

A FREE SUPPLEMENT ON THE MOST EXCITING SHOW IN GAMING

AUGUST 2013

NAG at E3



WATCH DOGS

BL
GAMES®



UBISOFT®



ASSASSIN'S CREED IV BLACK FLAG™

RELEASING 1 NOVEMBER 2013

© 2013 Ubisoft Entertainment. All Rights Reserved. Assassin's Creed, Black Flag and Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. Software Platform logo (TM and ©) EMEA 2006. Nintendo trademarks and copyrights are properties of Nintendo. ©2013 Nintendo. "PS" Family logo, "PlayStation", "PS3" logo and the PlayStation Network logo are trademarks or registered trademarks of Sony Computer Entertainment Inc. "PS4" logo is a trademark of the same company.

PRE-ORDER FROM



WATCH DOGS

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE TO THE
SPECIAL EDITION

Releasing 22 November 2013



PRE-ORDER NOW AND AUTOMATICALLY
UPGRADE TO THE SPECIAL EDITION

WWW.WATCHDOGS.COM

©2013 Ubisoft Entertainment. All Rights Reserved. Watch Dogs, Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. PS3, PS4, Wii U, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. Trademarks are property of their respective owners. Wii U is a trademark of Nintendo. © 2013 Nintendo.



E3 2013

COMING DOWN FROM THE PIXEL BINGE



I'm 99% certain that it's almost impossible to describe E3 in words. This is a problem considering I'm being paid to do just that. For people of our persuasion (i.e. gamers), there really isn't anything else on the planet that concentrates our hobby into a similarly heady few days. E3 seeps military grade gaming indulgence out of every inch of the LA Convention Centre, and while the show has been dismissed a dozen times by more outspoken people, it remains the most exciting industry expo.

This year's E3 was no exception, and the phrase "the best E3 in years" was regularly heard. That's largely thanks to the timing: Sony and Microsoft are poised to release their new consoles, so the door was wide open for game reveals and hardware information. Undoubtedly the event that caused the most buzz throughout the show was Sony's press conference and their announcement that the PlayStation 4 would not require an Internet connection, wouldn't have DRM and would allow for game trading. The



revelation that the PS4 would allow gamers to do everything the Xbox One made restricted, caused Sony to "win E3" as it were; a claim made only more impactful when Microsoft dropped all Xbox One online requirements and DRM measures a few days after E3 ended.

But this E3 was way more than just the opening rounds of the next-gen console wars. Publishers like EA, Activision, Warner Bros., Ubisoft and Square Enix brought out their biggest upcoming titles. Many of them were demoed on PlayStation 4 and Xbox One consoles, so these live gameplay demonstrations served the dual purpose of showing off the game and showing off the hardware. Despite Nintendo eschewing a press conference in favour of an online Nintendo Direct episode, the company was there in force. What was interesting was that Nintendo was there in more of a publisher capacity than a hardware manufacturer. For Wii U owners craving new titles, E3 was great because new Wii U games were seen on nearly every screen on the

Nintendo stand.

When you're watching E3 from the all-seeing perches of the Internet, it's easy to paint a picture in your head of the show being this endless procession of reveals, never-before-seen content, developer interviews and exciting announcements. The mundane still exists in any trip to E3. You'll stand in a lot of queues; you'll wade through thousands of people; you'll sit on busses during Los Angeles rush-hour traffic; you'll walk around the convention centre until your feet feel as if they've gone twelve rounds with Mike Tyson. But then you'll walk onto a stand and meet Reggie Fils-Aime or Hideo Kojima; or you'll find a playable build of an upcoming game you've been dying to play; or you'll get to try out new hardware like the Oculus Rift; and once you get to do that stuff every day for three days, the in-between stuff disappears and you're left with an overview of E3 similar to what you've seen on the Internet, only you've done it in person.

- Miklós Szecsei

Best oversized model from a gaming IP

Many publisher stands attempt to lure E3 attendees with life-sized replicas of various characters and units from games. This year Respawn Entertainment, and by extension EA, won with their towering mech from upcoming multiplayer game *Titanfall*.

Honorable mentions: Tyrael from *Diablo III* and Gabriel Belmont from *Castlevania: Lords of Shadow 2*.

Best persistent glitch during a presentation

E3 is loaded with live demonstrations of games that aren't out yet. As such, a lot of the content on show is as early as pre-alpha gameplay. Glitches are abundant, but this year's persistent glitch award goes to CD Projekt RED for *The Witcher 3: Wild Hunt*, which crashed to desktop about five times in the space of an hour. The developers were understandably distraught.

Best stand

So many amazing stands! One, however, stood out above the rest and that was Nintendo's. They had dozens of playable games as well as massive models of scenes from some of their upcoming titles. People could pose for pictures in *Super Mario 3D World*, *Pikmin 3*, *Mario Kart 8*, *Bayonetta 2* and more. It was awesome.

Most dedicated booth staff

A stand is only as good as the people manning it, and Nintendo wins this one again. In terms of dedication, approachability and just really good manners, the Nintendo team were stellar. That and *everyone* was wearing either a Mario or Luigi hat – including the 7-foot security guards who looked as if they could bench-press a school bus.



Best E3 experience

There's a ton of stuff on display at E3, but inevitably one thing will stand out above the rest. For us this year it was hands-on time with the Oculus Rift – the upcoming piece of hardware made to revolutionise virtual reality. The technology is incredible and we can't wait to get one of our own.

Best gratuitous display of publisher wealth

We shudder to think what some of the budgets are for these stands, but one company will always throw more money at things than anyone else. This year, Activision was clearly waving around their monetary phallus because their stand was huge. It included towering walls festooned with artwork for all their upcoming games, a three story wrap-around screen for looping trailers, and a collection of 50" LED TVs attached to freakin' robotic arms that swooped and swished above the heads of passers-by.

Longest permanent queue

Not for a game but rather for coffee, chocolate-chip banana bread and pure happiness. The Starbucks takeout queue was always an hour long no matter when you arrived at the back of it. At one point during the three day event the queue saw a Hollywood actress, influential game developers and even a few Ukrainians (they were looking for beer). The wait was always worth it, however – who knew you could mix cake and milkshake and strawberries into a single cup of awesome?

Best pre-show press event

Does this one really need any explaining? When Sony announced their intention not to have any DRM or online requirements for the PlayStation 4, the theatre erupted into thunderous applause and cheering. People were literally chanting "SONY! SONY! SONY!"



Most garish entrance

Alright, granted this one technically happened outside of E3 at an invite-only *Forza 5* party, but the award has to go to Dan Greenawalt, the game director from developer Turn 10 Studios. An entire road in downtown Los Angeles was cordoned off just so he could drive to the entrance of the party in a Honda Formula 1 racing car. And when we say "drive" we really mean he was driven about 100m down the road to the front of the queue. The trip took about five seconds. Cool story bro.

Best game surprises

What would E3 be without some surprises? This year a single publisher took this award for three announcements: Electronic Arts. During their pre-show press event, the publisher that everyone loves to hate revealed *Star Wars: Battlefront* and *Mirror's Edge 2* – both titles fans have been begging for for years. But don't forget that EA hates you, gamers. Oh, and that *Plants vs. Zombies: Garden Warfare* looks amazing as well. High-fives to EA.

Best attention to detail in stand

Without a doubt, this one goes to the modest sized stand that housed playable code for *Beyond: Two Souls*. The whole thing was decorated to look like a secret government office, complete with desk chairs, metallic ceilings and security doors that had LED TVs behind their glass panes that played a corridor scene of game characters going about their jobs. Very cool indeed.

Unexpected coolest game

It's probably a cliché by now but boy oh boy does *Titanfall* look good or what. There were some rumblings about this game just before E3 and Vince Zampella (head of Respawn Entertainment) hinted that this year's E3 would be worth waiting for. He was right. You just have to see this game in action to understand what all the excitement is about. Some honourable mentions include *Mad Max*, *Wolfenstein: The New Order*, *Tom Clancy's The Division* and *Project Spark* all looking very cool.



Most epic theme park ride

Transformers: The Ride-3D, this ride replaced the old *Back to the Future* ride at Universal Studios, so while we were sad to see a classic go the replacement blew out the back of our minds. As with most rides there are people dressed up and playing a part in the experience. Here we had military personnel shouting at us to get in and strap up. You wear 3D glasses and sit in a Transformer that goes on a wild chase through the city. Falling off buildings, racing through the street and taking on Megatron are all part of the fun. It will leave you shaken.

Best surprise dinner

Where to eat that a) isn't fast/junk food and b) doesn't come up to your room and c) isn't in the hotel you're staying at, was a daily dilemma. We walked the streets and alleyways of Hollywood for literally minutes each night seeking culinary satisfaction. Then we found it: Miceli's Italian, apparently the oldest Italian restaurant in Hollywood. After checking the meatballs for hidden grenades we tucked into a fabulous dinner. At one point our waitress took a few moments off to sing while sitting on a piano which was pretty epic.



Tom Clancy's The Division

Developer | Ubisoft Massive

Publisher | Ubisoft

Genre | Third-person shooter / MMORPG

Release date | Q4 2014

Platforms | PS4 / XBO

It wouldn't be a Tom Clancy game without some sort of paranoid plot, and *The Division* looks to be no different. The game takes place in a post-apocalyptic New York following the release of a deadly disease that ravaged through the city on a busy Black Friday. Things went to hell, as they usually do in these situations, and soon Martial Law was declared. Shortly after, the government established a secret task force called *The Division* – a group of soldiers charged with restoring order and taking down anyone who represents a threat.

While the setting is your typical modern combat fluff, the gameplay is sure to put a fresh spin on things. *The Division* looks like any other shooter when taken at face value, but underneath that shiny next-gen exterior is an open-world RPG. Players can find one-another and team up (in up to four-strong squads) to take on a variety of objectives, many of which will clash with opposing players in the world to create dynamic PVP encounters.

All of the RPG mechanisms

you'd expect are set to be present: players can loot the bodies of the fallen, uncover caches of weapons and equipment, and customise their loadout from what we're told is "thousands of weapon types, skill combinations, gear and much more". As a standalone agent (the government supposedly washing its hands of any nefarious deeds you may perform in the line of duty), you'll be entirely responsible for your own equipment and inventory, but you'll have the ability to trade with other players as well as craft new weapons and equipment.

