, where science and reason prevail and magic is feared. In comes the scorned Crystal Bearers, powerful and rare beings that can harness magic and which are used for dangerous tasks. Such is the tale of Layle, a young mercenary who's hired to protect a passenger airship... and then things go horribly wrong.



# Resident Evil PSP

DEVELOPER Capcom PUBLISHER Capcom  
 GENRE Action RELEASE DATE TBA PLATFORMS PSP

Not much is known about this title at the moment, other than the fact that it's *Resident Evil* and it's on the PSP. But we can tell you that it's definitely not a remake of any previous *Resident Evil* titles – it will be an entirely new game built from the ground up for the PSP (specifically to take advantage of the PSP Go!). Will there be zombies? It's highly likely. Will there be the combining of various different types of herbs to come up with fantastic new ways to cure that bite mark that that zombie left on your cranium? Quite possibly.



# Mario & Luigi: Bowser's Inside Story

DEVELOPER AlphaDream PUBLISHER Nintendo  
 GENRE Action RPG RELEASE DATE Q3 2009  
 PLATFORMS DS

In his evil plot to take over the Mushroom Kingdom, Fawful tricks Bowser into eating a magic mushroom that causes him to inhale everything around him, including Mario, Luigi and Princess Peach. What follows are two storylines: one where you play as the Mario Brothers inside Bowser, and the other where you play as Bowser in his attempts to take back the Mushroom Kingdom. Players can switch between storylines on the fly to influence each other, sometimes requiring Mario and Luigi to complete certain tasks on the inside to enable Bowser to complete tasks on the outside, and vice versa.





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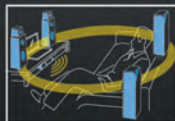
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# PES 2010

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The champions league never looked this good!!! With Messi & Torres signing up to PES10, PES 2010 title will benefit from the most exhaustive raft of new features in the series' history, with every aspect of the game benefiting from key improvements. Major game play additions will make PES 2010 the most realistic football simulation game available. For this reason PES is one of the world's leading franchises of all times.



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Jak, Daxter and Keira set out on a brand new mission.

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# UNCHARTED 2

AMONG THIEVES



One of the most anticipated games of 2009, with visual and game play enhancements, this title is an absolute must. Uncharted will introduce online competitive & cooperative multiplayer modes to the franchise. Featuring up to 10 players in 5-versus-5 competitive game play. Cooperative multiplayer modes allow up-to-3 players to progress through a variety of environments by working together to accomplish set objectives. Using a robust party system, groups of players will remain together in ranked and custom matches while earning currency, which used in combination with currency earned in single player missions, will unlock additional content and upgrades.



Everyone's favourite intergalactic duo is back this fall with Ratchet & Clank® Future: A Crack in Time, developed by highly-acclaimed developer Insomniac Games exclusively for the PS3. The latest addition to the best-selling series will at long last answer some of the fans' most-asked questions as it concludes the story arc from Ratchet & Clank® Future: Tools of Destruction and Ratchet & Clank Future®: Quest for Booty.



**RATCHET & CLANK**  
A CRACK IN TIME

The MotorStorm festival has ripped-up the Monument Valley desert, it's obliterated everything that stood in its path on the Island, and now it's set for a whole new challenge. A first for PS2 & PSP owners, a thrilling new edition to the franchise the festival and the brutal off-road racing arrive in the breathtaking yet lethal and unpredictable setting of Alaska.

**MOTORSTORM**  
**ARCTIC EDGE**



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