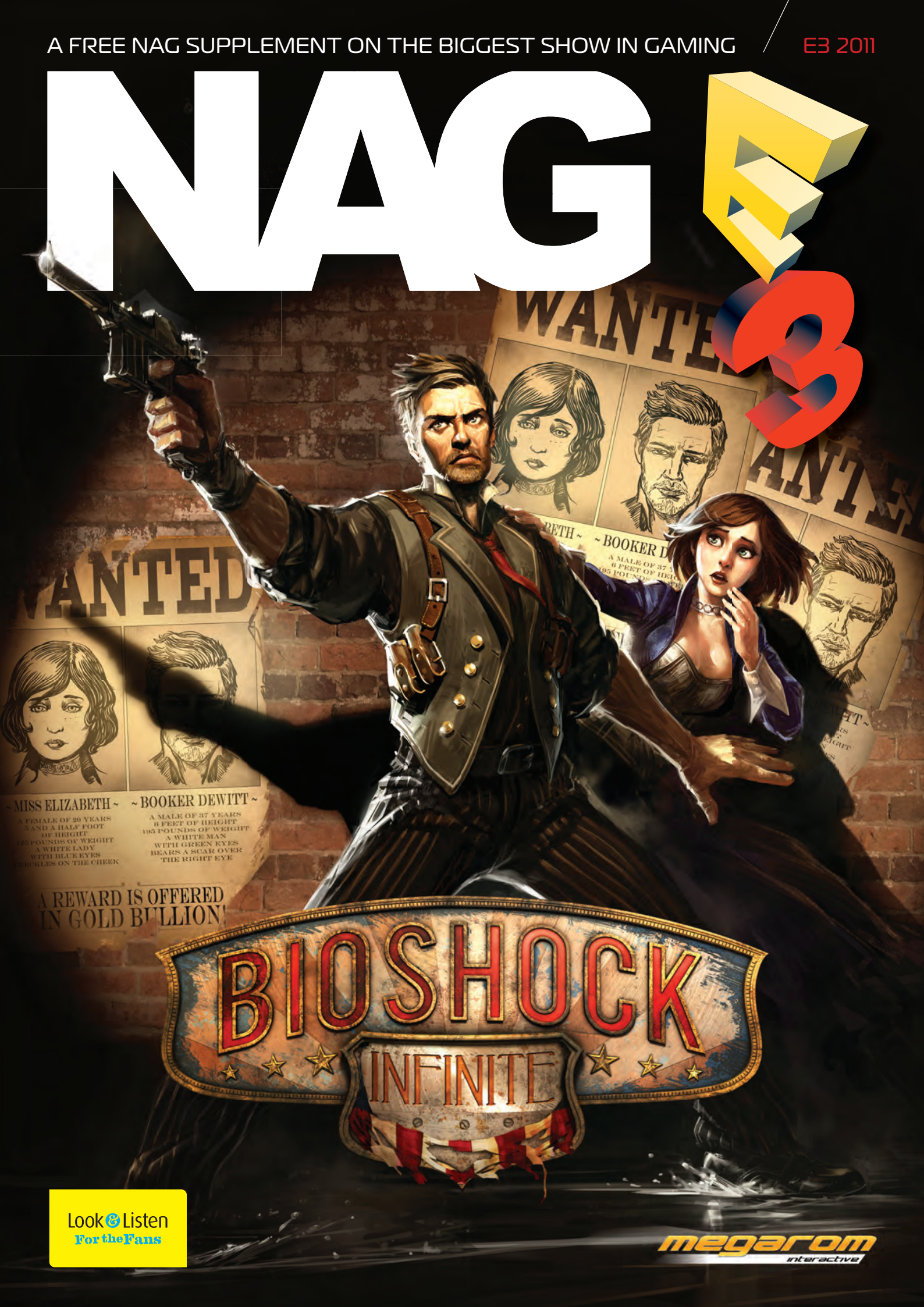


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~ MISS ELIZABETH ~
 A FEMALE OF 20 YEARS
 5 AND A HALF FOOT
 OF HEIGHT
 120 POUNDS OF WEIGHT
 A WHITE LADY
 WITH BLUE EYES
 MOCKLES ON THE CHEEK

~ BOOKER DEWITT ~
 A MALE OF 37 YEARS
 6 FEET OF HEIGHT
 195 POUNDS OF WEIGHT
 A WHITE MAN
 WITH GREEN EYES
 BEARS A SCAR OVER
 THE RIGHT EYE

~ BETH ~
 ~ BOOKER D
 A MALE OF 37
 6 FEET OF HEI
 95 POUN

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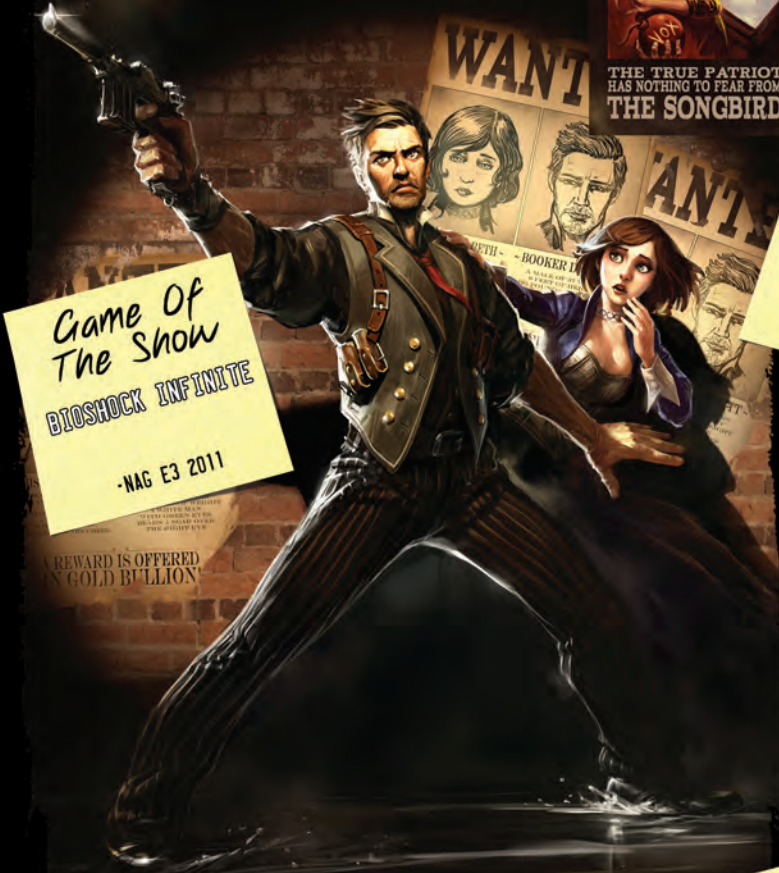
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ASSAULT HORIZON
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BIOSHOCK INFINITE

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Game Of The Show
BIOSHOCK INFINITE
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Most Valuable Game
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HITMAN ABSOLUTION



Best Trailer
ASSASSINS CREED REVELATIONS
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ASSASSINS CREED REVELATION



Best Action Game
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-IGN E3 2011

TOMB RAIDER

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I FIND YOUR LACK OF COMMITMENT, DISTURBING...



THE ONE GOOGLE CHAT TO RULE THEM ALL...

I better stop this movie quote thing before someone complains. :) This is what I pondered to Miktar (who also attended E3 this year) and this was what was said.

Michael: Is it cheap to make my Ed's note about how hardcore is back in fashion for the supplement when it's so obvious I can't think of anything else to talk about?

Miktar: Hmm. Well, if you can't think of anything else. I wouldn't be able to write much for an E3 Ed's Note either.

Michael: I might print that – to ease my guilt.

Miktar: Gaming is like fashion – either you can constantly be amazed at every new season's hip trendy 'tie chickens to our legs' fashion 'genius', or, if you've seen one dress, you've seen them all. E3 this year was a lot of dresses.

Each one just like the other. Except, of course, they were all totally different and unique and amazing.

Michael: Well anytime you mix chickens with anything it's going to be different and unique. You could turn someone into a chicken in Heretic and that was amazing?

Miktar: And what has done something like that, again? Heretic was the 1990s. It's 2011

Michael: Portal I guess. And that's it

Miktar: And that was a side-project initially of a bunch of grad students. I think my point is more, where is the dividing line between a gamer becoming jaded, and an industry becoming homogenized?

Am I really using a bad *Star Wars* quote to get my point across here – seriously? Sure, why not. Also a rhetorical question it would seem. Well, it will make some kind of sense at the end and it's an engaging technique that's in your face enough to keep you reading but not too much to pee you off (not a Wii U joke).

But enough with the clearly fake and cheap special effect Hollywood backdrop and into the drama and storyline stuff that you came for. See – making some sense already.

The last time I went to E3 was back in 2006 and I'm happy and sad to report that nothing much has changed (not even the whole of Los Angeles and Hollywood). From 2006 to now I've been to gamescom in Germany a few times and got so jaded with the whole gaming convention concept that I even sent other people in my place for a year or two. Now I find myself back here writing another E3 review 'Ed's note' which always feels a little limp and unimportant when compared the proper magazine it came with. Anyway, I think I've said enough about my colourful and chequered past here – time for the main event.

Hardcore is back in focus. I'm not the only one to notice, if you read any 'summary of E3' articles on the net or elsewhere that's the main vibe.

I'll distill here for you what's happening, or at least a fairly good line of thinking.

Us hardcore / serious / whatever gamers are a reliable and bankable customer. Just look at the crazy pre-order market these days. Don't be surprised if you get a life-sized tank with your collector's edition of *MW3* (ammunition sold separately). No other industry can say that their customers regularly pay up front for what sometimes only amounts to a digital pet, a poker chip and a book of artwork.

This is just the software, PC gamers are equally obsessed with their rigs and there's a whole market for skinning consoles. This is a huge industry. This is core gaming.

Core gamers have money and love what they do and will do it until their WASD fingers creak to a halt. The casual gaming craze that Nintendo started with the Wii was just a passing fad (an incredible multi-billion dollar fad, but still a fad) that grew gaming in ways we'll still be discovering in years to come. However, this new casual market gets bored quickly with gaming and doesn't buy the next sequel to whatever they were playing over the holidays because Aunt Mary is visiting and *Idols* starts on Monday. Casual gamers are fickle and don't support gaming – they have a lack of attachment.

A core gamer sells old Aunt Mary for the latest *Call of Duty* and uses the TV exclusively for his console. Sure, casual is huge and we should encourage the casual gamer now because many of them will upgrade to proper gaming soon and that's how our beloved industry will grow into the future.

Enjoy some of the best of E3 and do let us know what you think.

Editor
RedTide





Essential game convention equipment

The first time you go to a gaming convention in another country you'll be overwhelmed, blown away and bring along all the wrong things. At some point during the first day you'll be wishing you packed your comfortable walking shoes and cursing the red welts on your hands after carrying around poorly made bags with micro-fibre handles. You'll also be starving and thirsty all the time and when it's over you'll probably cry a little in your hotel room before you fall asleep (in the foetal position) watching old *Star Trek* episodes. Or, you can be prepared like this:

1. A Bag of holding. Not exactly infinite capacity, but I did get everything on the bed into it each day and a bottle of water. Sturdy adjustable straps and reliable strong zips are critical. Ideally it needs two compartments: long-term

access for stuff you don't need every ten minutes and short-term access for the rest.

2. Paperwork: Schedules for exclusive interviews or viewings, train tickets and invitations to the best parties – can't list them here because not everybody gets invited to everything, if you know what I mean. :))

3. Camera.

4. Voice recorder for one-on-one interviews.

5. Show guides, event T-shirts and merchandising, product brochures and access to asset FTP sites.

6. Branded USB sticks instead of business cards with FTP sites on them.

7. I usually eat healthily at home but in America you can buy a double XL bacon and cheese with onion rings and fries. 5 days of this mixed with event parties every night and you need something for acid indigestion.

8. Swag. Now I only collect the best stuff when I go to these things. You can stick your *Duke Nukem Forever* underpants and inflatable hammers – I'm more interested in limited edition Batman key rings and custom-made *Battlefield 3* dog tags.

9. Chewing gum. This isn't because I'm trying to blend in with the trailer trash but rather me trying to maintain a good impression when talking to the endless developers, publishers and business people. Last night's bacon and avocado pizza with a light sprinkle of chilli and wine doesn't smell so good in the

morning – even if you brush your tongue.

10. Press / VIP / media access cards, tags and badges. These things get you into the 10 minute queues where everyone else has to take the 4 hour queues. *Battlefield 3*, *Wii U* and some others were running 4-5 hour queues for the entire show – there were even some that required people to get coloured tags for the following day because the show was closing.

11. Notebook. There's just too much to see and remember for this tiny human brain of mine. I'm old-school, I still write things down.

12. Miscellaneous: Room card, money, phone, business cards, charger, wet-wipes, emergency sweet supply, access to the show card and sunglasses.



Battlefield 3

Genre: First-person shooter | Platform: 360 / PC / PS3
Developer: EA Digital Illusions CE | Publisher: Electronic Arts | Release date: October 2011

IT'S BEEN SIX YEARS SINCE THE LAST release of a core *Battlefield* title. Despite many games bearing the *Battlefield* branding hitting our shelves between then and now, this is the one we've been waiting for. DICE knows this, and is doing everything in its power to make sure that *BF3* is the true sequel to *Battlefield 2*, but also incorporates the technological and gameplay advancements made during the years. Oh, and it's going straight after *Modern Warfare 3* in both the single and multiplayer scene.

Battlefield 3 will follow the modern, er... warfare setting that we're quite familiar with by now, and will see players take control of Staff Sergeant Henry "Black" Blackburn, member of the US Marine Corps, as a part of his deployment along the Iraq-Iran border. During the E3 campaign preview, we saw Black on a mission to lead a five-man squad to locate, secure and return another squad that was caught investigating a possible chemical weapons site. We don't know much else about the single player campaign at this stage, other than it'll take place in a number of locations – Paris,

New York and Wake Island to name a few – and that you'll be able to drive vehicles and use mounted weaponry at certain points. Also, lots and lots of things will explode.

While the campaign looks impressive, the multiplayer component is what will determine how long the game will last with fans. Here, DICE has assured us that the game will feel more like *BF2* than *BF: Bad Company 2*, with more players – 64 per server on PC, "fewer" on console. While console players can expect access to the same maps as their PC counterparts, the land-based play area will be reduced in size; you'll still be able to fly through the map's entire airspace. The game will predictably feature experience points and levels, unlockable weapons and equipment, and customisable classes. These classes are Assault, Support, Engineer and Recon, with each capable of performing specialised roles. So far we've had confirmation that the game modes include Conquest, Rush, and Team Deathmatch – the latter of which will make for some interesting new gameplay for the series.



NAG's first-person shooter of the show E3 2011: **Battlefield 3**



“While the campaign looks impressive, the multiplayer component is what will determine how long the game will last with fans.”