Testament to Ubisoft's commitment to incorporate mobile platforms into this generation of gaming, players on supported tablets and smartphones will also be able to join in the action. Squads on the ground are limited to four players, but a fifth player can join in on a smart device to control an aerial drone. From their bird's-eye vantage point they can spot enemies for the ground team, as well as provide other support services like healing and buffing, and even engage targets directly with drone strikes. **E3**

"While the setting is your typical modern combat fluff, the gameplay is sure to put a fresh spin on things."



PRE-ORDER FROM
bt
GAMES
www.btgames.co.za/bt/spages/
assassin/assassin4.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

**ASSASSIN'S
CREED IV
BLACK FLAG**

RELEASING 1 NOVEMBER 2013



The Elder Scrolls Online

Developer | Zenimax Online Studios
Publisher | Bethesda SoftWorks
Genre | MMORPG
Release date | Q2 2014
Platforms | PC / PS4 / XBO

If there's one game from E3 that is sure to divide gamers (like we need anything more), it's *The Elder Scrolls Online*. Fervent fans of the series march on one side of the debate while level 65 MMO veterans take to the opposition, each clamouring for this game to be more like that which they're used to. It's a tough balancing act – to combine the gameplay of an open-world action RPG series with that of an MMO. But, really, bugger it – *TES Online* is going to try anyway.

Taking place some thousand years before the events of the *Elder Scrolls* series, *TES Online* sees various factions vying for control over Tamriel, taking players to new and familiar

locations and ultimately covering the entire continent and outlying islands with future expansions.

As with any MMO, you'll pick your character class and starting region, but it looks like you'll have plenty of freedom to customise your skills beyond the traditional archetypes, so you can have your roguish spellsword or knightly pickpocket or anything in between. The game will also feature all the crafting, dungeon-running and combat dynamics you'd expect from the genre, so really, now it's just up to Father Time to do his thing so we can see how well these lofty goals and big promises actually fit together. **E3**



Need for Speed: Rivals

Developer | Ghost Games
Publisher | Electronic Arts
Genre | Racing
Release date | Q4 2013
Platforms | 360 / PC / PS3
PS4 / XBO

Rivals is one of many games that will arrive late this year on both current- and next-gen platforms, as a sort of stop-gap to tide over those gamers who will still be on the fence, but the gorgeous visuals on show at E3 this year can only be from a high-end PC or console system. The game will feature the cops vs. racers system we're all used to by now, and will see the return of aesthetic and performance upgrades (including decals, rims and paint jobs; it's not clear yet if there'll be any structural modifications), as well as

gadgets like EMPs, shockwaves and call-in roadblocks (for the cops, we assume).

As expected, *Rivals* looks like it'll play out in a very similar way to the recent iteration of *Most Wanted*, even seeing the return of Criterion's Autolog system for competitive play between friends. Players can automatically post their achievement and race times which their friends can then attempt to beat, and can seamlessly join in their friends' multiplayer games for co-op or versus play with the new AllDrive system.

This is the first title from the recently formed Ghost Games, which was established purely for the production of *NFS* games, but Criterion has come on board to help the team get the game to where it needs to be by the end of the year. **E3**



Assassin's Creed IV: Black Flag

Developer | Ubisoft Montreal

Publisher | Ubisoft

Genre | Action adventure

Release date | October 2013

Platforms | 360 / PC / PS3 / PS4 / Wii U / XBO

Following its brief trip to the American Revolution with the third numbered game in the series, *Assassin's Creed* is once again switching eras: this time in favour of deck swabbing, parrot husbandry and swashbuckling on the high seas. Which is to say everything's gone all pirate-y. Specifically, the game begins in 1715, and you're handed control of Edward Kenway: a young, arrogant captain with zero respect for authority, and father of Haytham Kenway / grandfather of Connor Kenway from *Assassin's Creed III*. Edward's fast gaining a reputation amongst legendary pirates like Edward "Blackbeard" Teach, Anne Bonny, Jack Rackham and Charles Vane, and *Black Flag* sees our hero thrust into the midst of an ancient struggle which threatens to unravel everything the pirates have built.

Within the game's world there are three cities to visit: Havana, Kingston and Nassau. Havana is under Spanish rule, and Kingston is owned by the English, while Nassau is the home base of various pirates and scallywags. There's more to it than just the three cities, too. There'll be 50 locations

to explore in the game, the majority of which will be land-based – but you'll have to use your own personal ship, the *Jackdaw*, to do a bit of naval exploration in order to discover the remainder of the water-borne locations. You'll encounter jungles, forts, villages and more as you explore the game's vast world. Your ship can be customised, and naval battles will obviously feature, and there's a spyglass you can use to examine the cargo of distant ships and gauge their strength. You'll be able to board and capture enemy vessels, and the hunting system returns from *AC III*, letting you hunt rare animals on land or sea.

Given that there are pirates and all, there'll be buried treasure to track down, and underwater gameplay lets you loot shipwrecks resting on the ocean floor. Basically, *Black Flag* is packed to bursting with everything you would expect from a game set in the Golden Age of Piracy. In addition to all these enhancements and new features, you'll discover the same *Assassin's Creed* that you know and love, and there'll also be a multiplayer mode to enjoy – although it'll be restricted to land battles only. **E3**



"Given that there are pirates and all, there'll be buried treasure to track down..."

PRE-ORDER FROM

bt
GAMES

www.btgames.co.za/bt/spages/
watchdogs/watchdogs.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

WATCH DOGS

Releasing 22 November 2013



The Evil Within

Developer | Tango Gameworks

Publisher | Bethesda Softworks

Genre | Survival horror


Release date | TBA 2012

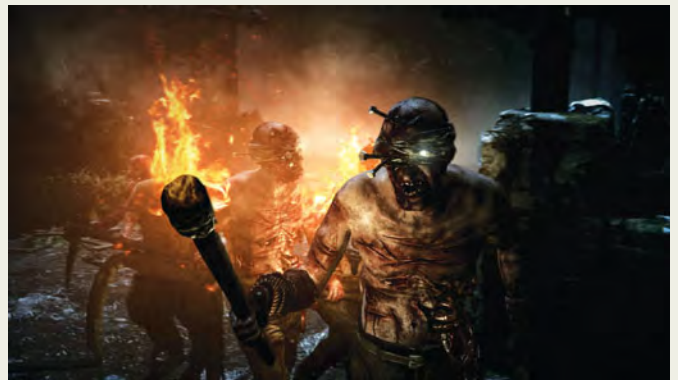
Platforms | 360 / PC / PS3 / PS4 / XBO

If you've grown frustrated with the direction that *Resident Evil* has taken in recent years, this is the game for you. You might not have heard of Tango Gameworks before, but the studio is led by *Resi* creator Shinji Mikami, and Bethesda seems to have given him and his team all the creative freedom and resources they need to create a challenging survival horror that should have any fans of the earlier *RE* titles (and their creepier cousins, *Silent Hill*) squealing with delight (and terror).

You'll play in this "return to roots" horror as detective Sebastian Castellanos, who's been sent to investigate a

mysterious asylum. As expected, things aren't quite right inside, and Sebastian will have to use a mix of cunning, combat and puzzle-solving to stay alive, and to stay sane.

Yes, *The Evil Within* will feature combat, but Sebastian's resources and ammunition will be extremely limited, forcing the player to think creatively and only resort to firing precious bullets if they're absolutely sure it's the right decision. A highly dynamic AI will also mean that no two situations are likely to play out the same, and it'll be up to the player to determine if it's best to stay and fight, or just leg it. 



Thief

Developer | Eidos Montreal / Nixxes Software BV

Publisher | Square Enix

Genre | First-person stealth


Release date | TBA 2014

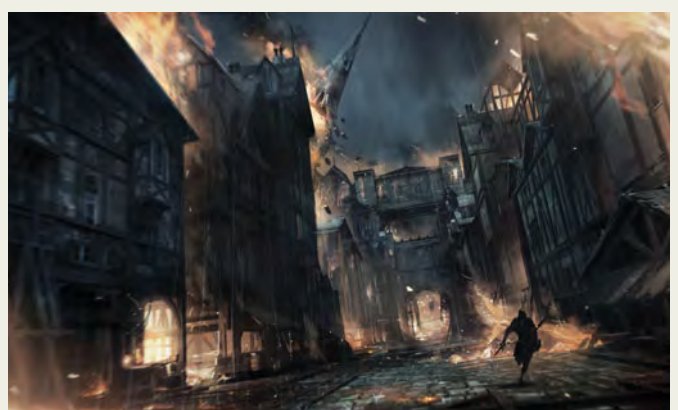
Platforms | 360 / PC / PS3 / PS4 / XBO

We finally had a chance to see a more substantial chunk of gameplay being demoed live at E3, and there were some good and bad bits on display. For those of you who missed the news, this new *Thief* is a reboot, or reimagining, of the series. It once-again sees Garrett as the player character, but his skillset has been greatly expanded to bring it more in line with modern sneak-'em-ups – for better or worse.

Players will be able to use a mix of stealth and action approaches in *Thief*, but the developers assured us that no matter your tactics, you'll have to stay the shadows (made easier with the return of the light gem) if you want to survive. Garrett

can stalk his prey, perform take-downs or simply pick their pockets for either key mission items or a bit of extra cash. You'll then spend that cash on upgraded equipment and consumables, including the many returning arrow types (fire, water, broadhead, and rope, among others) as well as health potions and poppy flowers.

Poppy is used to replenish your Focus metre – the source of much of the controversy surrounding *Thief*. In Focus mode, key traversal points and loot will glow blue, and Garrett becomes a more accurate and powerful combatant. Thankfully, those who prefer to have no hand-holding can opt to disable Focus altogether. 



Destiny

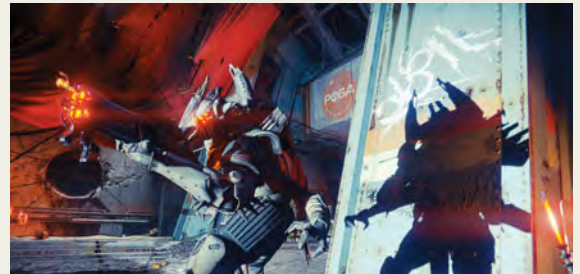
Developer | Bungie
 Publisher | Activision
 Genre | First-person shooter
 Release date | 2014
 Platforms | 360 / PS3 / PS4 / XBO

As Bungie's first game in ages to not brandish the *Halo* logo, you can almost feel all of gaming waiting with baited breath to see how *Destiny* fares. The game is set 700 years in the future. After a period of time known as the Golden Age – in which mankind took to the stars and colonised numerous other planets – humanity suffers an event known as the Collapse. It left mankind on the brink of total extinction, all their otherworldly colonies lost, and the last survivors left living on Earth having been saved by a mysterious celestial body known as the Traveler. The Traveler now floats above Earth's last city and gives the last defenders of the human race – the Guardians of the City – the power to defend against the hostile alien races that have repopulated Earth's former colonies and now threaten mankind's last bastion. In *Destiny*, you are one of those Guardians.

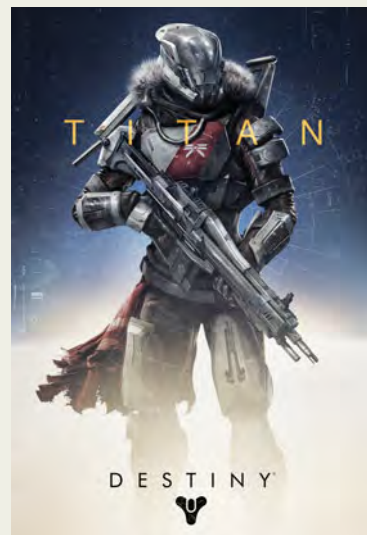
Starting up the game, you'll be presented with a choice of three races of Guardian: Human, Awoken and Exo, each with their own traits and characteristics. Furthermore, you'll choose one of three classes for your character from a selection of Warlock, Titan and Hunter. The Hunter

is a bounty hunter-style recon class; Warlocks are deemed "space wizards", combining traditional weaponry with special powers granted by the Traveler; Titans are the heavy hitters, the bulky space marines, using heavy weapons and powerful melee attacks to overpower foes. From there, the game is a heavily interconnected first-person shooter with strong ties to MMO (Massively Multiplayer Online) games – although Bungie insists it's not an MMO.

It's an always-online game, and while players won't always see and interact with all the players on a specific server, the game's matchmaking services will pair players together for cooperative and competitive multiplayer. Promising a rich, immersive story, you'll work together with other players to defend Earth's last city from alien attack in various forms, explore the ruins of Earth's colonies on distant planets, and uncover remnants of humanity's former glory on Earth in locations like Old Russia and other eerily familiar environments that nature has reclaimed. *Destiny's* universe will dynamically shift in ways not always controlled by Bungie, but by the actions of its players. **E**



"Starting up the game, you'll be presented with a choice of three races of Guardian: Human, Awoken and Exo, each with their own traits and characteristics."



PRE-ORDER FROM
bt
GAMES
www.btgames.co.za/bt/spages/
splintercell/splintercell.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

TOM CLANCY'S
**SPLINTER CELL
BLACKLIST**

Releasing 23 August 2013



Titanfall

Developer | Respawn Entertainment

Publisher | Electronic Arts

Genre | First-person shooter

Release date | Q1 2014

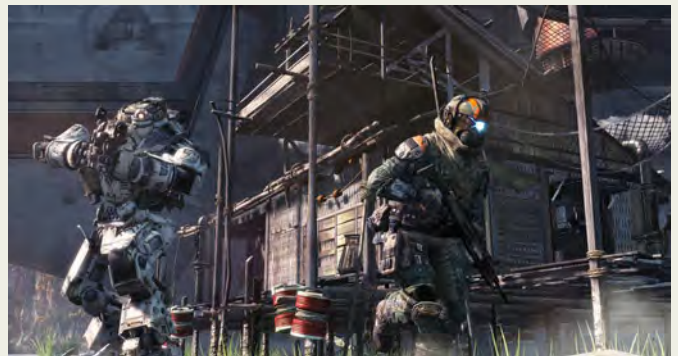
Platforms | 360 / PC / XBO

When EA took on Respawn Entertainment (a studio founded by the two guys who lead the original *Call of Duty* team) and their dream to make a game outside of the constraints of *COD*, expectations were all over the place, but, realistically, what we've seen of *Titanfall* makes complete sense for the studio.

It's a multiplayer-only arena-style first-person shooter much like what you get in *Call of Duty*'s multiplayer component, but with much larger combat areas to make way for the gigantic mech-like Titans that act as supersized combatants that can change the course of any

battle. And even when you're on foot, you seldom ever will be: everyone gets a jetpack to ensure maximum mobility, which means there's every chance this game will play out like some sort of fast-paced hybrid of *Tribes*, *Battlefield* and *MechWarrior*. The best part is that everyone also gets their own Titan, which is dropped in from orbit ("Titanfall") once your personal countdown timer has reached zero. When that happens, just specify a drop point and wait for the heavens to deliver.

There's also a strong sense of cinematography in *Titanfall*, with each map playing out more like a "mission" and less like an exercise in repetition: your dropship's personnel will regularly update you on objectives and mission statuses that manage to feel more important than simply capturing hardpoints or other goals. **E3**



Splinter Cell: Blacklist

Developer | Ubisoft Toronto / Ubisoft Shanghai (Wii U)

Publisher | Ubisoft

Genre | Third-person shooter / stealth

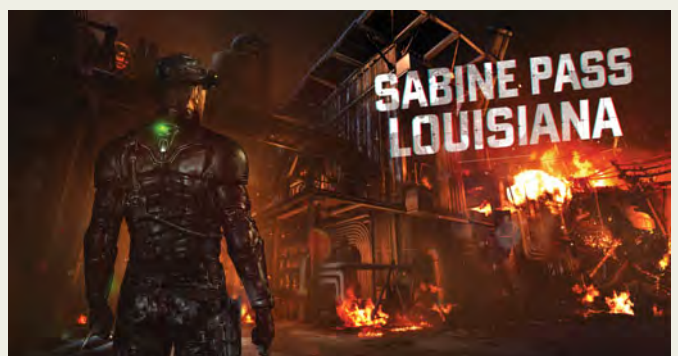
Release date | August 2013

Platforms | 360 / PC / PS3 / Wii U

Third Echelon has been disbanded, replaced with the imaginatively named Fourth Echelon. Sam Fisher is at its head, commanding a team of elite operatives answerable only to the president of the US. When a group of twelve countries (in which the US has a strong military presence) decide that they've had enough of US involvement within their borders, they initiate the Blacklist – a countdown of deadly terrorist attacks on US interests. You and Fourth Echelon are sent in to eliminate this terrorist cell before the countdown reaches zero.

Once again, you are Sam Fisher, tactical suit and goggles in hand. You'll have access to

new gadgets like a tri-rotor drone that lets you scout ahead, using it to mark and distract enemies – or eliminate them remotely by setting the drone to self-destruct. Iconic gadgets like the sticky shocker and an upgraded snake cam make a return. "Killing in Motion" is a new feature which lets you mark multiple enemies and then rapidly execute them, and as with former games in the series it's up to you how best to approach each mission: stealth or loud, non-lethal or with deadly force. Multiplayer makes an appearance with the specially built cooperative missions, as well as the competitive Spies vs. Mercenaries mode. **E3**



Watch_Dogs

Developer | Ubisoft Montreal

Publisher | Ubisoft

Genre | Action

Release date | November 2013

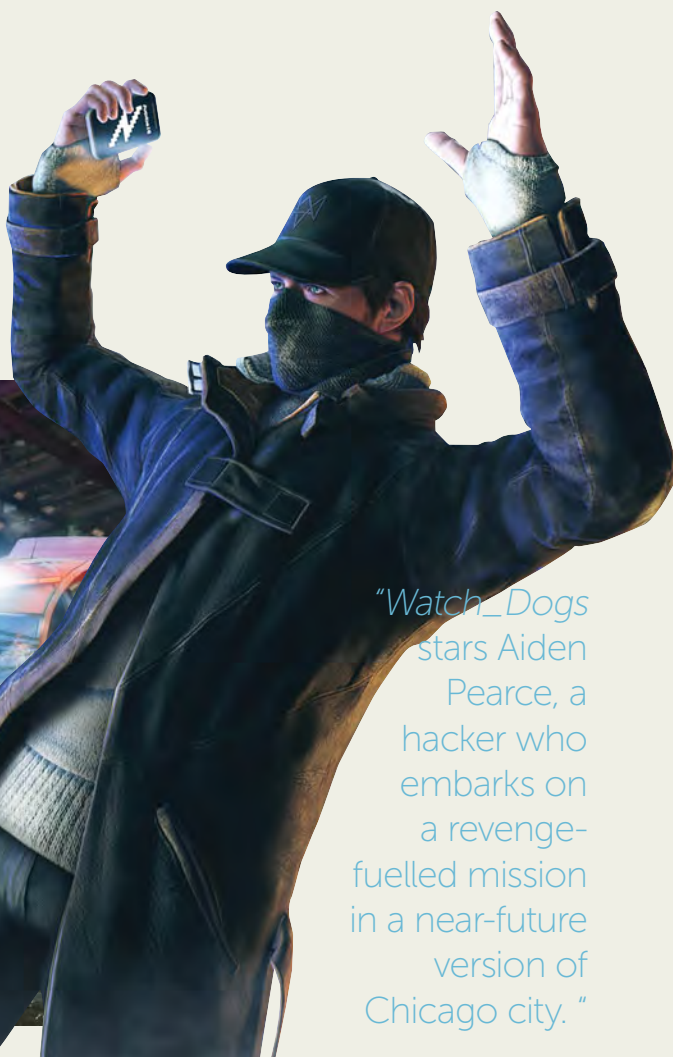
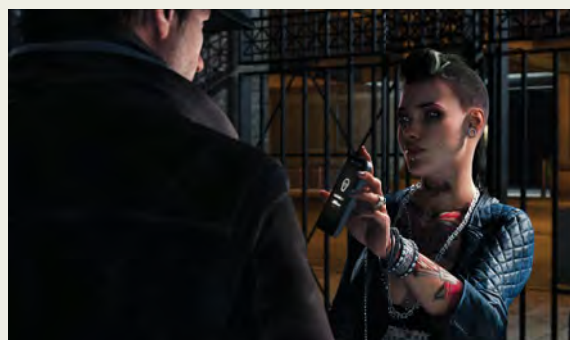
Platforms | 360 / PC / PS3 / PS4 / Wii U / XBO

This time last year, Ubisoft had utilised their pre-show press event to unveil *Watch_Dogs*. The game was probably the biggest surprise of E3 2012, and it certainly was the title responsible for generating the most buzz. A year has come and gone and *Watch_Dogs* again managed to hack its way into the minds of show attendees to ensure that it remained a firm favourite.