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BioShock Infinite

Genre: First-person shooter | Platform: 360 / PC / PS3
 Developer: Irrational Games | Publisher: 2K Games | Release date: Q2 2012



BIOSHOCK INFINITE DITCHES THE watery, claustrophobic ruins of Rapture in favour of the open sky that surrounds the floating islands upon which the city of Columbia rests. Whereas *BioShock* introduced a mesmerising underwater playground that entrenched itself in our minds as more of a character than simply a location, *Infinite's* sky-borne setting takes a backseat to make way for a narrative that is given emotional weight via its actual, human characters. Columbia is nevertheless enchanting in every way and is still an important part of the story, but it's simply a stage on which a deeply engaging, character-driven tale hopes to play out.

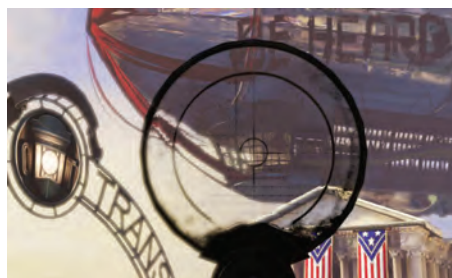
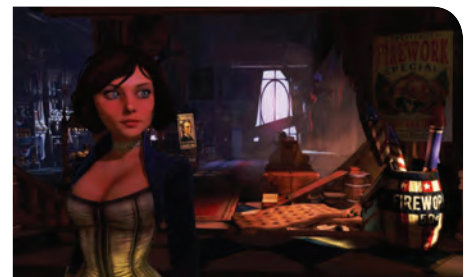
Political and cultural idealism once again play a prominent role in this story, but while our visit to Rapture took place long after its tragic fall from grace, we'll enter Columbia right in the middle of the turmoil that threatens to turn the city into another dystopia. We'll see events unfold through the eyes of former Pinkerton agent Booker DeWitt, a man haunted by his past and drowning in a sea of gambling debt. A mysterious benefactor makes DeWitt an offer he can't refuse, sending him to Columbia to find a girl named Elizabeth and bring her back to New York. It's not going

to be easy, however. Elizabeth has been held prisoner in a tower since she was five years old, and two of Columbia's opposing factions have their own plans for Elizabeth. The Founders want her to stay locked in her tower, while the Vox Populi want her dead. When DeWitt frees Elizabeth, he sets the city ablaze with civil war.

Between Elizabeth's child-like naiveté and DeWitt's cynicism, there'll be an interesting, evolving relationship that develops between the pair. While DeWitt is the muscle, able to wield weapons, Vigors and Nostrums (similar to *BioShock's* Plasmids and Tonics), Elizabeth has her own bag of tricks – potent magical powers that'll aid DeWitt. She'll hold her own in fights, so you won't need to worry about babysitting her. The rail-based transport system that connects Columbia's sky islands can be used to traverse this unique environment, making for battles that are far more open and dynamic than what we've seen previously in the series. It's looking like a worthy successor to *BioShock's* immensely influential status, every bit as meaningful as its forebear while still forging its own identity. This is definitely one to keep a close eye on.



“Political and cultural idealism once again play a prominent role in this story, but while our visit to Rapture took place long after its tragic fall from grace, we’ll enter Columbia right in the middle of the turmoil that threatens to turn the city into another dystopia.”





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Gears of War 3

Genre: Third-person shooter | Platform: 360
Developer: Epic Games | Publisher: Microsoft Game Studios | Release date: September 2011

SOMETHING ABOUT GUNS!

Something about chainsaws!
Something about chainsaws on guns! If you're a *Gears* fan, you already know that you have no choice but to buy this. You've probably already set aside cash for it, eagerly anticipating the day you can charge into your nearest game retailer and grab your copy of Epic's latest testosterone fest.

Brace yourself for some story details. It's been 18 months since the fall of Jacinto. COG has disbanded and the *Gears* are on the island of Vectes (along with *The Stranded*), living large aboard the *Raven's Nest*: an aircraft carrier that's been converted into a *Gears* party boat. All their carefree fun is ruined by the Imulsion that powered *Sera's* cities, which has infected and mutated a throng of Locust, turning them into Lambent – a new enemy that threatens both the Locust and the remaining humans. The plot will supposedly answer all those burning questions that fans have regarding the history of the *Gears* universe, finally explaining just what the hell is going on. What interests us most is finding out whether the third Carmine brother lives or dies.

The cooperative Horde mode from *Gears 2* is seeing an upgrade,

imaginatively named Horde 2.0. Seems strategic play comes into focus here, with your squad able to choose an area in which to set up a Command Post and surround it with deployable defences to hold off against wave after wave of increasingly hardy enemies. These defences include stuff like fences and turrets (both manually controlled and automatic). You're going to need this extra firepower, because every tenth enemy wave comes packing a boss critter. *Brumaks*, *Lambent Berserkers* and other terrifying boss beasts that'll happily use your bones as kindling will now wreak havoc on your ability to not die.

For those of you who didn't participate in the recent multiplayer beta, expect multiplayer that lies somewhere between what you experienced with *Gears* and *Gears 2*. Game modes include Epic's unique take on Team Deathmatch (which affords each team 30 lives – when those lives run out, prepare for mayhem), Capture the Leader and King of the Hill. There'll be a ton of unlockable awards for dedicated players. Speaking of dedicated: *Gears 3's* dedicated servers are sure to bring torrential tears of joy to your battle-hardened eyes.



“For those of you who didn't participate in the recent multiplayer beta, expect multiplayer that lies somewhere between what you experienced with *Gears* and *Gears 2*.”



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The Elder Scrolls V: Skyrim

Genre: Role-playing game | Platform: 360 / PC / PS3
Developer: Bethesda Game Studios | Publisher: Bethesda Softworks | Release date: November 2011

ONE OF THE MOST ANTICIPATED RPGs of the year, *Skyrim* is the sequel to *The Elder Scrolls IV: Oblivion*, but doesn't directly follow the events of that game. Instead, it focuses on the province of Skyrim and takes place 200 years after Oblivion. The province has fallen on hard times, seen much political upset and minor war, and is now faced with total civil war between those who wish for Skyrim to remain a part of the Empire, and those who wish for it to succeed.


The player will take on the role of the last Dragonborn, or *Dovahkiin* – an ancient race of humanoids who have dragon blood within their veins. They all share the unique ability to perform Dragon Shouts – powerful spell-like abilities ranging from teleportation to time slowing to summoning a dragon that will aid in battle. *Skyrim* will use a classless skill system that is made up of branching skills which give players access to different perks. There are 280 perks in total, and players can gain level beyond 50, albeit at a reduced rate.

The game's combat system

will be similar to that of before but will allow for dual-wielding anything. Weapons, shields and spells can be assigned to either or both of the player's hands, which means that a traditional fighter might choose a sword, mace or axe in one hand and a shield in the other, while a damage-focused mage could choose to place a fireball spell into each hand – either casting them individually or together for increased damage. Spells and attacks can also be charged up, and blocking now requires careful timing.

The game world of *Skyrim* will be about the same size as that of *Oblivion* – approximately 41 square kilometres – and will feature five major cities (each larger than those of *Oblivion*), numerous towns, over 150 dungeons and plenty of open wilderness. Quests will either be key storyline quests or semi randomly-generated. The latter will occur in any one of the game's dungeons, allowing for tons of replayability and game time for those who like to grind.




NAG's role-playing game
of the show E3 2011
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Assassin's Creed: Revelations

Genre: Third-person action | Platform: 360 / PC / PS3

Developer: Ubisoft Montreal | Publisher: Ubisoft | Release date: 15 November 2011

SET IN CONSTANTINOPLE DURING THE early 1500s, the third outing for Ezio Auditore will be his last. In *Assassin's Creed: Revelations* the story continues soon after the end of last year's excellent *Assassin's Creed: Brotherhood*. Ezio is now older, wiser and more deadly despite his aged appearance. *Revelations* sees him following the footsteps of Altair, the main character from *Assassin's Creed 1*. Ezio travels to Constantinople in search of Altair's five keys that unlock a secret in Masyaf, the original fortress of the Assassins from the first game.

At numerous points throughout

the game you'll be playing as Altair. Naturally, Desmond Miles' story will continue against the backdrop of Ezio's new adventure, bringing the total playable characters up to three.

Multiplayer will return, as will Ezio's ability to recruit assassins like in *Brotherhood*. New additions to Ezio's load-out include a "hook blade" which, on top of allowing him to yank enemies closer so he can stab them in the face, allows Ezio to make use of the numerous zip-lines found throughout Constantinople. Traversing the world just got faster and easier.



A Game of Thrones: Genesis

Genre: Real-time strategy | Platform: PC

Developer: Cyanide Studios | Publisher: Focus Home Interactive | Release date: September 2011

WE'RE HOPING THAT GEORGE R.R. Martin's *A Song of Ice and Fire* series of fantasy novels doesn't only equate to excellent television, but will also have a smooth transition into the interactive realm. *A Game of Thrones: Genesis* stays faithful to the novels that inspire it by bringing treachery, deceit, manipulation and cunning

planning to the fore. Fight for the Iron Throne by increasing your House's Prestige. Take a straightforward military approach and trounce your opponents with superior forces, or fight an economic war to leave your enemy starving. Alternatively, play the diplomatic game, lying, cheating and backstabbing to achieve victory.



Aliens: Colonial Marines

Genre: First-person shooter | Platform: 360 / DS / PC / PS3 / Wii U

Developer: Gearbox Software | Publisher: SEGA | Release date: Q2 2012

ALIENS ARE TOUGH BASTARDS; you'll need teamwork, tons of firepower and nerves of steel if you plan on dealing with them. In *Colonial Marines*, you'll take on the roles of four uniquely-equipped marines in the attempt to find Ellen Ripley and the rest of those abandoned on the *U.S.S. Sulaco* following

the events of the film *Alien 3*. The game will have support for customisable classes, two-player splitscreen and four-player online co-op. As it lacks a HUD, players will have to make use of their equipment to stay on top of concerns like enemy locations and their remaining ammunition.



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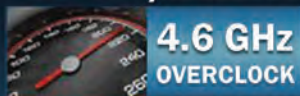
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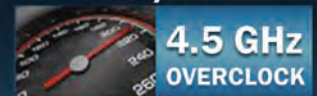
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Brothers in Arms: Furious 4

Genre: First-person shooter | Platform: 360 / PC / PS3
 Developer: Gearbox Software | Publisher: Ubisoft | Release date: TBA 2012

WOW. WE DID NOT SEE THIS ONE coming. *Brothers in Arms* moves out of the serious business, tactics-n'-realism World War II scenario, and slips into something a little less sombre: the *Inglorious Basterds*-style score attack bonanza that is *Furious 4*. It's brutal. It's gratuitous. And it looks bloody awesome. It stars four obviously insane characters on a rampage across Germany, with the ultimate goal being to squeeze the eyeballs out of Hitler himself.

It's cooperative for up to four players (each controlling a different archetypal character), packed with an arsenal of unconventional weaponry (chainsaws, tomahawks, grenade-infused bear traps

and other assorted items of the "WTF?!" variety) and peppered with RPG-style progression. People are already describing it as an outrageous mix of *Borderlands* and *Bulletstorm*, which sounds friggin' awesome. With all its score multipliers and other such things, those *Bulletstorm* comparisons were inevitable. It's a strange move for the series, one that many long-time *BiA* fans around the world have already expressed outrage at with its sudden dumping of SSgt. Baker's story in favour of this historically inaccurate take on WWII shooters. Regardless, this game looks to revel in its blatant disregard for history. It also looks f***ing fun.



Asura's Wrath

Genre: Action | Platform: 360 / PS3
 Developer: CyberConnect2 | Publisher: Capcom | Release date: TBA

PROMISING TO BLEND ELEMENTS of Asian mythology with science fiction, *Asura's Wrath* sees titular wrathful demigod Asura fighting against Seven Deities who kidnapped his daughter Mithra and banished him from earth. Looks like Capcom is trying its hand at *God of War*, with an interesting twist – players never

lose full control of Asura, even during cutscenes. Planet-sized bosses and jaw-dropping combat are the order of the day, with Asura's fighting style gradually changing as the story progresses. Asura uses his anger to grow in power, influencing his abilities and altering your experience.



Batman: Arkham City

Genre: Third-person action | Platform: 360 / PC / PS3 / Wii U | Developer: Rocksteady Studios
 Publisher: Warner Bros. Interactive Entertainment | Release date: 21 October 2011

THERE WASN'T MUCH MORE OF *Arkham City* shown off at E3 that hadn't already been seen. Catwoman gameplay made an appearance and it was confirmed that you'll only get to don her leather outfit at fixed points in the game. Her plotline is intricately entwined

with Batman's, but this is still primarily a game about Bats. The entire sequel should take 25 hours to complete and about 10% of that total game time will be played out as Catwoman, utilising her agile take on the "Free Flow" combat system. Meow.



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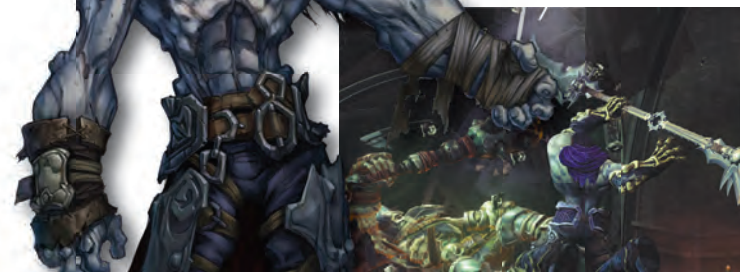
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Darksiders II

Genre: Third-person action | **Platform:** 360 / PC / PS3 / Wii U
Developer: Vigil Games | **Publisher:** THQ | **Release date:** TBA 2012

WHILE THQ DIDN'T DEMO *Darksiders II* at this year's E3, they did release the debut trailer for the highly anticipated action adventure game. Taking place simultaneously to the events in the first *Darksiders* game, *Darksiders II* will see players taking on the role of another Horseman of the Apocalypse: Death. In *Darksiders I*, War is blamed for bringing about the Apocalypse without consent from the Charred Council; consequently Death is dispatched "to spare his brother from oblivion", and so starts the events of *Darksiders II*.

Rocking bony wings and a giant scythe, Death looks just as capable of dispatching hordes of demons as his brother was. Convinced of War's innocence, Death defies the Charred Council and attempts to clear his brother's name. To do so, Death travels to the Nether Realms so that he can gain the support and aid of those that rule it. Expect more of what made the original game such a hit, but with obligatory sequel additions including more side quests, loot drops and a total playing area twice the size of that in *Darksiders I*.



Bastion

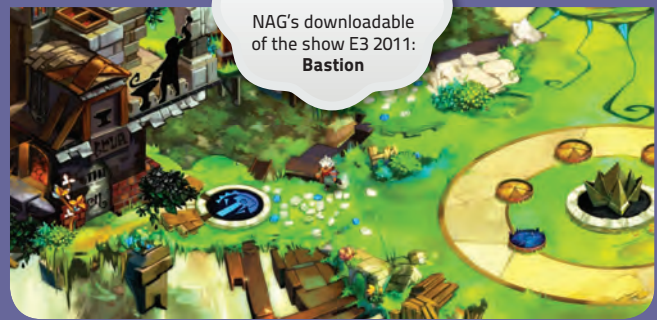
Genre: Action role-playing game | **Platform:** 360 / PC | **Developer:** Supergiant Games
Publisher: Warner Bros. Interactive Entertainment | **Release date:** August 2011

THIS INDEPENDENTLY DEVELOPED title will see players taking on the role of the Kid, a seemingly silent protagonist who attempts to rebuild his destroyed world. The world will be rebuilt as you play, literally piecing itself together as you explore and open new areas.