Watch_Dogs stars Aiden Pearce, a hacker who embarks on a revenge-fuelled mission in a near-future version of Chicago city. Finer details of the plot are still sketchy, but suffice it to say that Aiden's family fell victim to nefarious deeds committed by powerful individuals operating outside the law. This turns Aiden into the masked vigilante hacker we've seen in gameplay videos so far. Using his cell phone, Aiden is able to hack the entire city of Chicago, turning CCTV, traffic lights, webcams, ATMs and other people's cell phones into his weapons for revenge. Obviously this involves some serious breaching of other people's personal information, which

is something that's become more of a concern in our real world. Creative director Jonathan Morin told us that this real world concern was one of the main inspirations behind the themes of *Watch_Dogs*.

Another theme that'll be central to the game is that of moral ambiguity. Aiden is a character that Ubisoft has deliberately portrayed as having a grey moral compass. You'll be able to decide how you approach each mission, but your actions (violent or otherwise) will have repercussions throughout the city. An example we were shown saw Aiden executing enemies in the streets and in full public view. While attempting to evade the crime scene Aiden took cover in a crowded coffee shop, but a news bulletin playing on a TV in the shop alerted a customer to Aiden's wanted status and identity, causing the civilian to dial the police. Had Aiden not been so violent up to this point, and had he chosen to protect civilian bystanders during more violent encounters with enemies, that civilian in the coffee shop might have turned a blind eye when he recognised Aiden. **E3**



"*Watch_Dogs* stars Aiden Pearce, a hacker who embarks on a revenge-fuelled mission in a near-future version of Chicago city."

PRE-ORDER FROM
bt
GAMES
www.btgames.co.za/bt/spages/
assassin/assassin4.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

**ASSASSIN'S
CREED IV
BLACK FLAG**
RELEASING 1 NOVEMBER 2013



The Witcher 3: Wild Hunt

Developer | CD Projekt RED
Publisher | TBA
Genre | Role-playing game
Release date | 2014
Platforms | PC / PS4 / XBO

As the final chapter in the tale of Geralt of Rivia, *The Witcher 3: Wild Hunt* is pulling out all the stops. The game is set in a completely open world, divided into multiple regions. You'll be able to explore port cities, sleepy villages, creepy forests and more. Travelling is done via horse on land, but you'll also be able to sail the seas to get around – and given that the game is supposedly 30 times bigger than *The Witcher 2*, you're going to need those travel options. If the previous games are anything to go by, the mature, non-linear narrative will be absolutely gripping and promises to be filled with meaningful choices that lead

to powerful, long-lasting consequences.

The combat system is seeing improvements that'll make it a more tactical, dynamic experience devoid of quick-time events. We're also told that the game world will be brought to life by ecosystems that behave realistically, with the world's flora and fauna reacting to the events of the broader game. It's all being built in CD Projekt's REDengine 3, which the developers loftily claim makes this the "best-looking RPG to date", and more importantly allows for completely free exploration of the gorgeous game world without any hindrance from pesky loading screens. **E**



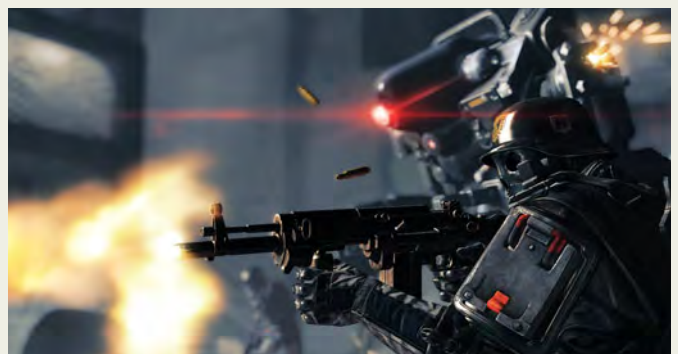
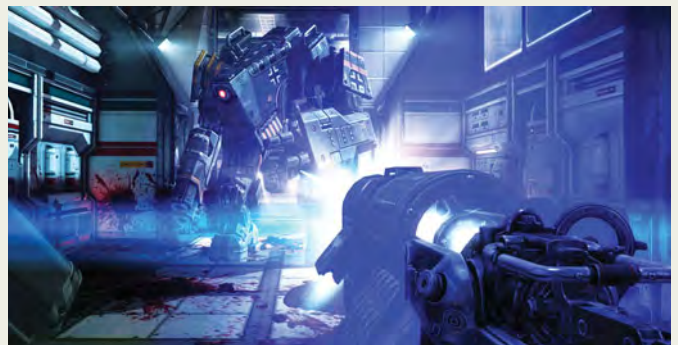
Wolfenstein: The New Order

Developer | MachineGames
Publisher | Bethesda Softworks
Genre | First-person shooter
Release date | December 2013
Platforms | 360 / PC / PS3
PS4 / XBO

It's a new *Wolfenstein!* And even though it's not being developed by original creators id Software, anything bearing the name is immediately going to send our excitement levels soaring. We're assured that new developer MachineGames (comprised of former Starbreeze Studios developers – they responsible for *The Darkness* and *The Chronicles of Riddick: Escape from Butcher Bay*) is handling the series with the utmost respect, consulting with id to make this as faithful an experience as possible. It's set in the 1960s, in an alternate history setting wherein the Nazis won World War II.

You'll once again be placed

in the combat boots of William "B.J." Blazkowicz, who'll be taking the fight to the Nazi oppressors in order to wrestle the world from their control. We're told that the game is meant to be viewed more as an action adventure than a straight-up shooter – but we'll have to see how that goes. It's firmly rooted in the old-school mentality, but will feature a few modern mechanics as well, like dual-wielded weapons and semi-regenerative health. You'll also have access to an upgradeable laser weapon/thing that can be used to manipulate the environment, like by cutting through cover. Naturally, there'll be an extensive arsenal of weapons at your disposal, some fairly standard and others brilliantly outlandish, but all useful when it comes to mowing down hordes of angry Nazis and robotic dogs and big fluffy mechs bristling with weaponry. **E**



Battlefield 4

Developer | DICE
Publisher | Electronic Arts
Genre | First-person shooter
Release date | November 2013
Platforms | 360 / PC / PS3 / PS4 / XBO

Don't act surprised: the arrival of *Battlefield 4*, however soon it may seem, was coming one way or another. Even though it looks like a tweaked version of mostly the same sort of thing

as *Battlefield 3*, stepping six years into the future (to the year 2020) brings with it all the semi-futuristic weapons and tools of warfare you could want (except for Lightsabers, sadly). Players will take on the role of US Special Operations operative "Recker" – member of a squad known as "Tombstone" that is tasked with covert operations in locations including Russia and China. It's likely to be every bit as bombastic and visually incredible as you'd expect. **E3**



Call of Duty: Ghosts

Developer | Infinity Ward
Publisher | Activision
Genre | First-person shooter
Release date | November 2013
Platforms | 360 / PC / PS3 / PS4 / XBO / Wii U

Another year means it's time for another *Call of Duty*... actually, we're pretty sure we write *that* every year. See where this is going? Where it's going is to a future

where the US is no longer a global superpower, and where Ghost Squad is going to have to sneak up on and kill what could be an entire army of bad guys to save the day. There's a dog with body armour; there's a guy with a mask; there's the same old engine getting tweaked into the next generation. But, hey, you know what to expect, and by now you're probably already super excited, or super not. **E3**



Dark Souls II

Developer | From Software
Publisher | Namco Bandai Games
Genre | Action role-playing game
Release date | March 2014
Platforms | 360 / PC / PS3

This is it, folks: the sequel you've probably already told yourself not to get excited about, but can't help doing so anyway because you're obviously some sort

of demented masochist. *Dark Souls II* centres on a character in search of a cure for his eternal agony (kind of ironic), and will feel familiar to anyone who's played the first game in the series, although everything will be tweaked and smoothed over to make it a little more accessible while still retaining the painful level of challenge you've come to know, hate, and ultimately love. **E3**



Dead Rising 3

Developer | Capcom Vancouver
Publisher | Microsoft Studios
Genre | Action horror
Release date | November 2013
Platforms | XBO

This is capcom's third core outing in the *Dead Rising* series (and the second for Capcom Vancouver – or Blue Castle Games to you and me), and this time things are set to get darker, grittier and just a little edgier. The game takes place in the fictional city of Los Perdidos,

where players take on the role of mechanic Nick Ramos in the attempt to do something we're sure is important, while slaying near-endless waves of undead along the way. There's talk of insane new weapons and blueprints for you to build and find, from the simple flashlight/gun mod to the more exotic flaming broadswords and sledgehammer/chainsaw combinations. Vehicles will also have a greater importance, and the entire playable space has been expanded to accommodate this. **E3**



PRE-ORDER FROM

bt
GAMES

www.btgames.co.za/bt/spages/
watchdogs/watchdogs.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

WATCH DOGS

Releasing 22 November 2013



Dying Light

Developer | Techland
Publisher | Warner Bros.
Interactive Entertainment
Genre | First-person action
horror
Release date | TBA 2014
Platforms | 360 / PC /
PS3 / PS4 / XBO

Techland has proved that they know how to make a decent zombie face-bashing action RPG, and now the studio is taking their knowledge and expertise to a whole new level. *Dying Light* is once-again

a zombie-themed first-person role-playing shooter with four player co-op, but this time you'll be in a sprawling, urban sandbox and given some nifty free-running tools to get around. Players will have to be sharp if they want to survive; there's a variety of infected around including those who will actively hunt the player characters, as well as a continuous day/night cycle around which you need to plan your next moves if you want to stay on the non-decomposing side of life and death. **E3**



Final Fantasy XV

Developer | Square Enix 1st
Production Department
Publisher | Square Enix
Genre | Role-playing game
Release date | TBA 2014
Platforms | PS4 / XBO

Hey, remember when Square was working on that game called *Final Fantasy Versus XIII*? Well throw away that memory and replace it with *Final Fantasy XV*, because the entirety of *Versus* has been dropped in favour of a new core

title in the series.