All the while, the Narrator will tell the story of the Kid, giving specific details on his actions and drawing the player into the world. As a hack-'n'-slash, *Bastion* will include a variety of weapon types and combat actions that the Kid can use and perform.



NAG's downloadable of the show E3 2011: **Bastion**

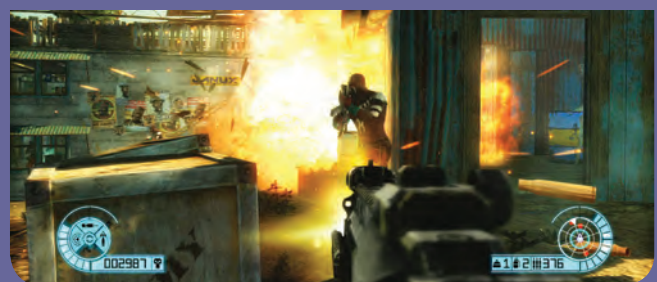
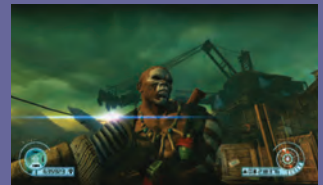


Bodycount

Genre: First-person shooter | **Platform:** 360 / PS3
Developer: Guildford Studio | **Publisher:** Codemasters | **Release date:** August 2011

2006'S BLACK MIGHT NOT HAVE been a commercial success, but it managed to obtain decent review scores and pull in a minor following. Now that same team is back with *Bodycount* which, despite having an almost identical name to the arcade shooter *Body Count* and DOS-based *Operation Body Count*, is a spiritual

successor to *Black*. With that cleared up, *Bodycount* is an action FPS with a focus on destruction: enemies, environments and almost anything in your way can be blasted to pieces. Throw in co-op, unlockable power-ups and a conspiracy-driven storyline, and this is shaping up to be pretty good.



Call of Duty: Modern Warfare 3

Genre: First-person shooter | Platform: 360 / PC / PS3 | Developer: Infinity Ward / Sledgehammer Games / Raven Software | Publisher: Activision | Release date: November 2011

MODERN WARFARE IS BACK AND will continue the story of Russia's invasion of the United States, as well as its expanded offensive into Europe. Players will join "Soap" MacTavish, Captain John Price and Russian informant Nikolai (who's evidently not important enough for a surname) as they are on

the run for doing nasty things in the previous game. Makarov will make a return as the antagonist, but there will be a number of new characters, such as Grinch, who'll be voiced by Toby Maguire. Expect all manner of intrigue, scripted battles and enough explosions to rival a Michael Bay film.



Call of Juarez: The Cartel

Genre: First-person shooter | Platform: 360 / PC / PS3 | Developer: Techland | Publisher: Ubisoft | Release date: July 2011

IT'S OUT WITH THE OLD WILD West and in with the new in *Call of Juarez: The Cartel*. A US law enforcement agency is bombed by a Mexican drug cartel, leading to the creation of a special task force made up of three unlikely companions: LAPD officer Ben McCall (descendant of Ray McCall from the previous *CoJ* games),

Eddie Guerra (unremitting gambler/DEA agent) and Kim Evans (street urchin turned FBI agent) join forces to take down the cartel's leader. A varied and intense single-player campaign, three-player co-op and exciting multiplayer options are all promised by the game's feature list.



Far Cry 3

Genre: First-person shooter | Platform: 360 / PC / PS3 | Developer: Ubisoft Montreal | Publisher: Ubisoft | Release date: TBA 2012

JASON BRODY FINDS HIMSELF trapped on a tropical island. His girlfriend has disappeared, his boat wrecked and he's without hope. Then, when he finds a group of armed men rounding up and killing the island's locals, he realises that things are even worse than he thought. While spying on a scene of carnage, Brody is knocked unconscious by one of the armed men and taken captive. There, he awakes to find a crazy-eyed man rambling to him.

The man seems to think that

he's killed Brody before and decides that he needs to do so again, and thus throws Brody, bound to a cinder block, over the edge of a cliff into a deep pool below. Once you're out, you'll be able to move through the island in a fairly open manner, but the developers insist that the game won't be as open as *Far Cry 2*. The action scenes we saw were along the same lines as *FC2* though: giving players choices in how they want to deal with each situation: quietly or guns-blazing.



Hitman Absolution

Genre: Stealth action | Platform: 360 / PC / PS3
Developer: IO Interactive | Publisher: Square Enix | Release date: 2012

AGENT 47'S RETURN MARKS THE next evolution of the *Hitman* series. With the new engine comes not just improved visuals, but new gameplay mechanics like Instinct. This system can be acquired like currency, depending on how stealthy and "assassin-like" 47's performance is, which can then be spent on improving his combat skills: making him more stealthy, stronger and more accurate, or can be used to give the player a better idea over what's happening in the environment. 47 can use Instinct to "detect" where enemies are, even when they're out of sight, and can

also predict where an enemy is likely to move. This will allow the player to position Agent 47 in the best location for a quick and quiet take-down.

The game will also have an even stronger focus on player choice, ensuring that the options and their consequences are clear, removing the trial and error aspect found in previous titles in the series. Players will have a better understanding of what it is that they're about to do in a mission, so that they can make decisions that won't simply end in a gun fight.



Carrier Command: Gaea Mission

Genre: Real-Time Strategy | Platform: PC
Developer: Bohemia Interactive | Publisher: Bohemia Interactive | Release date: Q1 2012

IN THIS REMAKE OF THE 1988 classic, *Carrier Command*, you're offered two different game modes: Campaign and Strategy. Strategy mode remains as faithful as possible to the '80s original, while Campaign mode presents players with a story-driven journey that'll gradually teach them the game's nuances. Focussing on three

key facets (strategy, tactics and action), the game lets you control units RTS style from the safety of your carrier, or you can take direct control of individual units and be right in the thick of things. Manage resources, capture objectives and research numerous advancements in this interesting take on an age-old classic.

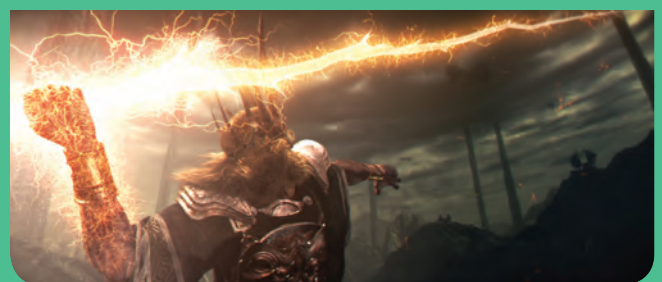


Dark Souls

Genre: Role-playing game | Platform: 360 / PS3
Developer: From Software | Publisher: Namco Bandai Games | Release date: 07 October 2011

THE SPIRITUAL SUCCESSOR TO *Demon's Souls*, the upcoming action RPG from publisher Namco Bandai promises that you will die a trillion times in even more patronising and utterly unavoidable ways than last time. Expect a larger, open world experience and new

classes like the Black Knight, Witch and Pyromancer, bringing the total to fourteen. There will be enhancements to the online features, as well as a return of familiar favourites from *Demon's Souls*, such as being able to leave messages for other players, or invading others' game worlds.





Dead Island

Genre: First-person shooter | Platform: 360 / PC / PS3
Developer: Techland | Publisher: Deep Silver | Release date: September 2011

WHAT DO YOU DO IF YOU WAKE up drunk from a night of partying on a tropical resort island, to find the entire place overrun with ravenous zombies? You grab a weapon and start clobbering in some heads, of course. *Dead Island* will feature a combination of ranged and melee combat,

but will focus on the latter to bring the action closer to the player (and increase the fear factor). Players also will be able to gain experience points and levels, unlock new skills, drive and customise vehicles, deal with dynamic lighting conditions and defeat different classes of zombies.



Deus Ex: Human Revolution

Genre: First-person role-Playing Game | Platform: PC / 360 / PS3
Developer: Eidos Montreal | Publisher: Square Enix | Release date: August 2011

SET 25 YEARS BEFORE THE original *Deus Ex*, the third, Specter-less title in the series takes players back to the origins of nanotech augmentations, once again dumping players in the middle of a global conspiracy that'll shape the future of this cyberpunk world. All sorts of modern-day gaming enhancements like regenerating

health and an all-new cover system have made their way into *Human Revolution*. Player choice once again plays a pivotal role in your personal experience with the game. Your dialogue choices, augmentation upgrades and play style will all affect your journey through the game in meaningful ways.



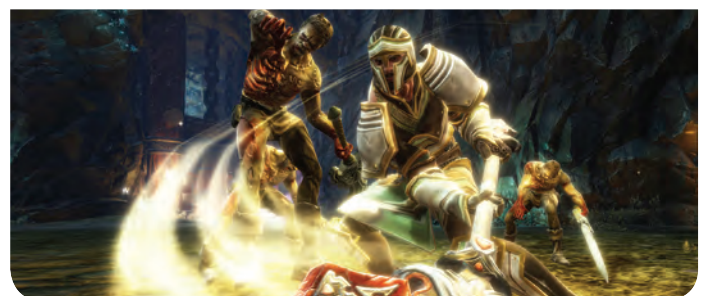
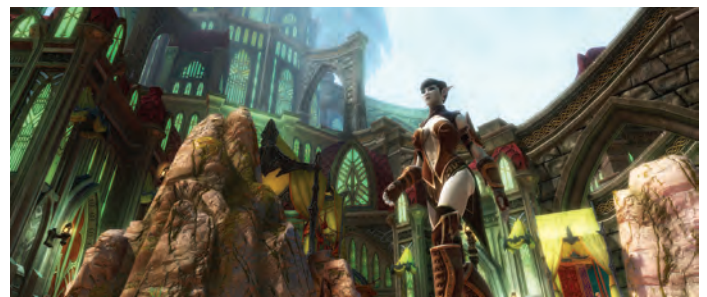
Kingdoms of Amalur: Reckoning

Genre: Role-playing game | Platform: 360 / PC / PS3
Developer: 38 Studios / Big Huge Games | Publisher: Electronic Arts | Release date: Q1 2012

WHEN YOU TAKE THE MIND OF ONE of *Morrowind's* and *Oblivion's* lead designers, Ken Rolston, and apply it to an action-RPG that has the combat prowess of *God of War* and the role-playing depth of *Oblivion*, you're onto something good. That's what *Reckoning*, the first in the *Kingdoms of Amalur* series (with the next title an MMO), aims to be.

The game uses a freeform class system that encourages character diversity without the penalties usually associated with hybrid classes. When players begin the game, they're class neutral, but as they gain experience points

and levels, they'll earn skill points that can be put into the skill trees of might, finesse and sorcery, unlocking new abilities and creating a character that's as balanced or focused as they'd like. While you can expect all the regular side-quests, NPC dialogue and story-driven gameplay of a top-tier RPG, the combat in *Reckoning* will be extremely engaging. Player characters, no matter their class, will be able to fight up close with their enemies, using button combos and timing to execute context-sensitive attacks that will always keep their opponents guessing.



Mass Effect 3

Genre: Role-playing game | Platform: 360 / PC / PS3

Developer: BioWare | Publisher: Electronic Arts | Release date: 6 March 2012

BY FAR THE BIGGEST MASS EFFECT 3 news to come out of E3 this year was Kinect integration for the Xbox 360 version. It's all about making you feel more like Commander Shepard and making you more connected to your squad and choices. You won't be bumping and grinding with your squad mates during those scenes, but you will be able to give them real-time voice orders during combat. No more fumbling about radial menus, it'll be as simple as saying "Liara, Singularity" once your crosshair is where you want her to execute the

Biotics attack. Want one of them to advance to cover? Place your crosshair exactly where you want them to move and say, "Garrus, move up".

Easy orders won't be the only thing featured, as conversations will be made more natural with players able to speak the response option of their choice. The radial menu will still be visible with each branch showing your options of what to say, but instead of using the controller to select your choice, you simply read aloud which one you want.



Devil's Third

Genre: Third-person shooter | Platform: 360 / PS3

Developer: Valhalla Games | Publisher: THQ | Release date: TBA 2013

IF YOU'RE A FAN OF TOMONOBU Itagaki, *Ninja Gaiden* or *Dead or Alive*, then that's enough reason for you to get excited about *Devil's Third*, Itagaki's latest title. It'll deviate from the renowned developer's previous exploits, this time opting to go the shooter route rather than pumping out another

brawler. Still, it's promised that *Devil's Third* will integrate a deep melee combat system – which we all know Itagaki is exceedingly familiar with. Little is known of the game's story, other than it involves colliding space debris. And colliding space debris is always cool.



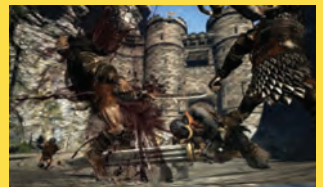
Dragon's Dogma

Genre: Third-person action | Platform: 360 / PS3

Developer: Capcom | Publisher: Capcom | Release date: 27 March 2012

THINK OBLIVION MIXED WITH *Demon's Souls* and a healthy dose of *Shadow of the Colossus*. *Dragon's Dogma* is a fantasy action game built on Capcom's MT Framework engine. Set in an open world that is plagued by a particularly mean dragon, you

lead a group of four characters on an epic quest to save the kingdom (like, duh). "Epic", is apt this time around because the combat looks fluid, intense and visceral from start to finish. Day/night cycles and hundreds of voiced NPCs will add to the immersion factor.



Devil May Cry

Genre: Action | Platform: 360 / PS3
Developer: Ninja Theory | Publisher: Capcom | Release date: TBA

IT'S *DEVIL MAY CRY*, BUT NOT AS you know it. Called *DmC*, and giving the series' protagonist Dante a youthful haircut to prove how hip it is, the latest addition to the series will go back to the beginning of all things sad and demonic. It's also being developed by Ninja Theory, the team behind

the okay-ish *Heavenly Sword* and entertaining-but-not-terribly-well-received *Enslaved: Odyssey to the West*. We're not sure yet what to make of this title, but early footage shows a *Bayonetta*-inspired mechanic, which is a good start if these sorts of games make you smile.



Prey 2

Genre: First-person shooter | Platform: 360 / PC / PS3
Developer: Human Head Studios | Publisher: Bethesda Softworks | Release date: TBA 2012

IF YOU DITCH ALMOST EVERYTHING that made the original *Prey* an instant cult classic, is it still *Prey*? The short answer is: no. The slightly longer answer is: if the sequel is a first-class game in its own right, then who cares? There's no portal-infused gameplay or gravity manipulation. All of this has been replaced with open-world bounty hunting (with a linear primary storyline), seen from the perspective of US Marshall Killian Samuels. Killian finds himself on the planet Exodus and a new journey begins, this time travelling in a completely new direction where you're not the prey: you're the predator.

Developer Human Head calls *Prey 2* "alien noir." You'll track down bounties using advanced gadgets (like scanners that track enemies), advanced weaponry (shoulder-mounted rocket launchers FTW) and a surprising talent for parkour. There are light RPG elements that allow you to obtain upgrades. New to this game is a cover system, as is a sandbox-style world that reacts appropriately to your presence and actions. Optional side quests can net you a cash and experience boost. It's a totally different game than its forebear, but it's undoubtedly exciting in its own way.