This all means that, technically, the game's been in development since 2006, and it's now been bumped to next-gen to give the developers time to gather their wits and make this a solid addition – especially given the poor reception of *FFXIII*.

Expect a little more action courtesy of some shooter elements, but otherwise this will be a familiar (and welcome) game with a thankfully open world for you to explore. **E3**



Gran Turismo 6

Developer | Polyphony Digital
Publisher | Sony Computer
Entertainment
Genre | Racing simulation
Release date | Q4 2013
Platforms | PS3

What the hell, Polyphony? Introducing a new *Gran Turismo* at the end of the PS3's life cycle is madness, but to do so with an all-new engine, including new rendering, physics, aerodynamics and a whole bunch of technical

things is beyond even that. Still, the (clearly insane) team is determined to squeeze out every ounce of power from the humble PS3, and with this new title they'll introduce a host of high-spec vehicles including the Nissan DeltaWing '12, BMW Z4 GT3 '11, Merc SLS AMG GT3 '11 and the Audi R8 LMS Ultra #3 '12. If all those words and numbers scare you then you're definitely in the wrong room, but for everyone else this is sure to be the ultimate in car porn. **E3**



Infamous: Second Son

Developer | Sucker Punch
Productions
Publisher | Sony Computer
Entertainment
Genre | Action-adventure
Release date | Q1 2014
Platforms | PS4

Second Son is set to be every bit the sequel you'd expect, with a new protagonist by the name of Delsin Rowe boasting some impressive smoke- and fire-based superpowers to go with the bigger, more action-packed game world to explore. The game takes place seven years after the events of *Infamous 2* and follows a similar story of an oppressive government attempting to control those remaining Conduits (super-powered humans) in the city of Seattle, which brings with it a suitably grungy and angst-ridden attitude.

The gameplay on display at

E3 showed a chaotic experience that fluidly mixed combat with traversal as Delsin sprinted, flew, climbed and glided through a semi-destructible environment. It was delicious. **E3**



Killzone: Shadow Fall

Developer | Guerrilla Games
Publisher | Sony Computer Entertainment
Genre | First-person shooter
Release date | Q4 2013
Platforms | PS4

Apparently sequels don't get numbers anymore, but whatever – this is Sony's world. But this is a sequel, set thirty years after the events of *Killzone 3*. The planet Helghan has been ravaged and left uninhabitable, and before

long the Helghast are up to their old tricks of invading and destroying everything they can find on the planet Vetka. Hinted at by its name, *Shadow Fall* will feature a somewhat greater emphasis on stealth, although it's still very-much a shooter. There's also the leap in technology owing to 30 years of progress, and we see the player is able to control a small personal drone, called an OWL, using the DualShock 4's touchpad. **E3**

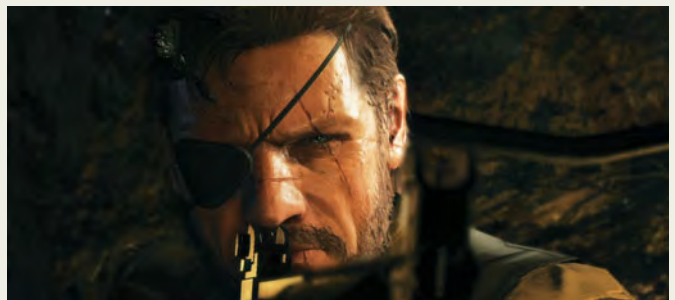


Metal Gear Solid V: The Phantom Pain

Developer | Kojima Productions
Publisher | Konami
Genre | Action-adventure / stealth
Release date | TBA
Platforms | 360 / PS3 / PS4 / XBO

After losing an eye and a hand, what's left of Snake is returning in this tenth continuation of the series that follows right after

the events of *Peace Walker*. There are many changes in *MGS V*, the most notable of which are the inclusion of an entirely open game world, and vehicles (and horses!) to help you get around. The game will present a grittier, more realistic approach to the series, and there's an active day/night cycle to assist sneaky players in making the most of the shroud of darkness when taking on more challenging engagements. **E3**



Murdered: Soul Suspect

Developer | Airtight Games
Publisher | Square Enix
Genre | Adventure
Release date | Q1 2014
Platforms | 360 / PC / PS3

There's nothing quite like a good "whodunit", but when the investigator is the victim, things get a whole lot more interesting. That's the premise in *Murdered: Soul Suspect*, from the team that most recently brought you the charming first-person puzzler *Quantum Conundrum*.

Players take on the role of the ghost of mysteriously murdered PI Ronan O'Connor. You'll have to use your ethereal abilities to learn how you died, using some neat mechanisms including possessing a police officer to read his case notes and walking through walls to eavesdrop on important conversations. The game looks to be light on combat, which suits us fine – nothing like a ghostly adventure story set in the supernatural hub that is Salem, Massachusetts. **E3**

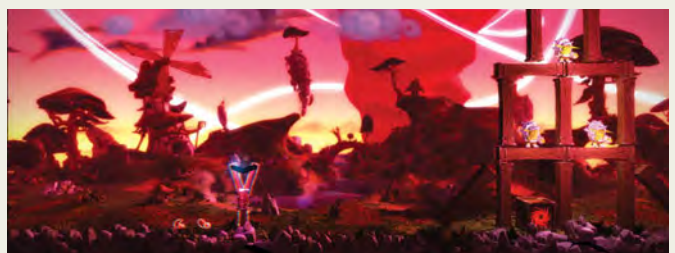


Project Spark

Developer | Team Dakota
Publisher | Microsoft Studios
Genre | Game creation tool / RPG
Release date | TBA
Platforms | 360 / PC / XBO

Part game creation utility, part actual game, *Project Spark* is an interesting move forward for the user-generated content crowd. It empowers players to build entire worlds (within a steampunk-like fantasy setting), fill them with towns, forests, mountains and all the

other environments you'd expect, and top them off with monsters, NPCs and quests. Objects within the game can be programmed with "brains" which can be assigned from a preselected list or shared online repository, or custom-built line-by-line. Such brains include enemies, pets, quest-givers and all manner of typical RPG characters. Then, once your world is ready for play, call in a group of friends and take on the challenges you've laid out. Or simply jump into a random game from the online selection. **E3**



PRE-ORDER FROM

bt
GAMES

www.btgames.co.za/bt/spages/
splintercell/splintercell.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

**SPLINTER CELL
BLACKLIST**

Releasing 23 August 2013



Quantum Break

Developer | Remedy Entertainment
Publisher | Microsoft Studios
Genre | Action-adventure
Release date | TBA 2014
Platforms | XBO

While everyone is waiting for a new *Alan Wake*, Remedy has instead decided to jump onto a new property called *Quantum Break*. Not much is known about the game, aside what was shown in a brief trailer at the show, but there

looks to be a mix of sci-fi intrigue and action. Players will take on the role of a chap called Jack who seems to have the ability to interact with people and objects trapped in "Zero State" – a frozen pocket of time.

The game also ties in with a TV series that's currently in production, and Remedy has stated that decisions made by players in the game will somehow affect the show, and the show will unveil information for players to use in the game. **E3**



Saints Row IV

Developer | Volition, Inc.
Publisher | Deep Silver
Genre | Action-adventure
Release date | August 2013
Platforms | 360 / PC / PS3

When aliens invade the earth, who better to turn to for defence than the president of the United States? Ordinarily, we don't think Barack could go toe-to-toe with a Xenomorph, but

in this case that president is the leader of the Third Street Saints, and he happens to be both imbued with a myriad of superpowers and loaded up with all manner of ridiculous high-powered weapons. *Saints Row IV* looks to be ever more wacky and over-the-top than everything that came before it, which is, like, a hell of a thing. Let your hair down and shoot some aliens. **E3**



Star Wars: Battlefront

Developer | DICE
Publisher | Electronic Arts
Genre | Multiplayer shooter
Release date | TBA
Platforms | PC / PS4 / XBO

When it was announced that EA secured an exclusive deal to develop and publish *Star Wars* games following Disney's takeover of the brand, the future of the *Battlefront* series, and its long-anticipated third iteration, was at the forefront of most people's concerns.

Now EA has finally confirmed that *Battlefront* is returning, but that's about it. We know that DICE – the Swedish team, not the new studio in LA – is behind the wheel, which means the same energy and effort that's gone into the *Battlefield* series will hopefully be carried over to this galaxy far, far away. If we could tell you more, we would, but there's not much info; don't expect any sort of release date or gameplay video any time soon, though. **E3**



Super Smash Bros.

Developer | Sora Ltd / Namco Bandai Games
Publisher | Nintendo
Genre | Fighting
Release date | TBA 2014
Platforms | 3DS / Wii U

At E3, Nintendo finally unveiled the next game in the *Smash Bros.* series, which features the same gameplay and character line-up on both the Wii U and 3DS. What is different between the two is the selection of playable

arenas, with each featuring stages based on games released on their platform, and each platform has its own unique look with the Wii U going a little more "realistic" and the 3DS version will have a cel-shaded look. The roster is looking pretty healthy, and includes favourites like Mario, Bowser, Link and Donkey Kong, as well as less expected fighters including Megaman, Pikachu and the villager from *Animal Crossing*. **E3**



The Witness

Developer | Thekla, Inc.
Publisher | Thekla, Inc.
Genre | Puzzle adventure
Release date | Late 2013
Platforms | PC / PS4

After selling his soul to Sony, Jonathan Blow bagged a sweet deal to fund the development of his next game, as long as he released it as a console exclusive on PS4 (for now, at least). The result is *The Witness*, and as well as

looking gorgeous, it seems to draw a ton of inspiration from the *Myst* series in that it gives players a sandbox environment to explore that happens to be filled with puzzles that need to be solved in order to uncover the game's story and ultimately complete it. There are ten distinct environments in *The Witness*, and players need to complete at least seven of them to gain access to the final location. **E3**



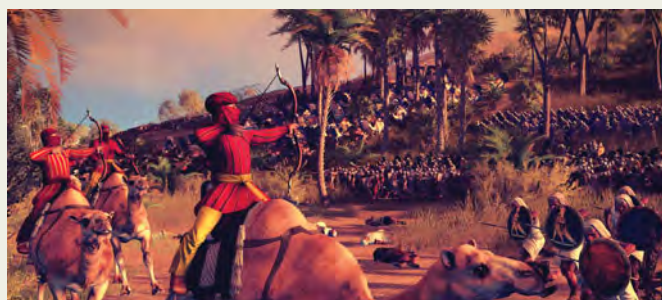
Total War: Rome II

Developer | The Creative Assembly
Publisher | SEGA
Genre | Strategy
Release date | September 2013
Platforms | PC

Rome II represents a huge step up for both Creative Assembly and the *Total War* series, with some impressive new visual enhancements to improve the sense of humanity on the battlefield, as well as a ton of tactical improvements to

expand the player's arsenal of options.

We've known about the new battle types, including mixed naval and land battles, river battles, and encampment assaults, for a while, but during E3 Creative finally showed off the campaign map, giving players an idea of the scope of the campaign (which includes the option to play the entire career co-op or against a human opponent) that spreads across 183 regions, each with their own tactical advantages and scenarios. **E3**

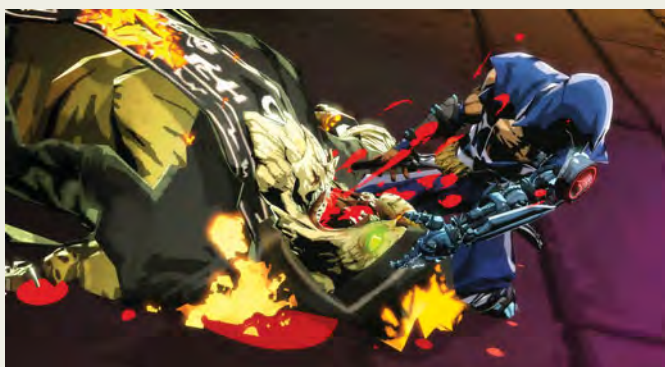


Yaiba: Ninja Gaiden Z

Developer | Team Ninja / Spark Unlimited
Publisher | Tecmo Koei
Genre | Action
Release date | Q1 2014
Platforms | 360 / PS3

Ninja Gaiden Z's E3 trailer is right up there with some of the weirdest stuff we've seen all year, and the gameplay looks set to match its quirky, tongue-in-

cheek aesthetic. If we asked you to imagine a combination of *Duke Nukem*, *Ninja Gaiden* and *Lollipop Chainsaw*, you might have an idea of what this game entails: it's about as serious as a court jester, but looks like it'll hold its own for anyone who enjoys a solid beat-'em-up. Go in to this one expecting to come out dripping in blood and satire, and you should be okay. **E3**



Batman: Arkham Origins

Developer | Warner Bros. Games Montreal
Publisher | Warner Bros. Interactive Entertainment
Genre | Action adventure
Release date | October 2013
Platforms | 360 / PC / PS3 / Wii U

Set several years before the events of *Batman: Arkham Asylum*, *Arkham Origins* transports players back to the Caped Crusader's early career. When Black Mask puts a bounty out on the Dark Knight one

fateful Christmas Eve, eight deadly assassins begin hunting him down with their own twisted methods, leaving a trail of destruction across Gotham City as they do. Batman may already be an experienced crime-fighter, but he's never faced anything like this before, and *Arkham Origins* plans to introduce a plethora of new gameplay mechanics, new gadgets and new locations to explore, all while showcasing the origins of many of Batman's greatest nemeses and iconic allies. **E3**



PRE-ORDER FROM
bt
GAMES
www.btgames.co.za/bt/spages/
assassin/assassin4.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

**ASSASSIN'S
CREED IV
BLACK FLAG**

RELEASING 1 NOVEMBER 2013



Bayonetta 2

Developer | Platinum Games
Publisher | Nintendo
Genre | Action
Release date | 2014
Platforms | Wii U

It seems an odd fit, given Nintendo's normally family-friendly approach, but *Bayonetta's* sequel is set to arrive exclusively on the Wii U, delivering more of the ultra-slick, hyper-violent action that made the original an unforgettable hit with action game fans. *Bayonetta* herself will return as

the sequel's heroine, sporting a new look, and the game reportedly features a two-player mode to go with the incredibly satisfying combo-driven combat system that's making a triumphant return. *Bayonetta 2* is all about fluidity and spectacle, with huge bosses, over-the-top finishing moves and oodles of creativity on display. Novice players can enjoy all that spectacle with none of the fuss by controlling combat using swipes and gestures on the GamePad. **E3**



Castlevania: Lords of Shadow 2

Developer | MercurySteam
Publisher | Konami
Genre | Action adventure
Release date | Q4 2013
Platforms | 360 / PC / PS3

This sequel marks the conclusion to the *Lords of Shadow* offshoot of the beloved *Castlevania* series. Dracula has returned once more, weakened but nevertheless determined to escape his immortal bonds. *Lords of Shadow 2* promises a darker tone than

its forebear, and much of its gameplay will take place in an open-world, modern-day setting that contrasts with the typically medieval fantasy themes surrounding the series. It's mostly set in Dracula's castle, but players are free to explore the modern-day city surrounding it, graciously uninhibited by loading screens. The game's combat system will be enhanced by more complex enemy behaviour, thereby making combat more tactical and meaningful. **E3**



DayZ

Developer | Bohemia Interactive
Publisher | Bohemia Interactive
Genre | First-person shooter
Release date | TBA
Platforms | PC

As the standalone version of the immensely popular *ARMA II* mod of the same name, there's a lot riding on *DayZ*. The mod's cunning mix of survival elements, first-person shooting and player-driven drama will be injected

into the standalone game, with players dropped into the multiplayer open-world setting of Chernarus, where they'll have to fight to gather supplies like food, water, medicine and ammunition to ensure their survival. The packs of roaming zombies that inhabit Chernarus are the least of your worries, as malicious players form groups of bandits to pick off lone scavengers and groups of allied survivors. **E3**

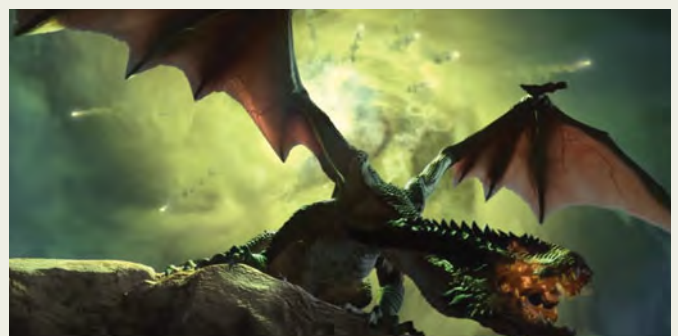


Dragon Age: Inquisition

Developer | BioWare
Publisher | Electronic Arts
Genre | Role-playing game
Release date | Q3 2014
Platforms | 360 / PC / PS3 / PS4 / XBO

Aiming to blend the best elements of *Dragon Age: Origins* and its divisive sequel, this third *Dragon Age* title returns players to the fantasy world of Thedas. This time you'll be greeted by an entirely open

world that's up for exploring, and combat is said to reward players who employ more strategic thinking. The developers have promised that they'll refrain from reusing environments (which was a common criticism levelled at the second *DA* game), and as you'd expect, player choice will be a major driving force behind the game's narrative path as you lead the Inquisition to quell the forces of chaos that grip Thedas. **E3**



Trials Fusion

Developer | RedLynx
Publisher | Ubisoft
Genre | Racing / platformer
Release date | 2014
Platforms | 360 / PC / PS4 / XBO

The popular motorcycle-murdering mayhem of *Trials* goes next-gen with *Trials Fusion*. It'll include all of the elements that have made this such a furiously addictive series, while introducing new features like a physics-based trick system

and a plethora of new social features. Most intriguing is its connection to *Trials Frontier*, a separate version of *Trials* developed specifically for mobile devices, which will interface with *Fusion* in ways that have not yet been revealed. According to publisher Ubisoft, *Fusion* is set "in a shining vision of what our future could be, where technology and nature co-exist" and will deliver "social and visual breakthroughs". **E3**



Forza Motorsport 5

Developer | Turn 10 Studios
Publisher | Microsoft Studios
Genre | Racing
Release date | November 2013
Platforms | XBO

Fans of *Forza* and its particular brand of simulated racing have a next-gen entry in the series to get impossibly excited about. The increased horsepower of the Xbox One means that Turn 10 Studios is cramming more visual detail into

the game than ever before – so much so that during daytime races, for example, you'll even be able to see your dashboard reflected in your windscreen. As with its predecessors, the game offers numerous options and driving assists to toggle that let you tailor the experience to be as realistic or arcade-y as you'd like. Expect to see dozens of cars faithfully recreated in the game, with open-wheel race cars now joining the *Forza* family. **E3**



Halo 5

Developer | 343 Industries
Publisher | Microsoft Studios
Genre | First-person shooter
Release date | 2014
Platforms | XBO

You had to know this was coming. *Halo* sells consoles – and Microsoft plans to use the fifth numbered title in the franchise to send Xbox Ones flying off store shelves. We know next to

nothing about the game, other than it'll run at a solid 60 frames per second, and it's being developed by 343 Industries: *Halo 4*'s developers, who took the series' reins when Bungie stepped down. Given that there are those who believe 343 did a better job with it than even the original devs, there's plenty to be excited about with the first next-gen *Halo* game. Master Chief is back! **E3**



Killer Is Dead

Developer | Grasshopper Manufacture
Publisher | Deep Silver
Genre | Action
Release date | August 2013
Platforms | 360 / PS3

From the beautifully twisted mind of Suda 51 comes a game he describes as a "Dark Side 007". It's set in the near future where cybernetic enhancements and space

tourism are commonplace, and draws inspiration from Ian Fleming's James Bond character. You play Mondo Zappa, an executioner working for the Bryan Execution Firm, and your purpose in life is to assassinate dangerous criminals all over the world. In your right hand, you wield a sword, while your cybernetic left arm can have a variety of uses, transforming into guns, drills and more. **E3**



PRE-ORDER FROM

bt
GAMES

www.btgames.co.za/bt/spages/
watchdogs/watchdogs.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
TO THE SPECIAL EDITION