Driver: San Francisco

Genre: Driving | Platform: 360 / 3DS / PC / PS3 / Wii
Developer: Ubisoft Reflections | Publisher: Ubisoft | Release date: September 2011

THE DIRECT SEQUEL TO *DRIVER*, *San Francisco* will once again see you take to the road as Tanner, but with a big twist: the entire game will take place within Tanner's mind. See, between the events of *Driver3r* and this title, Tanner and his long-time enemy,

Jericho, got into a scuffle that left Tanner comatose. Now he's recreated the entire San Fran inside his mind and gets to drive around it. He also gets to jump into the mind of any other driver in the city, to assume control over their vehicle within seconds.



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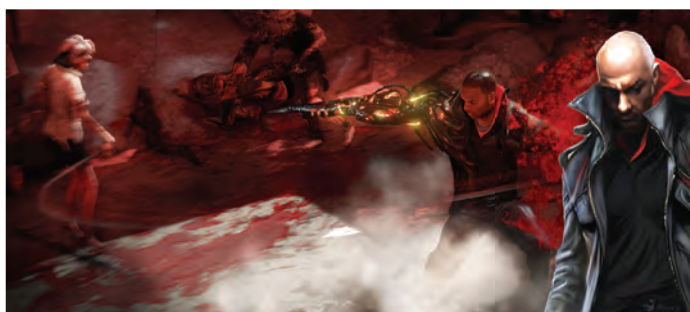


Prototype 2

Genre: Third-person action | Platform: 360 / PC / PS3
Developer: Radical Entertainment | Publisher: Activision | Release date: TBA 2012

YOU'RE NOT GOING TO BE PLAYING AS Alex Mercer this time around. *Prototype 2* sees the introduction of a new playable anti-hero called James Heller, a soldier returning from the war in Afghanistan. He arrives back in New York to find the city struggling to rebuild itself thanks to Alex Mercer's rampage during the events of *Prototype 1*. Mercer is also responsible for the release of the Blacklight virus and for killing Heller's family. Heller becomes infected with the same Blacklight virus and turns into a weapon similar to Mercer – apt seeing as how Mercer intentionally

infects him to begin with. *Prototype 2* is therefore a revenge story, with the game's tagline of "murder your maker" accurately summing up the overall goal. Built on a new engine, Radical Entertainment is looking to fix many of the criticisms of the first game in this sequel. Upgrades to Heller's abilities will be done differently with the integration of a perks system similar to that found in *Fallout 3*. New abilities include things like the BioBomb which sees Heller turning an enemy into a virus-fuelled time bomb, spewing tendrils and destruction upon explosion.

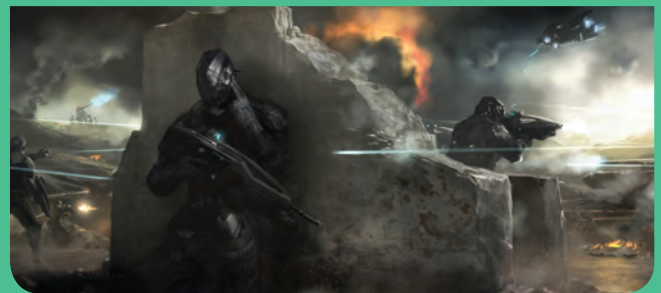


DUST 514

Genre: Massively multiplayer online first-person shooter | Platform: PS3 / PS Vita
Developer: CCP Games | Publisher: CCP Games | Release date: Q2 2012

"WHILE THE FLEET DOES THE flying, the infantry does the dying" is used to describe this unique approach to MMO gaming. *DUST 514* takes place in the *EVE Online* universe. *DUST* players will battle for control of territory on the ground of the planets within the *EVE* universe, while

the captains in *EVE* do the same on a larger scale. The result will be two games that will become intertwined over time, with outcomes of battles affecting both games. Players will even be able to earn and use the currency ISK to purchase equipment in both platforms.

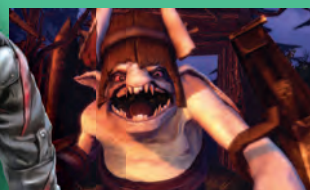


Fable: The Journey

Genre: Role-Playing Game | Platform: 360
Developer: Lionhead Studios | Publisher: Microsoft Game Studios | Release date: TBA 2012

"IT'S NOT ON RAILS," MANY CAN still hear Molyneux screaming as the E3 hubbub fades; you'd be forgiven for thinking otherwise after seeing *Fable: The Journey* in action. This is a standalone *Fable* game that makes full use of Kinect as a means of drawing

the player deeper into Albion. You're not a hero this time, but Albion needs you to become one as you escort blind-creepy-lady Theresa to safety from an evil pursuer. Expect lots of arm flailing and gestures for spells, but don't forget: "it's not on rails!"





Rage

Genre: First-person shooter/racing | Platform: 360 / PC / PS3
Developer: id Software | Publisher: Bethesda Softworks | Release date: October 2011

IT'S GOT ID SOFTWARE ON THE BOH. If that means anything to you, chances are you're already foaming at the mouth in bright-eyed anticipation of *Rage*. This latest FPS from the founders of the genre walks a different path, moving out of the linear, cramped corridors of id's previous games, and bursting out into the post-apocalyptic light of an open-world environment.

It's an interesting mix of FPS action, light RPG elements and vehicular combat. It's been said that the racing in *Rage* is inspired by titles like *MotorStorm* and *Burnout*, with players able to customise their

cars using in-game cash, outfitting them with weaponry and upgrades. id is quick to point out, however, that *Rage* is primarily an FPS with vehicular elements added in for good measure. As such, your diverse array of weaponry can also be upgraded, with things like deployable turrets adding to the flavour. The world will be populated with side quests, distractions to pursue on your travels through the wasteland. Mutants, hostile factions and more make this a dangerous place to visit. We know it'll be good. Only question is: just how good will this id Tech 5-fuelled outing be?



Ground Zero



This pretty little thing greeted us at the entrance each day – part of a *Saint's Row 3* bikini car wash.



This girl didn't smile once during the whole show. I tried using all my best, 'I'll show you my gun if you show me yours' jokes on her. I did see her talking to a security guard after I left.



If you think promoting your new racing game using a smoking hot Ferrari will get any attention you're absolutely right.



Apparently the real Shield and costume thing from the movie.



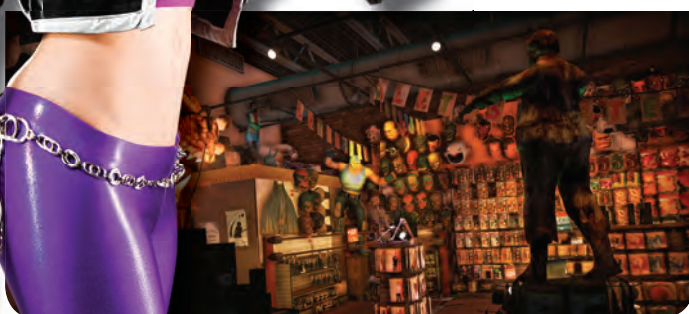
Saints Row: The Third

Genre: Third-person action adventure | **Platform:** 360 / PC / PS3
Developer: Volition, Inc. | **Publisher:** THQ | **Release date:** November 2011

THE THIRD FOLLOWS DIRECTLY FROM Saints Row 2, and once again features the leader of the Saints, Johnny Gat, as the playable character. In this story, a rival criminal organisation by the name of The Syndicate muscles into Stilwater and takes over, shunting any Saints who want to stay alive out of town and to the nearby industrial city of Steelport, which is loosely based on Chicago. As it turns out, The Syndicate has a hand in Steelport as well, forcing the Saints to deal with three rival gangs under The Syndicate's control – The European Morning Star, the Mexican

Luchadores, and the Deckers, a group of hackers who run money laundering operations.

Saints Row: The Third will give players free rein of the city as they attempt to take over, but unlike previous titles, each rival gang's story arc will intertwine with the other two. As players progress through the campaign, they'll have to balance each gang's behaviour against them to ensure each mission is as manageable as possible. The game will also feature an experience system that can be used to upgrade the player character's abilities.



Forza Motorsport 4

Genre: Racing | **Platform:** 360
Developer: Turn 10 Studios | **Publisher:** Microsoft Game Studios | **Release date:** October 2011

ENHANCED BY THE POWER OF Microsoft's Kinect, *Forza Motorsport 4* aims to bring more of the excellent racing action that fans love, now with more *stuff*. Using Kinect, the new head tracking feature lets players literally look into the apex of turns. It'll also allow the use of voice commands

to navigate menus and the like. If using Kinect, cars will accelerate and decelerate automatically, with the player only required to control the steering via a controller or hand movements. The obligatory new cars, new race types, new tracks and more will obviously appear in the game.



From Dust

Genre: God game | **Platform:** 360 / PC / PS3
Developer: Ubisoft Montpellier | **Publisher:** Ubisoft | **Release date:** July 2011 (360) / TBA 2011 (PC, PS3)

FROM ERIC CHAHI, CREATOR OF *Another World*, comes a downloadable game that's been described as the spiritual heir to *Populous*. Manipulate the environment in numerous ways using your god-like powers over the world in order to save a tribe of people from disaster. Control

the flow of water and lava, raise and lower the terrain and create suitable ground for vegetation to blossom. Protect the tribe from a number of natural disasters like tsunamis, volcanic eruptions and wildfires through creative use of your powers, making your people worship your power over nature.



NAG's strategy of the show E3 2011:
From Dust



Gotham City Impostors

Genre: First-person shooter | **Platform:** 360 / PC / PS3 | **Developer:** Monolith Productions
Publisher: Warner Bros. Interactive Entertainment | **Release date:** 2012

THIS MULTIPLAYER-FOCUSED downloadable title is set in the world of DC Comics' Batman. There's no sign of Bats though. Instead, players are split into two teams: one with a bunch of Batman wannabes, the other themed after his archenemy, Joker. Players can customise their costumes and special

abilities to put their own unique spin on things. The unique, cartoonish visual style is accented with all manner of over-the-top gadgetry and weapons. In addition to knives and guns, players can outfit themselves with grappling hooks, glider wings, roller skates and more.



Uncharted 3: Drake's Deception

Genre: Action adventure | **Platform:** PS3
Developer: Naughty Dog | **Publisher:** Sony Computer Entertainment | **Release date:** November 2011

IT'S LIKE TOMB RAIDER, MINUS THE boobs. *Uncharted 3: Drake's Deception* once again follows Nathan Drake on one of his globetrotting adventures. This time we're searching for a legendary lost city: the Iram of the Pillars. It's a plot inspired by the life and exploits of archaeologist T.E. Lawrence (aka Lawrence of Arabia), so expect to spend a lot of time trudging through the desert.

New features include "enhanced backward climbing" and Drake's newfound penchant for automatically picking up ammo left lying around by enemies. Melee combat is being enhanced,

now enabling you to fight multiple enemies at once. 3D support is there for those who crave it, with advanced enemy AI hoping to make the action a bit more diverse and believable. It's not an open-world game, but Naughty Dog wants to evoke a sense of being lost in the desert, so expect a bit of freedom in your exploration. Multiplayer and co-op will also see numerous improvements. The *Uncharted* series is one of the most cinematic, polished and overall excellent offerings in gaming today, so any new game starring Nathan Drake is inevitably going to have us squealing in delight.



NAG's adventure game of the show E3 2011:
Uncharted 3: Drake's Deception

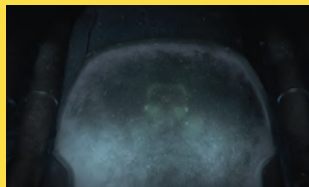
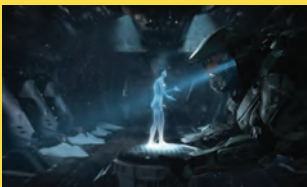


Halo 4

Genre: First-person shooter | **Platform:** 360
Developer: 343 Industries | **Publisher:** Microsoft Game Studios | **Release date:** TBA 2012

WHAT'S THIS? MORE HALO starring Master Chief? But his trilogy is supposed to be over! "Nonsense poop pants", says Microsoft, "we can squeeze another trilogy outta the old Spartan yet!" You'll play as Master Chief again, and the game follows on from the

ending of *Halo 3*. Cortana returns and still needs safe-guarding, although by now you'd have thought the Chief would have made a backup of her on his iPod or something. There's a new threat on the galaxy and Master Chief needs to kick alien ass – again.





Jagged Alliance: Back in Action

Genre: Tactical strategy | Platform: PC
Developer: bitComposer Games | Publisher: bitComposer Games | Release date: Late 2011

A REMAKE OF ONE OF *JAGGED Alliance 2*, *Back in Action* will feature fully-recreated 3D environments of all the locations on Arulco, as well as everything that you loved about the game, with one big change. To bring the action more in line with what modern players expect, *BiA* will feature a "Plan & Go" system

that is designed to shift the focus to real-time combat, with the option to remove turn-based play altogether. Thankfully, you'll still be able to play in the classic style, but we love the idea of optionally making this excellent game more accessible for those who prefer fast-paced gameplay.

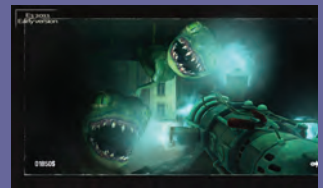


Killer Freaks from Outer Space

Genre: First-person shooter | Platform: Wii U
Developer: Ubisoft | Publisher: Ubisoft | Release date: TBA

KILLER FREAKS FROM OUTER SPACE intrigues us not just because it's a Wii U-exclusive title (for now at least), but because of its use of Nintendo's new control system. In the single player campaign, the player will make use of a Wii Classic Controller to play the game like a regular

FPS – blasting alien invaders in a candidly camp classic horror setting. The multiplayer mode will allow two players to battle each other, with the one playing as humanity's saviour and the other using the tablet-like controller to deploy and control the alien hordes from above.



Journey

Genre: Adventure | Platform: PS3
Developer: Thatgamecompany | Publisher: Sony Computer Entertainment | Release date: TBA 2011

YOU'RE ALONE IN A VAST DESERT. Sand fills your robes (and undies); the only discernable landmark an enormous mountain in the distance amidst a rolling sea of endless dunes. Naturally, you make your way towards it. Along the way, you meet another lone traveller. You don't know the person's name. You never exchange words, your only

method of communication a simple shout. You don't know this stranger, but you share a common goal. Do you journey together, or continue alone? If that sounds obscure, that's because it is. But all signs point towards *Journey's* beauty lying in its obscurity. Would you expect anything less from the creators of *FIOw* and *Flower*?



Jurassic Park: The Game

Genre: Adventure | Platform: 360 / PC / PS3
Developer: Telltale Games | Publisher: Telltale Games | Release date: Q4 2011

FOLLOWING TELLTALE'S AGREEMENT with Universal Studios and the success of their *Back to the Future* games, *Jurassic Park* will soon grace our small screens. The game will take place both during and after the events of the first film, focusing on new characters and tying up a

few loose ends from the film (like Dennis Nedry's shaving cream can). The game will have action elements mixed with quick-time events, but will, at its heart, be an adventure game. The developers have stated that it will play in a similar manner to *Heavy Rain*.