WATCH DOGS

Releasing 22 November 2013



Mirror's Edge

Developer | DICE
Publisher | Electronic Arts
Genre | First-person action
Release date | TBA
Platforms | PC / PS4 / XBO

After years of rumours, *Mirror's Edge 2* has finally been unveiled as a thing that's real – except it's not called *Mirror's Edge 2*, and it's somehow a reboot of a series that's only got one game in it. We guess that's cool. Most

importantly, it's happening! Built in Frostbite 3, the game "reboots the franchise for the next generation with advanced visuals and an all-new origins story for Faith", says publisher EA. Not much concrete info is known, other than it'll feature the same free-running action that made the original a classic, and that it'll be set in a richer world that gives players more freedom in terms of movement and action. **E3**



Plants vs. Zombies: Garden Warfare

Developer | PopCap Games
Publisher | Electronic Arts
Genre | Third-person shooter / tower defence
Release date | Q2 2014
Platforms | 360 / PC / XBO

PopCap taking *Plants vs. Zombies* and transforming it into a hybrid third-person shooter / tower defence title built in Frostbite 3 was one of the most surprising reveals at E3. In it, you take direct

control of one of the iconic plants from *PvZ*, using varied abilities and weapons to directly damage the zombie hordes, while simultaneously planting a range of other plants in pots at set locations around each level that then act as static defences. It can be played cooperatively with up to three friends, and there will reportedly be competitive modes where players can control the zombies as well. **E3**



Knack

Developer | SCE Japan Studio
Publisher | Sony Computer Entertainment
Genre | Action adventure
Release date | Q4 2013
Platforms | PS4

The gameplay in this PS4 exclusive has been likened to "*Crash Bandicoot* and *Katamari Damacy*, with a touch of *God of War*", and we like the sound of that combination of various awesome things. In it, you play

as a creature called Knack, a magical being with mysterious powers like the ability to alter his size by absorbing various materials from around the game world, which in turn grants you special abilities depending on what's absorbed. Pick up transparent parts and he'll become invisible, or if you collect ice shards Knack will develop a layer of icy armour. It looks set to deliver good, solid fun that the whole family can enjoy. **E3**

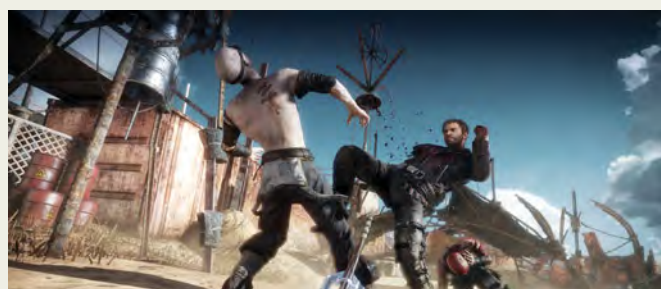


Mad Max

Developer | Avalanche Studios
Publisher | Warner Bros. Interactive Entertainment
Genre | Action adventure
Release date | 2014
Platforms | 360 / PC / PS3 / PS4 / Xbox One

No, Mel Gibson isn't in it. The creators of the excellently destructive *Just Cause* series are hard at work developing a video game version of *Mad Max's* dusty post-apocalypse. We don't

currently know much about the game, but it's said it'll have a strong focus on vehicular combat, allowing players to customise their vehicles as they traverse the game's open world. You play as titular anti-hero Mad Max, searching for the Interceptor: your prize vehicle which was stolen by a gang of vicious marauders. Given Avalanche Studios' pedigree, we're expecting nothing less than beautifully over-the-top gameplay and utter insanity all the way through. **E3**



Puppeteer

Developer | SCE Japan Studio
Publisher | Sony Computer Entertainment
Genre | Platformer
Release date | September 2013
Platforms | PS3

In *Puppeteer*, you play as a boy named Kutaro. You've been turned into a puppet and had your head torn off, your body cast aside in the process. Now, after finding a replacement

head, you must use a magical pair of scissors called Calibus and enlist the aid of a cat named Ying Yang to traverse a magical puppeteer's theatre, reclaim your head and return home. Calibus can be used to attack enemies, or to cut objects in the game's background to progress through the game and solve puzzles. Ying Yang will find you new heads (which can be swapped at will) to use along the way. **E3**



Skylanders: Swap Force

Developer | Vicarious Visions / Beenox (Wii) / n-Space (3DS)
Publisher | Activision
Genre | Action adventure
Release date | October 2013
Platforms | 360 / 3DS / PS3 / PS4 / Wii / Wii U / XBO

The next in the hugely successful *Skylanders* franchise aims to spice things up a bit by adding a new series of collectable figures with interchangeable top and bottom halves. Players can dynamically

mix and match figures to create new characters: combining the top half of Stink Bomb with the bottom half of Night Shift creates new character Stink Shift, for example. These hybrid characters obviously combine the abilities of their base figures. There'll be 16 characters to mix and match in such ways (making for a possible 250 combinations), and for the first time characters will boast the ability to jump. All previous *Skylanders* figures will be compatible with *Swap Force*. **E3**



Ryse: Son of Rome

Developer | Crytek
Publisher | Microsoft Studios
Genre | Action
Release date | November 2013
Platforms | XBO

Ryse: Son of Rome casts players as Roman general Marius Titus. It's effectively historical fantasy, showcasing the spectacle of Roman infantry clashes, highlighting their tactics and abilities. As you battle enemies with sword and

shield, super-violent slow-mo finishing moves powered by quick-time events will be triggered. When the game calls for it, you'll lead squads of infantry using voice commands and gestures via Kinect to give them orders that'll turn the tide of each battle. There'll also be a cooperative multiplayer mode in which players fight in a gladiatorial arena. Naturally, given that the game's being developed by Crytek, expect a visual feast. **E3**

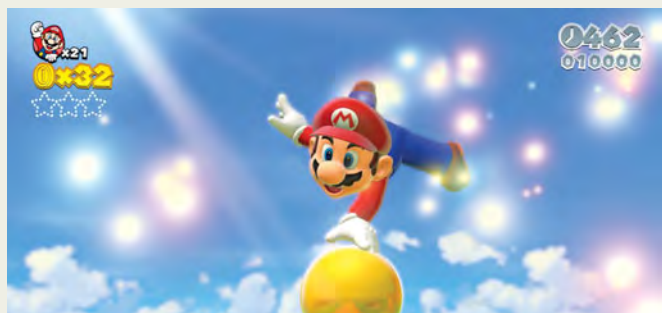


Super Mario 3D World

Developer | Nintendo EAD Tokyo
Publisher | Nintendo
Genre | Platformer
Release date | December 2013
Platforms | Wii U

Taking a cue from *Super Mario 3D Land* on the 3DS, *Super Mario 3D World* combines the freedom of 3D gameplay with the traditional side-scrolling 2D platforming for which Nintendo's iconic

plumber is famous, letting the player shift perspective as they traverse the environment. Four different playable characters (Mario, Luigi, Princess Peach and a blue toad) are available, each with unique abilities. Multiplayer is being added for up to four players exploring the world simultaneously, each in control of a different character. The GamePad lets players rub the touchscreen to reveal hidden stuff, or can be used to deter enemies. **E3**





The Crew

Developer | Ivory Tower / Ubisoft Reflections
Publisher | Ubisoft
Genre | Racing
Release date | 2014
Platforms | PC / PS4 / XBO

The Crew is an open-world multiplayer racing game which sees players teaming up to race across a digital recreation of the United States. Ubisoft has said that it'll take 90 real-world minutes to drive from one side of the US

to the other in the game. The single-player campaign involves infiltrating various criminal groups, and you'll be able to play missions alone, with friends or with complete strangers. In the multiplayer mode you can form crews with other players, and your crew can then take on other players' crews in a variety of game modes. Customisation is key, with players able to strip down and rebuild their cars, tweaking them to their liking as they go. **E3**



The Wonderful 101

Developer | Platinum Games
Publisher | Nintendo
Genre | Action
Release date | August 2013
Platforms | Wii U

Developer Platinum Games calls The Wonderful 101 a "mass-hero action" game. In it, you're given control of an army of superheroes attempting to fight off an alien invasion. Using the Wii U's GamePad, you

can combine these superheroes en masse in ridiculously intriguing ways – such as by directing them to join together to form a giant sword, or a huge fist, or a bridge. These different forms can be used to clobber enemies, or to interact with the game's environment. There'll be local co-op for up to five players, and the GamePad can be used to view areas outside of the main screen. **E3**



Transistor

Developer | Supergiant Games
Publisher | Supergiant Games
Genre | Action
Release date | 2014
Platforms | PC / PS4

From the developers of indie action RPG *Bastion* comes *Transistor*, in which you'll assume control of a singer named Red, who has her voice stolen by a group of assailants who attack her with the game's titular weapon, the Transistor

– a powerful talking sword. Red must fend off forces who are eager to recover the weapon, using a combination of real-time movement and turn-based strategy. Players can enter Planning Mode during combat to pause the flow of the game and set up a sequence of moves and attacks, which will then be executed when the game continues. Expect a meaningful narrative to accompany the intriguing gameplay. **E3**



X

Developer | Monolith Soft
Publisher | Nintendo
Genre | Role-playing game
Release date | TBA 2014
Platforms | Wii U

Monolith Soft (not the guys who did the *Blood* and *FEAR* series – the other ones) have kept their *Xeno* series of Japanese RPGs going for over a decade, and have finally decided that it's

time for a new name. Sort of. X looks like it will actually be a continuation of the series, but adds in tons of cool things like giant transforming mechs (called DOLLS) that can also fly. Expect aerial battles. Also there are dinosaur-like creatures and a huge open world. It's very Japanese, which means anyone with a love of anime or JRPGs in general should be well at home here. **E3**