Max Payne 3

Genre: Third-person Action | Platform: 360 / PC / PS3
 Developer: Rockstar Studios | Publisher: Rockstar Studios | Release date: TBA 2012

ROCKSTAR WAS NOWHERE TO BE seen at this year's E3, but that didn't stop their games from being spoken about by show attendees. Amongst those was Michael Pachter who said, during an interview with GTTV's Geoff Keighley and co, that he was

convinced we'd see *Max Payne 3* before the end of this fiscal year – or by March 2012. While Pachter is normally right on the money with his predictions, that wasn't enough to stop *Max Payne 3* from featuring on numerous "Top E3 let-downs and no-shows" lists.



Metal Gear Solid: Rising

Genre: Stealth/Action | Platform: 360 / PC / PS3
 Developer: Kojima Productions | Publisher: Konami | Release date: 2012

RAIDEN RETURNS AS PROTAGONIST in a game that features a key gameplay feature called *zan-datsu* – which literally translates to "cut and take." Cut through enemies, then take parts from the defeated bodies of dismembered cyborgs and robots to improve your abilities. Life, energy, parts, ammunition, items and

information can all be gathered in this way. Engage in detailed swordplay which lets players slice at enemies and objects with frightening precision using the game's "free slicing" mechanics. Almost every object in the world can be slashed into pieces, whether it's a bad guy's limbs or an innocent watermelon.



Ground Zero



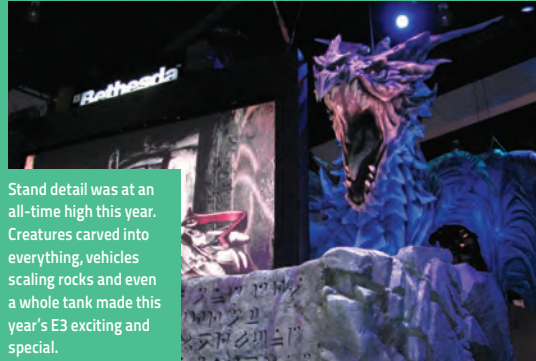
I wanted to take the picture of the girl on the left but the one on the right tried to muscle in on the shot.



This sign is for your own protection.



'Thanks for posing, sorry if I wasted your time and please don't kill me.'



Stand detail was at an all-time high this year. Creatures carved into everything, vehicles scaling rocks and even a whole tank made this year's E3 exciting and special.



People stood in this line for 5 hours to see Battlefield 3.



Metro: Last Light

Genre: First-person shooter | Platform: 360 / PC / PS3 / Wii U
Developer: 4A Games | Publisher: THQ | Release date: 2012

RETURN TO POST-NUCLEAR

Moscow, where humanity is forced to rebuild society within the city's subway network, staving off mutant attacks and dealing with humanity's natural penchant for perpetual conflict and infighting. Expect the same excellently oppressive atmosphere and uniquely warped FPS mechanics

that made *Metro 2033* such an immersive experience. Players once again step into the boots of Artyom, thrust into the middle of a civil war where survivors battle for control of a doomsday device that could destroy humanity. Improvements to the stunning 4A Engine aim to make this the best looking FPS yet.

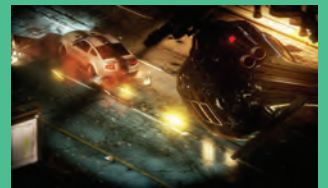
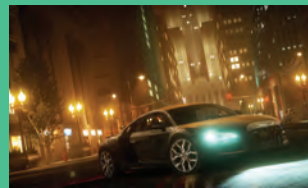


Need for Speed: The Run

Genre: Racing | Platform: 360 / 3DS / PC / PS3 / Wii
Developer: EA Black Box | Publisher: Electronic Arts | Release date: November 2011

IT'S TIME FOR ANOTHER *NEED FOR Speed* title, and EA has decided to shake things up a bit by increasing the focus on narrative-driven racing rather than the random street gangster stuff of before. From what we can gather, you'll play as Jack, a man who

needs to travel across America, from San Francisco to New York, in a no-holds-barred, illegal race. You'll be chased by cops and bad guys, and we can guess that you'll have to do this not only for a lot of money, but to save the life of your girlfriend.



Ninja Gaiden III

Genre: Third-person action | Platform: 360 / PS3 / Wii U
Developer: Team Ninja | Publisher: Tecmo Koel | Release date: Q1 2012

RYU HAYABUSA IS BACK AND developer Team Ninja has decided to show an edgier side of him as they turn him into a "Japanese dark hero". This time, Ryu is sent to London to deal with a terrorist threat the only way he knows how: with the

business end of his sword. Team Ninja has adopted a "steel on bone" approach to combat, and they're hoping players will "feel like they're cutting into a human, into flesh and bone". Clearly *Ninja Gaiden III* will be rated E for Everyone then.

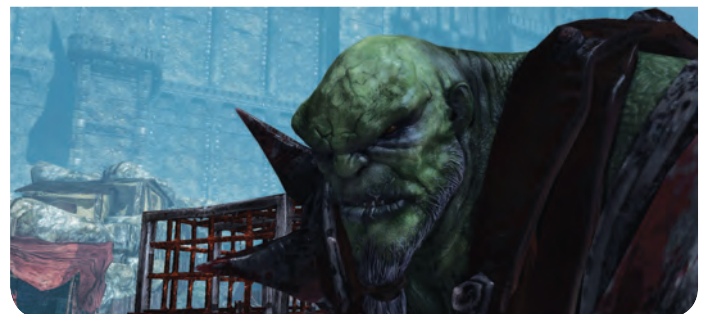
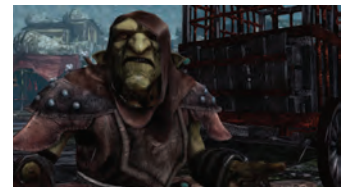


Of Orcs and Men

Genre: Role-playing game | Platform: 360 / PC / PS3
Developer: Cyanide Studios / Spiders | Publisher: Focus Home Interactive | Release date: 2012

ORCS AND GOBLINS EXIST IN A WORLD oppressed by the Empire of Men. Orcs not slaughtered in battle become slaves; goblins are endlessly persecuted and killed. *Of Orcs and Men* flips traditional fantasy characteristics on their head, casting players as an elite orc soldier, a member of the legendary Bloodjaws

legion. Your mission is to kill the Emperor, the man responsible for humanity's hatred of the greenskins and countless years of bloodshed. Your wily goblin companion will aid you with matters related to stealth and subtlety, while your battle experience and incredible strength are useful for crushing foes.





Orcs Must Die!

Genre: Strategy | Platform: 360 / PC / PS3
 Developer: Robot Entertainment | Publisher: Robot Entertainment | Release date: TBA 2011

TOWER DEFENSE-TYPE GAMES ARE always good fun, and the recent trend of putting players in direct control over a defender, rather than simply be a floating eye in the sky, makes them all the more enjoyable. *Orcs Must Die!* is such a game, in which you play as a

nameless human defender of various castle-like environments. Eight different types of orcs will attempt to get to each level's Rift, and you'll have to employ the use of nasty traps, environmental weapons and direct combat to keep them from doing so.



Renegade Ops

Genre: Top-down shooter | Platform: 360 / PC / PS3
 Developer: Avalanche Studios | Publisher: SEGA | Release date: Q3 2011

RENEGADE OPS IS WHAT HAPPENS when you give the creators of *Just Cause* even more freedom to do what they please. This top-down, dual-stick arcade shooter will see you careening through various jungle settings in a vehicle, spraying death and mayhem every way you turn. It uses *Just Causes*

2's engine, Avalanche Engine 2.0, and allows for single or split-screen "competitive co-op" play. This is the kind of game we like to see, and like Crystal Dynamic's *Guardian of Light* and Epic's *Shadow Complex*, we expect tons of fun from this AAA-produced, indie-flavoured arcade title.

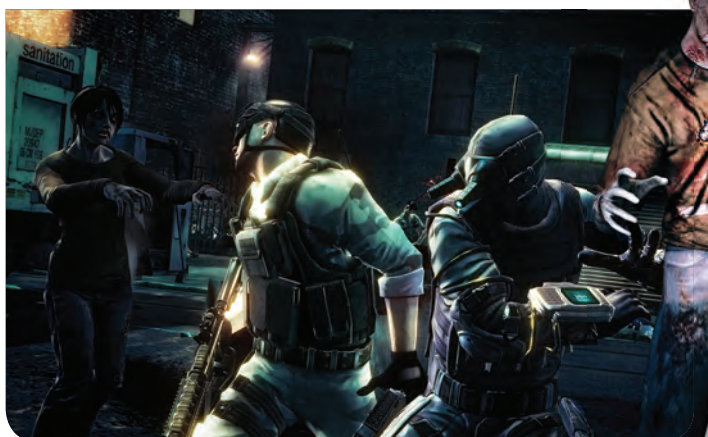


Resident Evil: Operation Raccoon City

Genre: Third-person shooter | Platform: 360 / PC / PS3
 Developer: Slant Six Games / Capcom | Publisher: Capcom | Release date: Q4 2011

YET ANOTHER SPIN-OFF FROM THE hugely popular *Resident Evil* series, *Operation Raccoon City* will focus more on shooting zombies in the face than sneaking around scrounging for green herbs. Players will be able to control six different characters, each with their own special abilities (cloaking,

healing, sniping, and hacking are mentioned), as they attempt to shut down any leaks about Umbrella's nefarious plans during the events of *RE 2* and *3*. That's right; you're playing as the bad guys this time round. You'll even have an opportunity to put a bullet between the eyes of Leon Kennedy.

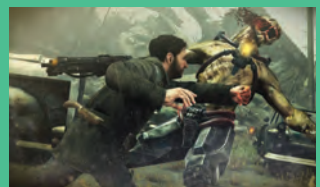


Resistance 3

Genre: First-person shooter | Platform: PS3
 Developer: Insomniac Games | Publisher: Sony Computer Entertainment | Release date: September 2011

IT'S AUGUST 1957: FOUR YEARS since the events of *Resistance 2*. The USA is all but lost to the Chimeran invasion. Step into the shoes of Joseph Capelli, dishonourably discharged Sentinel who now spends his days keeping his wife and young son safe. When a solution is found that could deliver a crippling blow to the Chimeran forces,

Capelli takes up arms once again. The much-loved weapon wheel from the original *Resistance* returns. New and old weapons will feature, as will PlayStation Move and stereoscopic 3D support. 16-player competitive multiplayer lets you take the fight online with customisable load outs and a persistent progression system.

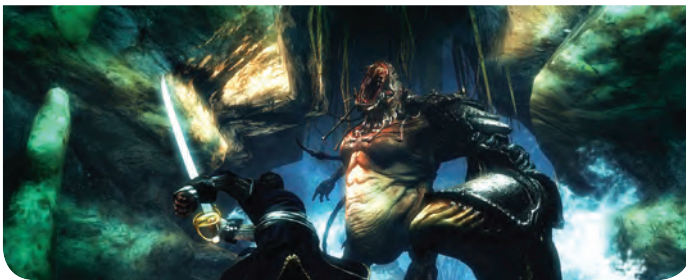


Risen 2: Dark Waters

Genre: Role-playing game | Platform: 360 / PC / PS3
Developer: Piranha Bytes | Publisher: Deep Silver | Release date: Q1/Q2 2012

HOORAY! A PIRATE RPG! THE FIRST *Risen* game was your typical fantasy action RPG. For the sequel, developer Piranha Bytes is going all scurvy with its approach. Your character starts off with very little but gains skills depending on who he hangs

around with; spend time with pirates and you'll acquire pirate skills. With pirate skills comes the ability to fight dirty, so you'll be able to throw sand in opponents' faces or train an attack parrot. An attack parrot! We're in love with this game already.



Serious Sam 3: BFE

Genre: First-Person Shooter | Platform: 360 / PC / PS3
Developer: Croteam | Publisher: Devolver Digital | Release date: TBA 2011

COVER SYSTEMS ARE FOR pansies. *Serious Sam 3* plans to bring ye olde schoole back to the FPS genre, offering up the same assortment of ridiculous, outrageous weaponry that Sam is known for while adding a few, possibly even more outlandish boom makers. You're always outnumbered, but never outgunned in this prequel

to *Serious Sam: The First Encounter*, depicting mankind's final struggle against mankind's twisted menagerie of beasts big (really, really big) and small. Visit the ruined temples of an ancient civilisation and battle through the decimated cities of 22nd century Egypt in a game that's all about balls-to-the-wall action.



Rock of Ages

Genre: Strategy tower defence | Platform: 360 / PS3
Developer: ACE Team | Publisher: Atlas | Release date: 31 August 2011

THIS QUIRKY, DOWNLOADABLE tower defence/offense game looks like a cross between *Balance* and those silly Monty Python, 2D animations from the *Flying Circus* TV series.

You need to defend your castle and attack an opponent's. You start by setting up a series of

defensive structures on the hill leading to your castle. You then take control of a giant boulder and attempt to roll it down the hill towards your opponent's castle while dodging their defensive structures. The game features good humour and a refreshing artistic style; LOLs should ensue.



Rocksmith

Genre: Rhythm | Platform: 360 / PC / PS3
Developer: Ubisoft | Publisher: Ubisoft | Release date: TBA

IT MIGHT BE TIME FOR THOSE plastic guitars to take a one-way trip to the rubbish dump. Ubisoft's *Rocksmith* presents a concept that we've been dying to get our hands on for ages: plugging in a real, standard electric guitar, and using it to play a video game. The game's packaging includes a ¼"

to USB adaptor – effectively a sound card – that will enable you to interface with the *Guitar Hero*-like gameplay. This means that you'll be able to really learn each song that you play, increasing the difficult to accommodate from the lowliest noob to the hardened pro.



Silent Hill: Downpour

Genre: Survival horror | Platform: 360 / PS3
Developer: Vatra Games | Publisher: Konami | Release date: TBA 2011

MURPHY PENDLETON'S HAVING A rough time. The convict's prison transport hurtled off the road, leaving him stranded in possibly the creepiest town on the planet: Silent Hill. *Downpour's* plot is centred in the previously unexplored south-eastern region of the infamous town. Murphy is only able to carry one weapon at

a time. As if that's not enough, his weapons are prone to breaking. Side quests can be pursued, which will change depending on the player's play style. In between the moments of pants-filling terror, the gameplay will be a mix of puzzle solving and combat. Water will apparently play an important role in the game.

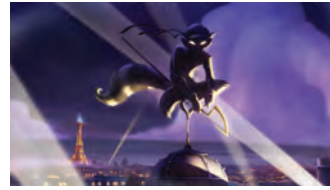


Sly Cooper: Thieves in Time

Genre: Platform | Platform: PS3
Developer: Sanzaru Games | Publisher: Sony Computer Entertainment | Release date: TBA 2012

ALTHOUGH CONFIRMED MONTHS AGO by a hidden trailer in *The Sly Collection* for PS3, Sony reconfirmed a brand new outing for Sly and his band of sticky-fingered buddies. The pages from the Cooper family's book of thievery and sneakiness, Thievius Raccoonus,

are going missing and it's up to Sly to fix the problem. Developer Sanzaru Games has so far revealed that boss battles will be improved, and Sly will be able to benefit from power-ups thanks to various costumes – kind of like Mario and his vast wardrobe of suits.



E3 Ground Zero

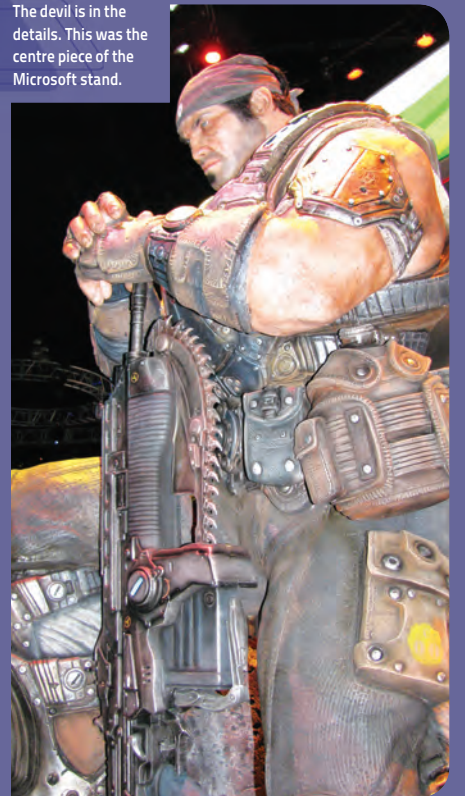


Show some respect, this is where it all started.



Pervt he is, hand stuck up my bum he has.

The devil is in the details. This was the centre piece of the Microsoft stand.



'There's a party tonight on my private jet' seemed to work a little better.



Booth dudes – this is an equal opportunity supplement.

SoulCalibur V

Genre: Fighting | **Platform:** 360 / PS3
Developer: Project Soul | **Publisher:** Namco Bandai | **Release date:** TBA 2012

SCANTILY CLAD FIGHTERS ARMED with ridiculously oversized... weapons (yeah weapons) will be back in 2012 although at E3, Namco stated that the game is only about 15% complete. Set seventeen years after the events of *SoulCalibur IV*, you can expect a revamped fighter

creation suite as well as a cast of about thirty characters. Of those characters Namco stated that about half of them will be brand new. Additionally, guest characters (like Yoda and Darth Vader in *SoulCalibur IV*) will make an appearance but have not been revealed as yet.

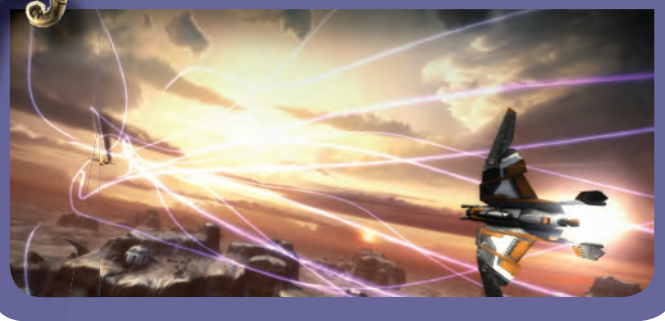
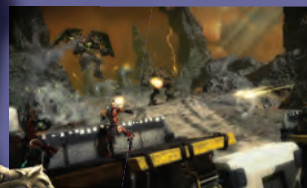


Starhawk

Genre: Third-Person Shooter | **Platform:** PS3 | **Developer:** LightBox Interactive / SCE Santa Monica Studios | **Publisher:** Sony Computer Entertainment | **Release date:** TBA 2012

THE SPIRITUAL SUCCESSOR TO 2007's *Warhawk*, *Starhawk* will feature a complete single-player experience on top of the fast paced multiplayer mode that fans have come to love. Additions such as the new "Build 'n Battle" feature will allow you to build defensive structures and

barracks in the middle of a fight, thereby blurring the line between a third-person shooter and a real-time strategy game. Space battles will feature but take place on entirely different maps. There will also be Warhawks that can transform into mechs for ground battles – do want!



Spider-Man: Edge of Time

Genre: Third-person action | **Platform:** 360 / 3DS / DS / PS3 / Wii
Developer: Beenox | **Publisher:** Activision | **Release date:** Q3 2011

BEENOX IS ON A MISSION TO make a *Spider-Man* game with "the greatest *Spider-Man* story ever told in a videogame". To help them along they got Peter David on board to develop the plotline. Amazing *Spider-Man* and *Spider-Man 2099* will be playable, each sporting a bunch of new

moves and abilities. Eddie Brock (in Anti-Venom form) will also make an appearance and play a nefarious role in the grander scheme of things. Expect loads of time-traveling, altered timelines leading to dystopian futures and the death of Peter Parker. No way!



Star Wars: The Old Republic

Genre: MMORPG | **Platform:** PC
Developer: BioWare | **Publisher:** Electronic Arts / LucasArts | **Release date:** Q3/Q4 2011

BIOWARE'S MUCH-ANTICIPATED first foray into the massively multiplayer realm edges ever closer. Players can choose between two factions: the Galactic Republic and the Sith Empire, each with its own character classes (which will be highly customisable, with a number of playable species on offer). You'll be able to take on AI-controlled

companions and the game features full voice work – no more reading thousands of lines of tiny text in between quests. Everything you'd expect from a *Star Wars*-themed title will be packed in the game, from space combat to recognisable planets, with the expected BioWare polish thickly coating the entire experience. Also – OMG lightsabers!





Street Fighter X Tekken

Genre: Fighting | Platform: 360 / PS3 / PC / PS Vita
Developer: Capcom | Publisher: Capcom | Release date: Q1 2012

THE BIG E3 NEWS FOR STREET Fighter X Tekken (the 'X' is pronounced "cross" by the way) is that the game will be heading to Sony's new portable, the PlayStation Vita. Additional news is that Cole from Sucker Punch's *inFamous* series will make

a guest appearance as a playable character in the roster. The PS Vita version of the game will make use of the device's rear touch-panel in order to simplify certain move commands. Capcom hopes this will allow less experienced players to get stuck-in as well.

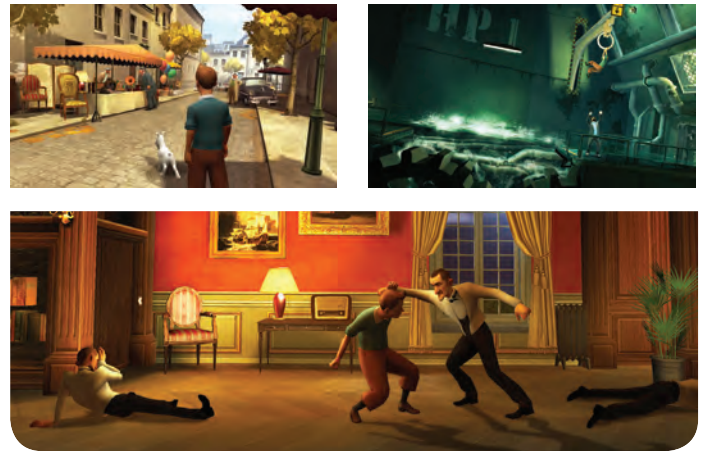


The Adventures of Tintin: The Game

Genre: Action adventure | Platform: 360 / DS / PC / PS3 / Wii
Developer: Ubisoft Montpellier | Publisher: Ubisoft | Release date: Q4 2011

BASED ON THE UPCOMING STEVEN Spielberg-directed film (*The Adventures of Tintin: Secret of the Unicorn*), this licensed game lets players revisit familiar locations from the film, this time with interactivity thrown into the mix. The single player boasts "exotic gameplay elements" (oh PR speak

– we love you so much) like sword fighting, driving and aerial combat. This is all enhanced by support for Microsoft's Kinect and PlayStation Move. There'll be cooperative challenges to tackle with your friends, along with a competitive challenge mode that lets you compete for high scores.



The Darkness II

Genre: First-person shooter | Platform: 360 / PC / PS3
Developer: Digital Extremes | Publisher: 2K Games | Release date: October 2011

HELMED BY A NEW DEVELOPMENT studio, *The Darkness II* aims to improve on everything that made the original game so much fun to blast through. A new quad-wielding mechanic allows protagonist Jackie Estacado (now voiced by Nolan North) to use his Darkness powers and firearms simultaneously. Mike Patton returns as the hissing,

otherworldly voice of The Darkness, in case you're wondering. There's an ability tree from which ability upgrades can be purchased, such as the ability to see and attack through walls. You're joined by only one Darkling this time, but it'll play a much larger role than the Darklings in the original did.



The Legend of Zelda: Skyward Sword

Genre: Action adventure | Platform: Wii
Developer: Nintendo | Publisher: Nintendo | Release date: December 2011

SOMEWHAT OF A PREQUEL TO Ocarina of Time, the latest *Legend of Zelda* game sees you taking control of an alternate version of Link who was raised in Skyloft, a village above the clouds. Expect the tried-and-tested formula of drip-fed exploration that opens up as

your equipment is upgraded. You'll be able to travel between land and the floating islands above the clouds whenever you wish thanks to your trusty bird mount. The game will make use of Wii MotionPlus so look forward to a much more accurate control system.





The Lord of the Rings: War in the North

Genre: Role-playing game | Platform: 360 / PC / PS3 | Developer: Snowblind Studios
Publisher: Warner Bros. Interactive Entertainment | Release date: July 2011

FOCUSING ON THE GRITTY AND brutal side of Tolkien's Middle-earth, *War in the North* details the background events unfolding in the northern regions of Middle-earth while Frodo makes his arduous journey to Mount Doom. As such, we'll get to visit new locales and meet new characters along the way, while still bumping

into a few familiar friends. Online cooperative play for up to three players is augmented with upgradable weapons, extensive character customisation and a multitude of skills/special abilities. You'll fight to defeat Sauron's northern armies while engaging in some (hopefully enjoyable) action RPG gameplay.



The War of the Worlds

Genre: Adventure | Platform: 360 / PS3 | Developer: Other Ocean
Publisher: Paramount Digital Entertainment | Release date: September 2011

A DOWNLOADABLE GAME BASED on the 1950s film (not the Spielberg version set in contemporary times), *The War of the Worlds* is a side-scrolling platform game with an in-depth plot and loads of characters. It'll also be narrated by Patrick Stewart so is guaranteed

to resonate with geeks the world over! You won't get any weapons throughout the game, so you'll literally just be trying to survive by avoiding vaporisation at the hands of the invading aliens. Expect a unique 2D art style similar to the original *Prince of Persia*.



Tom Clancy's Ghost Recon: Future Soldier

Genre: First-person tactical shooter | Platform: 360 / DS / PC / PS3 | Developer: Ubisoft Paris / Red Storm / Next Level Games | Publisher: Ubisoft | Release date: January 2012

THIS FOURTH INSTALMENT IN THE *Ghost Recon* series will see players go behind enemy lines in Norway, the Middle East and Asia, using a four-man squad equipped with futuristic weaponry and equipment. Players will have access to an unprecedented level of weapon customisation,

and will be able to control all four men (a commando, sniper, recon specialist and engineer) on their squad, through both third-person and first-person perspectives. The game will make use of Xbox Kinect for motion and voice control both in the field and during weapon customisation.

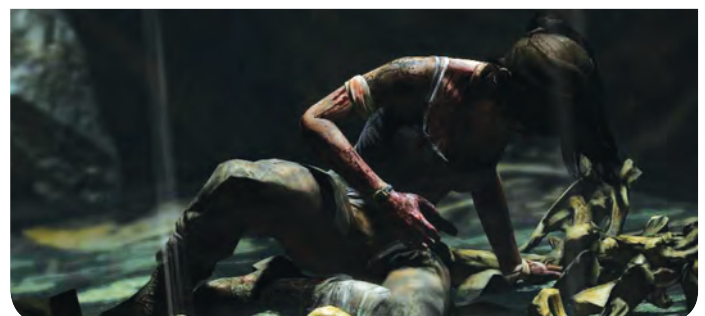


Tomb Raider

Genre: Survival action | Platform: 360 / PC / PS3
Developer: Crystal Dynamics | Publisher: Square Enix | Release date: TBA 2012

THIS IS A COMPLETELY NEW LARA, as envisioned by Crystal Dynamics, who will begin a new journey starting from this island off the coast of Japan. With her ship wrecked against the dangerous coastline, Lara is forced to switch to survival mode if she wants to escape. That

means there is less of a focus on combat and traditional puzzle-solving, and more exploration and discovery for the player. Lara is also a lot younger in this, the first in a new series, which means she's less physically and emotionally equipped than her almost super-human former self.



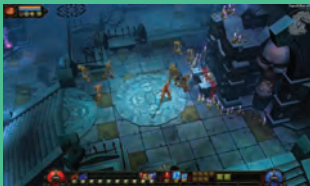


Torchlight II

Genre: Action role-playing | Platform: PC
 Developer: Runic Games | Publisher: Perfect World | Release date: TBA 2011

THE ORIGINAL *TORCHLIGHT* WAS an unexpected gem when it first made an appearance on Steam back in 2009. The game scratched an itch caused by the lengthy delay of *Diablo III* so it's great to see a sequel on the horizon. Additions this time around include multiplayer (LAN and online matchmaking),

four new character classes (the original three won't feature) and massive outdoor regions that should satiate those players who found the continual underground exploration of the first game somewhat claustrophobic. The game will once again come with modding tools.



TrackMania 2 Canyon

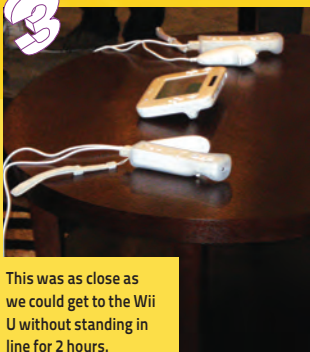
Genre: Racing | Platform: PC
 Developer: Nadeo | Publisher: Ubisoft | Release date: September 2011

WE LOVE US SOME *TRACKMANIA*. We're sure you do too, so we won't blame you for popping an important vein in unbridled excitement whenever its sequel is mentioned. Aside from the obvious improvements in the technological department, we can expect to see more of the puzzle/racing gameplay,

enjoyable game modes and creation tools that have made this series so ridiculously popular. There'll be championship and cooperative modes included, along with the new Canyon environment type. There's word of an even more rich and varied set of tools for creating user-generated content.



Ground Zero



This was as close as we could get to the Wii U without standing in line for 2 hours.



This guy really likes Space Marines.



REALLY likes Space Marines.



This guy didn't sit between the girls himself, nope - he put some toy he had there. WTF.



Sure, the *Space Marine* booth looks cool, but it had no air conditioning. Much like being in a *Space Marine* suit, I guess.



Nothing says Batman like a 12-foot tall bondage poster.

Trials Evolution

Genre: Stunt racing | Platform: 360
Developer: RedLynx | Publisher: RedLynx | Release date: TBA 2011

SEQUEL TO THE INSANELY ADDICTIVE Xbox Live Arcade game *Trials HD*, the latest iteration of the motocross stunt and horrific-accident-simulator will feature more of what made the previous title so damn engrossing. *Trials Evolution* adds large outdoor

tracks, four-player multiplayer over Xbox Live and a course creator mode which will allow you to upload your tracks to share with your friends. Prepare to lose hours of your life once again as you keep trying to knock your mate's score from the leaderboards.

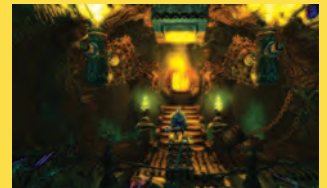


Trine 2

Genre: Platform | Platform: 360 / PC / PS3
Developer: Frozenbyte | Publisher: Atlas | Release date: Q3 2011

THOSE WHO PLAYED THE FIRST *Trine* need no introduction to Frozenbyte's terrific puzzle-platformer. The rogue, wizard and knight are back for the sequel and you can expect more of what made the first game such a delight: intuitive puzzles, gorgeous art style and

a fresh take on the side-scrolling platformer. Online multiplayer has also been added for this second outing so you'll be able to shotgun a character class and puzzle your way through the game via Xbox LIVE, PlayStation Network and, presumably, Steam for the PC version.



Tropico 4

Genre: Management | Platform: 360 / PC
Developer: Haemimont Games | Publisher: Kalypso Media | Release date: August 2011

IT MIGHT SEEM A LITTLE SOON for some people, but the next *Tropico* title will soon be on our shelves. *Tropico 4* welcomes the return of you, El Presidente, as the iron-fisted ruler of a small tropical island republic. You'll have to balance your citizens' work ethic and morale

with making loads of money for your private bank account, while at the same time trying not to upset the world powers (there will be more this time). This sequel will include new buildings and edicts, as well as more natural disasters including volcanoes and tsunamis.

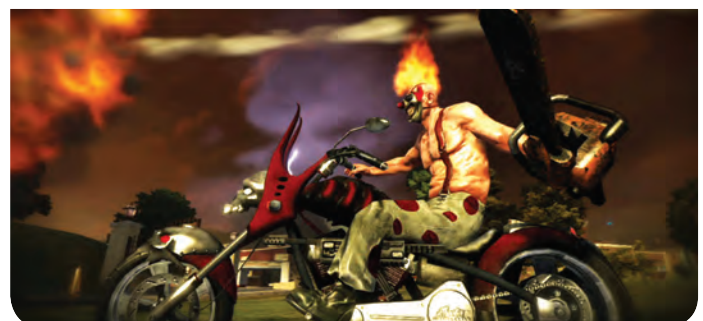


Twisted Metal

Genre: Vehicular combat | Platform: PS3
Developer: Eat Sleep Play | Publisher: Sony Computer Entertainment | Release date: 04 October 2011

THE ANTICIPATED CURRENT-GEN *Twisted Metal* game is nearly here. Fans have been clamouring for a PlayStation 3 version of this cult hit, vehicular combat series. In the upcoming game you'll be treated to a *Twisted Metal* with decidedly more story to it. You'll learn about

the origin of various characters and experience a host of new modes as well as massive boss battles. The game supports local split-screen for four players and sixteen-player online battles. Plus Sweet Tooth's car can transform into a flying mech so, you know, awesome!



Warhammer 40,000: Dark Millennium Online

Genre: Massively multiplayer online role-playing game | **Platform:** PC
Developer: Vigil Games | **Publisher:** THQ | **Release date:** TBA 2013

FIRST ANNOUNCED WAY BACK IN 2007, this MMO set in the *Warhammer 40K* universe sure is taking its sweet time to get here. Not much more was revealed at this year's E3 other than a new teaser trailer that showed a bunch of Space Marines shooting

the living hell out of things. With Vigil at the helm and THQ's track record for awesome *Warhammer 40K* games, this is an MMO to keep an eye on. THQ boss Danny Bilson promised that the game will be playable at next year's E3.

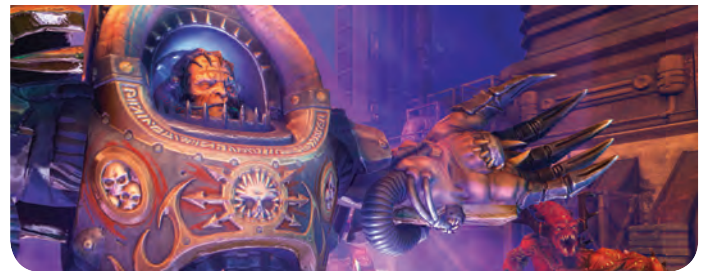


Warhammer 40,000: Space Marine

Genre: Third-person shooter | **Platform:** 360 / PC / PS3
Developer: Relic Entertainment | **Publisher:** THQ | **Release date:** September 2011

SET ON THE IMPERIAL FORGE WORLD (a planet dedicated to constructing war machines) of Graia, you take control of an Ultramarine Captain Titus sent to hold the line against an invading horde of Orks. Very soon you discover an Imperial conspiracy that leads to the arrival

of the Chaos Marines on Graia. Relic promises the game will be accessible for newcomers to the *Warhammer 40K* universe while appealing to long-time fans of the game's canon. Combat looks gory, bloody and brutal – just like any 40K game should be.



XCOM

Genre: First-person shooter | **Platform:** 360 / PC / PS3
Developer: 2K Marin | **Publisher:** 2K Marin | **Release date:** March 2012

WHEN XCOM WAS FIRST ANNOUNCED at last year's E3, it's fair to say that it drew as much criticism from fans of the series as it did intrigue. Thankfully, 2K Marin has taken a lot of the criticism to heart and now, a year later, has revealed an *XCOM* that shares many of the tactical features with its predecessors.

Players will be able to choose missions, some of them secondary; equip and upgrade teammates; locate, capture and research enemy technology; and engage particularly monstrous alien enemies that require use of the pause command to survey the battlefield and issue special commands.



X-Men: Destiny

Genre: Action | **Platform:** 360 / 3DS / PS3 / Wii
Developer: Silicon Knights | **Publisher:** Activision | **Release date:** September 2011

SILICON'S TAKE ON THE X-MEN universe looks to be quite interesting. Instead of opting for a traditional linear approach found in almost every *X-Men* game we can think of, *Destiny* will put an emphasis on player choice and a branching storyline, and makes the bold move of making

the main playable character a new mutant. This new character will be able to use established mutant powers by collecting and equipping "X-Genes" that can be interchanged to alter their powers as needed. These X-Genes will fall under the categories of offensive, defensive and utility powers.





A Game of Thrones: Genesis PC
A New Beginning PC / Wii / DS
Ace Combat 3D 3DS
Ace Combat: Assault Horizon 360 / PS3
Afterfall: Insanity 360 / PS3
Age of Empires Online PC
Agent PS3
Air Conflicts: Secret Wars PC / 360 / PS3
Airline Tycoon 2 PC
Aliens: Colonial Marines PC / 360 / PS3
 Wii / U / DS
AMY PS3
Anarchy Reigns 360 / PS3
Angler's Club: Ultimate
Bass Fishing 3D 3DS
Animal Crossing 3DS
APB Reloaded PC
Arma III PC
Armored Core V 360 / PS3
Assassin's Creed (Working Title) Wii U
Assassin's Creed: Revelations PC / 360 / PS3
Asura's Wrath 360 / PS3
Awesomenauts 360 / PS3
Back to the Future: The Game - Episode V: OUTATIME PC / PS3
Backbreaker: Vengeance 360
Bastion PC / 360
Batman (working title) 3DS
Batman: Arkham City PC / 360 / PS3
 Wii U
Battlefield 3 PC / 360 / PS3 / Wii U
BEN 10 Galactic Racing 360 / PS3 / Wii 3DS / DS
Beyblade: Metal Masters DS
Beyond Good & Evil 2 (working title) PC / 360 / PS3
Binary Domain 360 / PS3
BioShock VITA (working title) PS Vita
BioShock: Infinite PC / 360 / PS3
Birds of Steel 360 / PS3
Blacklight: Retribution PC
Blackwater 360
Blades of Time 360 / PS3
Blazblue: Continuum Shift II Plus PS Vita
Bloodforge 360
BloodRayne: Betrayal 360 / PS3
Bodycount PC / 360 / PS3
Boulder Dash-XL PC / 360
Brothers in Arms: Furious 4 PC / 360 / PS3
Call of Duty (working title) PS Vita
Call of Duty: Modern Warfare 3 PC / 360 / PS3
Call of Juarez: The Cartel PC / 360 / PS3
Camping Mama: Outdoor Adventures DS
Captain America: Super Soldier 360 / PS3 / Wii 3DS / DS / PSP
Carnival Island PS3
Carrier Command: Gaea Mission PC
Cars 2: The Video Game PC / 360 / PS3
 Wii / DS / PSP
Catherine 360 / PS3
Centipede: Infestation Wii / 3DS
Champion Jockey: G1 Jockey & Gallop Racer 360 / PS3 / Wii
Chase Mii Wii U
Check vs. Mate PC / 360 / PS3
Cheerleading (working title) 360
Child of Eden PS3
Codename: Chocobo Racing 3D 3DS
Collapse: Devastated World PC
Combat Wings: The Great Battles of World War II PC / 360 / PS3
Confrontation PC
Contra (working title) 3DS
Cooking Mama 4: Kitchen Magic 3DS
Crash Time IV PC / 360
Creatures 4 PC
Crimson Alliance 360
Crusader Kings II PC
CRUSH3D 3DS
Crysis 2: Decimation Pack PS3
Cyberbike Magnetic Edition PS3
Dance Central 2 360

DanceStar Party PS3
Dark Souls 360 / PS3
Darksiders II PC / 360 / PS3
 Wii U
de Blob 2 3DS
Dead Island PC / 360 / PS3
Dead Rising 2: Off the Record PC / 360 / PS3
Deep Black PC / 360 / PS3
Defenders of Ardania PC / 360 / PS3
Defiance PC / 360 / PS3
Deus Ex: Human Revolution PC / 360 / PS3
Devil's Third 360 / PS3
Dhaila's Adventures PC / 360 / PS3
Dirt Wii U
Disciples III: Resurrection PC
Disney Animator 360 / PS3 / Wii
Disney Universe PC / 360 / PS3
DMC 360 / PS3
Doctor Lautrec and the Forgotten Knights 3DS
Donkey Kong 3D (working title) 3DS
Doom 4 PC
Dora & Kai-Lan's Pet Shelter DS
Dragon Nest PC
Dragon Quest Monsters: Joker 2 DS
Dragon's Crown PS3 / PS Vita
Dragon's Dogma 360 / PS3
Driver: San Francisco PC / 360 / PS3
 Wii
Dungeon Fighter Online 360
Dungeon Siege III PC / 360 / PS3
Dungeons - The Dark Lord PC
Dungeons & Dragons: Neverwinter DUST 514 PC
Dynasty Warriors (working title) PS3
Dynasty Warriors: Gundam 3 PS Vita / 3DS
Earth Defense Force: Insect Armageddon 360 / PS3
El Shaddai: Ascension of the Metatron 360 / PS3
End of Nations PC
Eufhoria PS3
Everybody Dance PS3
EyePet & Friends PS3
F.3.A.R. PC / 360 / PS3
F1 2011 PC / 360 / PS3
 3DS / PS Vita
Fable: The Journey 360
Face Racers: Photo Finish 3DS
Family Game Night 4: The Game Show 360 / PS3
Far Cry 3 PC / 360 / PS3
FIFA Soccer Wii U
FIFA Soccer 12 PC / 360 / PS3
 Wii / 3DS / PS2
 PSP
Final Fantasy (working title) 3DS
Final Fantasy XIII-2 3DS
Final Fantasy XIV Online 360 / PS3
Fortune Street PS3
Forza Motorsport 4 Wii
Fractured Soul 360
Frogger 3D 3DS / DS
From Dust 3DS / DS
Fruit Ninja Kinect PC / 360 / PS3
Gabrielle's Ghostly Groove 360
Galaga Legions DX 3DS / DS
Galaga Special Edition Mobile
Gamma World: Alpha Mutation PC / 360 / PS3
Gears of War 3 360
Gemini Wars PC
Go Vacation Wii
God of War Origins Collection PS3
Gods & Heroes: Rome Rising PC
Gorky 21 PC
Gotham City Impostors PC
Gravity Daze (working title) PC / 360 / PS3
Grease 2: The Game PS Vita
Green Lantern: Rise of the Manhunters 360
Guardian Heroes 360
Half-Life 2: Platinum PC
Halo 4 PC
Halo: Combat Evolved Anniversary 360

Happy Feet Two - The Videogame 360 / PS3 / Wii 3DS / DS
Harry Potter and the Deathly Hallows, Part 2 Wii U
Harvest Moon: The Tale of Two Towns 3DS / DS
Hearts of Iron III: For the Motherland PC
Heroes of Ruin 3DS
Hitman Absolution PC / 360 / PS3
Hole in the Wall 360
Hot Shots Golf PS Vita
Hulk Hogan's Main Event 360
Hunter-Killer 360 / PS3
Hunter's Trophy PS3
Hustle Kings PS Vita
I Am Alive PC / 360 / PS3
ICO and Shadow of the Colossus Collection PS3
Insanely Twisted Shadow Planet 360
Inversion 360 / PS3
Invizimals: Shadow Zone PSP
Jagged Alliance: Back in Action PC
Journey PS3
Jungle Kartz Wii
Jurassic Park: The Game PC / 360 / PS3
Just Dance 3 360 / PS3 / Wii
Karaoke Revolution Glee: Volume 3 Wii
Katamari Amore iPhone/iPod
Kid Icarus: Uprising 3DS
Killer Freaks from Outer Space Wii U
Kinect Sports Season Two 360
Kinect Star Wars 360
Kinect: Disneyland Adventures 360
King Arthur II - The Role -Playing Wargame PC
Kingdom Hearts 3D: Dream Drop Distance 3DS
Kingdoms of Amalur: Reckoning PC / 360 / PS3
Kirby 3D (working title) 3DS
Kirby Mass Attack DS
Kirby Wii Wii
Leedmees 360
LEGO City Stories Wii U / 3DS
LEGO Harry Potter: Years 5-7 PC / 360 / PS3
 Wii / 3DS / DS / PS Vita / PSP
Little Deviants PS Vita
LittleBigPlanet PS Vita
Lucha Fury 360
Lucius PC
Luigi's Mansion 2 3DS
Madden NFL Wii U
Madden NFL 12 360 / PS3 / Wii PS2 / PSP
Magic: The Gathering - Tactics PS3
Magical Drop V PC
Majesco NBA Game (working title) 360 / PS3 / Wii
Mario & Sonic at the London 2012 Olympic Games Wii / 3DS
Mario Kart 3DS
Mario Party 9 Wii
Marvel Pinball: Captain America PS3
Mass Effect 3 PC / 360 / PS3
Max Payne 3 PC / 360 / PS3
Measure Up Wii U
Medieval Moves: Deadmund's Quest PS3
Mega Man Legends 3: Prototype Version 3DS
Memento Mori 2 - Guardian of Immortality PC
Men of War: Vietnam PC
Mercury Hg 360 / PS3
Metal Gear Solid HD Collection 360 / PS3
Metal Gear Solid: Peace Walker HD Edition 360 / PS3
Metal Gear Solid: Rising PC / 360 / PS3
Metal Gear Solid: Snake Eater 3D 3DS
Metro: Last Light PC / 360 / PS3
 Wii U
Michael Jackson The Experience 3DS / PS Vita
Michael Phelps: Push the Limit 360
miCoach 360 / PS3



Mind 'n Motion	360
Minecraft	360
ModNation Racers	PS Vita
MotionSports Adrenaline	360 / PS3
Mr. Ink Jet	PS Vita
Ms. 'Splosion Man	360
My Body Coach 2	PS3 / Wii
Mystery Case Files: The Malgrave Incident	Wii
Nano Assault	3DS
National Geographic Challenge!	Wii
Naval War: Arctic Circle	PC
NBA 2K12	PC / 360 / PS3
	Wii / PS2 / PSP
NCAA Football 12	360 / PS3
Need for Speed	Wii U
Need for Speed The Run	PC / 360 / PS3
	Wii / 3DS
NeverDead	360 / PS3
New Super Mario Bros. Mii (Tech Demo)	Wii U
NHL 12	360 / PS3
Nickelodeon Dance	360 / Wii
Nickelodeon Team Umizoomi	DS
Ninja Gaiden (working title)	3DS
Ninja Gaiden III	360 / PS3
Ninja Gaiden III: Razor's Edge	Wii U
No More Heroes: Heroes Paradise	PS3
Oddworld: Munch's Oddysee	PS3
Oddworld: Stranger's Wrath	PS3
Of Orcs and Men	PS3
Okabu	PS3
Orcs Must Die!	PC / 360 / PS3
Otomedius Excellent	360
Overstrike	360 / PS3
Pac-Man & Galaga Dimensions	3DS
Pac-Man Party 3D	3DS
Paper Mario	3DS
Papo & Yo	PS3
Parasite	PC
Payday: The Heist	PC / PS3
Pet Zombies	3DS
Phineas and Ferb: Across the 2nd Dimension	PS3 / Wii / DS
Pictionary: Ultimate Edition	360 / PS3
Picture Lives!	3DS
Pikmin	Wii U
Pinball FX 2: Marvel	
Pinball - Captain America	360
Pirates of Black Cove	PC
PixelJunk SideScroller	PS3
Planet Crashers	3DS
Power Rangers Samurai	Wii / DS
PowerUp Heroes	360
Prey 2	PC / 360 / PS3
Pro Cycling Manager: Tour de France 2011	PC
Pro Evolution Soccer 2012	360 / PS3 / Wii
	PS2 / PSP
Professor Layton and the Last Specter	DS
Prototype 2	PC / 360 / PS3
PS Vita	PS Vita
Puddle	360 / PS3
Puss in Boots	360
Puzzle Agent 2	PC / PS3
Quarrel	360
R.A.W.	PC / 360 / PS3
Rabbids	Wii U
Rage	PC / 360 / PS3
RaiderZ	PC
Ratchet & Clank: All 4 One	PS3
Raven's Cry	PC
Raving Rabbids 4	Wii
Raving Rabbids Alive & Kicking	360
Rayman Origins	360 / PS3 / Wii
Reality Fighters	PS Vita
Red Bull X-Fighters	PC / 360
Red Orchestra 2: Heroes of Stalingrad	PC
Reel Fishing Paradise 3D	3DS
Renegade Ops	PC / 360 / PS3
Renegade Ops	PC / 360 / PS3
Resident Evil: Revelations	3DS
Resident Evil: The Mercenaries 3D	3DS

Resistance 3	PS3
Rhythm Heaven	Wii
Ridge Racer (working title)	PS Vita
Rise of Nightmares	360
Risen 2: Dark Waters	PC / 360 / PS3
Rochard	PS3
Rock of Ages	360 / PS3
Rocksmith	PC / 360 / PS3
Rotastic	PC / 360 / PS3
Ruin	PS3 / PS Vita
Rune Factory: Tides of Destiny	PS3 / Wii
Rusty Hearts	PC
Ryse	360
Saints Row: The Third	PC / 360 / PS3
Scarlet Legacy	PC
Scivelation	PC
Sengoku	PC
Serious Sam 3: BFE	PC / 360 / PS3
Sesame Street: Once Upon a Monster	360
Sesame Street: Ready, Set, Grover!	Wii / DS
Shadows of the Damned	360 / PS3
Shin Megami Tensei: Devil Survivor 2	DS
Shinobi	3DS
Shinobido 2: Tales of the Ninja	PS Vita
Silent Hill HD Collection	PS3
Silent Hill: Book of Memories	PS Vita
Silent Hill: Downpour	360 / PS3
Skullgirls	PS3
Skulls of the Shogun	360
Skylanders: Spyro's Adventure	PC / 360 / PS3
	Wii / 3DS
Slime MoriMori Dragon Quest 3:	
Taikaizoku to Shippo Dan	3DS
Sly Cooper: Thieves in Time	PS3
Smart As	PS Vita
Sniper: Ghost Warrior 2	PC / 360 / PS3
Snipers	360 / PS3
Sodium 2: Project Velocity	PS3
Solatorobo: Red the Hunter	DS
Sonic Generations	360 / PS3 / 3DS
Soul of Magic	PC
SoulCalibur V	360 / PS3
Sound Shapes (working title)	PS Vita
Spider-Man: Edge of Time	360 / PS3 / Wii
	3DS / DS
SSX	360 / PS3
Star Fox 64 3D	3DS
Star Trek (2012)	PC / 360 / PS3
Star Wars: The Old Republic	PC
StarDrone	PS Vita
Starhawk	PS3
Storm	PS3
Street Fighter III: Third Strike	
Online Edition	360 / PS3
Street Fighter X Tekken	360 / PS3 / PS
	Vita
Super Fossil Fighters	DS
Super Mario	3DS
Super Smash Bros. 3DS	3DS
Super Smash Bros. Wii U	Wii U
Super Stardust Delta	PS Vita
Super Street Fighter IV: Arcade Edition	PC / 360 / PS3
Supremacy MMA	360 / PS3
Supreme Ruler: Cold War	PC
Sword of the Stars II:	
Lords of Winter	PC
Take On Helicopters	PC
Take Shape	360
Tanki Online 2.0	PC
Tekken (working title)	Wii U / 3DS
Tekken Hybrid	PS3
Tekken Tag Tournament 2	TBA
TERA	PC
Tetris	3DS
The Adventures of Tintin: The Game	PC / 360 / PS3
	Wii / 3DS
The Chosen	PC
The Cursed Crusade	PC / 360 / PS3
The Darkness II	PC / 360 / PS3
The Deepak Chopra Project	360

The Elder Scrolls V: Skyrim	PC / 360 / PS3
The Gunstringer	360
The Hidden	3DS
The House of the Dead: Overkill - Extended Cut	PS3
The King of Fighters XIII	360 / PS3
The Legend of Zelda: Four Swords	DS
The Legend of Zelda: Skyward Sword	Wii
The Lord of the Rings: War in the North	PC / 360 / PS3
The New Adventures of Sherlock Holmes: The Testament of Sherlock	PC / 360 / PS3
The Rolling Western	3DS
The Sims	Wii U
The Sims 3: Pets	PC / 360 / PS3
	3DS
The Sims Social	PC
The Walking Dead	PC
The War of the Worlds	360 / PS3
The Witcher 2: Assassins of Kings	360
Tom Clancy's Ghost Recon Online	PC / Wii U
Tom Clancy's Ghost Recon: Future Soldier	PC / 360 / PS3
	DS / PSP
Tomb Raider	PC / 360 / PS3
Top Darts	PS Vita
Top Gun: Hard Lock	PC / 360 / PS3
Torchlight II	PC
Tour de France: The Official Game	360 / PS3
Toy Soldiers: Cold War	360
TrackMania 2 Canyon	PC
Trenched	360
Trials Evolution	360
Trine 2	PC / 360 / PS3
Tropico 4	PC / 360
Twisted Metal	PS3
Two Worlds II: Pirates of the Flying Fortress	PC / 360 / PS3
uDraw Studio: Instant Artist	360 / PS3
UFC Personal Trainer: The Ultimate Fitness System	360 / PS3 / Wii
UFC Undisputed 3	360 / PS3
Uncharted 3: Drake's Deception	PS3
Uncharted: Golden Abyss	PS Vita
Untilted Bungie Project (Working Title)	PC / 360 / PS3
Uprising 44	PC / 360
Virtua Tennis 4	PS Vita
WAKFU	PC
Wargame: European Escalation	PC
Warhammer 40,000: Dark Millennium Online	PC
Warhammer 40,000: Kill Team	360 / PS3
Warhammer 40,000: Space Marine	PC / 360 / PS3
Warlords (2011)	360 / PS3
We Sing America	Wii
We Sing Pop!	Wii
We Sing Rock!	Wii
We Sing UK Hits	Wii
White Knight Chronicles II	PS3
Wii U	Wii U
Wii U Fit	Wii U
Wii U Play	Wii U
Wii U Sports	Wii U
Winter Sports 2012	PC / Wii
Winter Sports 2012: Feel the Spirit	3DS
WipEout 2048	PS Vita
Wizardry Online	PC
World of Warplanes	PC
Wrecked - Revenge Revisited	360 / PS3
WWE '12	360 / PS3 / Wii
WWE All Stars	3DS
XCOM	PC / 360 / PS3
X-Men: Destiny	360 / PS3 / Wii
	DS
Yoostar on MTV	360
Your Shape Fitness Evolved 2012	360
Zelda Wii U	Wii U
Zombie Apocalypse 2	360 / PS3
Zone of the Enders HD Collection	360 / PS3
Zumba Fitness 2	Wii




NAG's best booth babe
of the show E3 2011:
This Girl



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E3 2012 in 2012


this magazine when you're finished with it.

The ultimate aim in the ongoing PES series is to match what people see when they go to a match or watch a big game on TV with what they experience on their console. To this end, PES 2012 continues KONAMI's determination to work with fans of both the PES series and football in general, to create a truly realistic, immersive and utterly playable take on the modern game.



PES 2012
 PRO EVOLUTION SOCCER

Releasing: October 2011

KONAMI



Saints Row®: The Third™ gives you control of the Saints at the height of their power, and you live the life to show for it. Now Steelport is ripe for the taking, and it's up to you to make the city your own. Mold the skyline based on your choices, outfit your crew in classy gangster gear or furry costumes, and make life-or-death decisions that will change Steelport, and the Saints, forever. This is now your city. These are now your rules. Strap it on.

SAINTS ROW
 — THE THIRD —



Releasing:
 November 2011



WWE® '12 will celebrate the rebirth of the iconic and authentic simulation franchise through a bigger game, badder presentation and better gameplay than ever before, delivering long-awaited critical improvements to the core gameplay experience, the most creative and extensive feature set to date and a visceral, edgy and polished presentation. Players will become part of WWE through extensive gameplay advancements, including the brand new Breaking Point submission system, new Attributes and control layout as well as significant improvements to other key gameplay systems.

WWE '12



Releasing: September 2011



WRC 2011, the official video game of the 2011 FIA World Rally Championship, features all: drivers, teams and rallies of the 2011 WRC calendar. WRC 2011 boasts significantly more content than its predecessor with 90 stages, 15 different locations, 25 different terrain/ weather conditions and 9 car categories. In addition to exciting and trying new Game Modes, such as: a 16-player online mode, a completely revamped Career Mode and many other improvements in terms of contents, game play features and visual effects to deliver the most realistic off-road racer ever seen.

WRC 2
 FIA WORLD RALLY CHAMPIONSHIP



Releasing: September 2011



GAMES TO LIVE BY

RESISTANCE 3

America is lost. Four years after the epic conclusion of Resistance 2, dishonorably discharged Sentinel Joseph Capelli is in hiding from the invading Chimeran menace with a pocket of survivors, including his new wife and young son. But when Dr. Fyodor Malikov arrives with a desperate plan, he sets into motions the events of Resistance 3, the third installment in the popular full-featured first-person shooter series.



Releasing: September 2011



INSOMNIAC GAMES

High atop his penthouse office, a mysterious ringleader named Calypso lords over the contest of vehicle combat known as Twisted Metal. He returns again to host the ultimate contest of skill and destruction. Contestants have been chosen to compete and, should they emerge victorious, win whatever prize their heart desires. Twisted Metal, the longest running franchise in PlayStation history, is now back, exclusively on the PS3 system. With four factions battling for control, players step into the combat boots of a twisted disciple in a high octane, highly destructible world.

TWISTED METAL



Releasing: Unknown



Fortune hunter Nathan Drake is catapulted headlong into an adventure that takes him on a daring trek into the heart of the Arabian Desert in a search for the fabled "Atlantis of the Sands." This journey pits him and his mentor Victor Sullivan against the occult treachery of a shadowy clandestine organization and its ruthless leader. When the terrible secrets of this lost city are unearthed, Drake's quest descends into a desperate bid for survival that strains the limits of his endurance and forces him to confront his deepest fears.

UNCHARTED 3 DRAKE'S DECEPTION



Releasing:
November 2011

NAUGHTY DOG



The Empire of Tamriel is on the edge. The High King of Skyrim has been murdered. Alliances form as claims to the throne are made. In the midst of this conflict, a far more dangerous, ancient evil is awakened. Dragons, long lost to the passages of the Elder Scrolls, have returned to Tamriel. The future of Skyrim, even the Empire itself, hangs in the balance as they wait for the prophesized Dragonborn to come; a hero born with the power of The Voice, and the only one who can stand amongst the dragons.

The Elder Scrolls V

SKYRIM



Releasing: November 2011

Bethesda



Rage is a groundbreaking first-person shooter set in the not-too-distant future after an asteroid impacts Earth, leaving a ravaged world behind. You emerge into this vast wasteland to discover humanity working to rebuild itself against such forces as raider gangs, mutants, and the Authority -- an oppressive government regime that has a special interest in you in particular.

Featuring intense first-person action, vehicle combat, an expansive world and jaw-dropping graphics powered by id's revolutionary idTech 5 technology, Rage continues the legacy of design studio Id Software in delivering an experience like no other.

RAGE



Releasing: October 2011

Bethesda



The biohazard threat has not ended: Just when it seemed that the menace of Resident Evil had been destroyed, along comes a new terror to send shivers down player's spines. Chris Redfield, returning Resident Evil hero, has followed the path of the evil literally around the globe. After joining a new organization, Chris heads to Africa where the latest bioterrorism threat is literally transforming the people and animals of the city into mindless, maddened creatures. He is joined by a new partner, Sheva Alomar, who lends her strength, intelligence and sharp-shooting skills to the mission.

RESIDENT EVIL™

Operation Raccoon City



Releasing: Unknown

CAPCOM

Dead Rising 2: Off The Record, sees Wilamette survivor and hero of Dead Rising, photojournalist Frank West, take centre stage as players experience a very different interpretation of events in this, a reimagining of the Fortune City outbreak. This alternate storyline means an all new Dead Rising 2 experience; with Frank facing new missions, new enemies, new combo-weapons with which to defeat them plus a brand new Fortune City attraction to explore.

DEAD RISING 2

OFF THE RECORD



Releasing: October 2011

CAPCOM



In Ratchet & Clank: All 4 One, we find our heroes in the midst of a dilemma of intergalactic proportions when Dr. Nefarious' latest evil plan goes awry leaving Ratchet, Clank, Qwark and Nefarious himself caught in the snare of a powerful and mysterious machine. Begrudgingly, the Galaxy's biggest do-gooders and its most sinister criminal must work together to discover a means of escape in this action-packed installment of the Ratchet & Clank series.

RATCHET & CLANK

ALL 4 ONE



Releasing: October 2011



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