TITLE	PLATFORM	TITLE	PLATFORM
Assassin's Creed IV: Black Flag	PC / PS3 / PS4 / Wii U / XBO	Donkey Kong Country: Tropical Freeze	Wii U
Arma III	PC	Dragon Age III: Inquisition	360 / PC / PS3
Batman: Arkham Origins	PC / PS3 / 360 / Wii U	Dragon's Crown	PS3 / PSV
Batman: Arkham Origins Blackgate	3DS / PSV	DriveClub	PS4
Barbie Dreamhouse Party	3DS / DS / Wii / Wii U	DuckTales Remastered	360 / PC / PS3 / Wii U
Battlefield 4	360 / PC / PS3 / PS4 / XBO	Dying Light	PS4 / XBO
Bayonetta 2	Wii U	Dynasty Warriors 8	360 / PS3
Below	XBO	The Elder Scrolls Online	PC / PS4 / XBO
Beyond: Two Souls	PS3	Fantasia	360 / XBO
Black Gold	PC	Farming Simulator 2013	360 / 3DS / PC / PS3 / PSV
Unannounced AAA Game	XBO	Fez II	TBA
Bravely Default: Flying Fairy	3DS	FIFA 14	360 / PC / PS3 / PS4 / XBO
Brothers: A Tale of Two Sons	360 / PC / PS3	Final Fantasy XV	PS4 / XBO
Call of Duty: Ghosts	360 / PC / PS3 / PS4 / XBO	Final Fantasy X / X2 HD Remaster	PS3 / PSV
Castle of Illusion Starring Mickey Mouse HD	360 / PC / PS3 / PSV / Wii U	Final Fantasy XIV: A Realm Reborn	PC / PS3
Castlevania: Lords of Shadow 2	360 / PS3 / PC	Flower (PSV)	PSV
Command & Conquer	PC	Forza Motorsport 5	XBO
Company of Heroes 2	PC	Game & Wario	Wii U
Crimson Dragon	XBO	Goodbye Deponia	PC
D4	XBO	Gran Turismo 6	PS3
Dark Souls II	360 / PC / PS3	Halo 5	XBO
DayZ Standalone	PC	Hometown Story	3DS
Deadfall Adventures	360 / PC	Infamous: Second Son	PS4
Dead Nation	PS3 / PSV	Just Dance 2014	360 / PS3 / PS4 / Wii / Wii U / XBO
Dead Rising 3	XBO	Killer Instinct	XBO
Deadpool	360 / PC / PS3	Killer Is Dead	360 / PS3
Destiny	360 / PS3 / PS4 / XBO	Killzone: Shadow Fall	PS4
Deus Ex: Human Revolution Director's Cut	360 / PC / PS3 / Wii U	Killzone: Mercenary	PSV
Deus Ex: The Fall	iOS	Kingdom Hearts III	PS4 / XBO
Diablo III	360 / PS3 / PS4	Kingdom Hearts HD 1.5 ReMIX	PS3
Disney Infinity	360 / 3DS / PC / PS3 / Wii / Wii U	Knack	PS4
Doki Doki Universe	PS3 / PS4 / PSV		

PRE-ORDER FROM
bt
GAMES
www.btgames.co.za/bt/spages/assassin/assassin4.asp

PRE-ORDER NOW AND AUTOMATICALLY UPGRADE
 TO THE SPECIAL EDITION

**ASSASSIN'S
 CREED IV
 BLACK FLAG**
 RELEASING 1 NOVEMBER 2013



TITLE

PLATFORM

LEGO Marvel Superheroes	3DS / DS / PC / PS3 / PSV / Wii U
Lightning Returns: Final Fantasy XIII	PS3 / 360
LocoCycle	360 / XBO
Lords of the Fallen	PC
Lost Planet 3	360 / PC / PS3
Luftrausers	PC / PS3 / PSV
Magic: The Gathering Duels of the Planeswalkers 2014	360 / PC / PS3
Madden 25	360 / PC / PS3 / PS4 / XBO
Mad Max	360 / PC / PS3 / PS4 / XBO
Magrunner: Dark Pulse	360 / PC / PS3
Mario & Luigi: Dream Team	3DS
Mario & Sonic at the Sochi 2014 Olympic Winter Games	3DS / Wii U
Mario Golf: World Tour	3DS
Mario Kart 8	Wii U
Mario Party 3DS	3DS
Memoria	PC
Metal Gear Solid V: The Phantom Pain	360 / PS3 / PS4 / XBO
Metal Gear Solid: Ground Zeroes	360 / PS3
Minecraft: Xbox One Edition	XBO
Mirror's Edge 2	PC / PS4 / XBO
Monster High 13 Wishes Shadow Secrets	3DS / DS / Wii / Wii U
Muramasa Rebirth	360 / PS3 / PSV / Wii
Murdered: Soul Suspect	360 / PC / PS3
NBA Live 14	PS4 / XBO
Need for Speed: Rivals	360 / PC / PS3 / PS4 / XBO
NHL 14	360 / PS3
Pro Evolution Soccer 2014	360 / PC / PS3
Phineas and Ferb: Quest for Cool Stuff	360 / 3DS / DS / Wii / Wii U
Phoenix Wright: Ace Attorney – Dual Destinies	3DS
Pikmin 3	Wii U

TITLE

PLATFORM

Plants vs. Zombies 2: It's About Time	iOS
Plants vs. Zombies: Garden Warfare	360 / PC / XBO
Pokémon X & Y	3DS
Project Cars	360 / PC / PS3 / Wii U
Project Spark	PC / XBO
Project X Zone	3DS
Puppeteer	PS3
Rain	PS3
Quantum Break	XBO
Rayman Legends	360 / PS3 / Wii U
Rise of the Triad	PC
Ryse: Sons of Rome	XBO
Rune Factory 4	3DS
Sacred 3	360 / PC / PS3
Saints Row IV	360 / PC / PS3
Scribblenauts Unmasked: A DC Comics Adventure	3DS / PC / Wii U
Sherlock Holmes: Crimes and Punishments	360 / PC / PS3
Shin Megami Tensei IV	3DS
Shin Megami Tensei X Fire Emblem	Wii U
Skylanders: Swap Force	360 / 3DS / PS3 / PS4 / Wii / Wii U / XBO
Sonic: Lost World	3DS / Wii U
South Park: The Stick of Truth	360 / PC / PS3
Splinter Cell: Blacklist	360 / PC / PS3 / Wii U
Star Wars: Battlefront	TBA
Sunset Overdrive	XBO
Super Mario 3D World	Wii U
Super Smash Bros. Wii U	3DS / Wii U
Super T.I.M.E. Force	360
Tales of Xillia	PS3
Tearaway	PSV
The Bureau: XCOM Declassified	360 / PC / PS3



TITLE	PLATFORM
The Crew	PC / PS4 / XBO
The Evil Within	360 / PC / PS3
The Legend of Zelda: A Link Between Worlds	3DS
The Legend of Zelda Windwaker HD	Wii U
The Order: 1886	PS4
The Witcher 3: Wild Hunt	PC / PS4
The Witness	PS4
The Wolf Among Us	360 / PC / PS3 / iOS
The Wonderful 101	Wii U
Teenage Mutant Ninja Turtles: Out of the Shadows	360 / PC / PS3
Tekken Revolution	PS3
Thief	PC / PS4 / XBO
Time and Eternity	PS3
Titanfall	360 / PC / XBO
Tom Clancy's The Division	PS4 / XBO
Total War: Rome II	PC
Transistor	PS4
Trials Fusion	360 / PC / PS4 / XBO
Until Dawn	PS3
Valhalla Knights 3	PSV
Watch_Dogs	360 / PC / PS4 / Wii U / XBO
Wii Fit U	Wii U
Wii U Party	Wii U
Wolfenstein: The New Order	360 / PC / PS3
X	Wii U
Ys: Memories of Celceta	PSV
Yaiba: Ninja Gaiden Z	360 / PS3
Yarn Yoshi	Wii U
Yoshi's New Island	3DS
Young Justice: Legacy	360 / 3DS / PC / PS3 / Wii U
Zumba Fitness World Party	360 / Wii / Wii U / XBO

"No other sector has experienced the same explosive growth as the computer and video game industry. Our creative publishers and talented workforce continue to accelerate advancement and pioneer new products that push boundaries and unlock entertainment experiences. These innovations in turn drive enhanced player connectivity, fuel demand for products, and encourage the progression of an expanding and diversified consumer base."

— Michael D. Gallagher, president and CEO, Entertainment Software Association

DID YOU KNOW?

58% of Americans play video games

62% of gamers play games with others, either in-person or online

52% of parents say video games are a positive part of their child's life

Gamers who are playing more video games than they did three years ago are spending less time:

58% playing board games

49% watching TV

47% going to the movies

44% watching movies at home

NAG LAN @



rage expo

4-6 October 2013



Tickets will cost **R400 per person** for the whole weekend (includes free access to the expo)



Tickets go on sale at **09h00** on **Saturday 31 August 2013**, and are available to purchase online only at **www.itickets.co.za**

www.rageexpo.co.za



NAG

NAG Magazine presents

rage expo

COMPUTERS | GAMING | TECHNOLOGY

4-6 OCT

Coca-Cola® dome

www.rageexpo.co.za

Brought to you by

NAG



rAge-Expo



@rageexpo



Just
Imagine!

PRE-ORDER & SAVE!

BT
GAMES
www.btgames.co.za

BEST OF E3!

The line up is in, the titles are up! **ARE YOU READY?**

Pre-order any of the top E3 games today & save on release day!



!
Release date:
23rd August
Platform: PC, PS3
& Xbox 360

**AUTO UPGRADE
TO THE ECHELON
EDITION + FREE
STEEL BOOK!**

Includes in-game gold goggles, Upper Echelon Suit & a bonus map - Dead Coast. **PLUS** get a steel book!



!
Release date:
1st November
Platform: PC, PS3, Wii U,
Xbox 360, PS4 & Xbox One

CASTAWAY'S PRIZE

2 weapons: Golden Dual Swords & German Rapier with a multi-player relic & costume! **PLUS** gain online access to The Watch! (Not coming to PS4 or Xbox One)



!
Release date:
27th September
Platform: Xbox360, PS3,
PC, PSP, PS Vita, PS2, Wii,
3DS, PS4 & Xbox One

**FIFA 14 ULTIMATE
EDITION & FIFA 14
COLLECTORS EDITION**

Amazing in-game extras & physical goodies! Visit us in-store or online for full details!



!
Release date:
1st November
Platform: PC, PS3,
Xbox 360 & PS4

**BATTLEFIELD 4
DELUXE EDITION**

Amazing in-game extras & physical dog tags with your pre-order!



!
Release date:
TBA 2014
Platform: PC, PS3
Xbox 360, PS4
& Xbox ONE



!
Release date:
22nd November
Platform: PC, PS3,
Wii U & Xbox 360



!
Release date:
25th October
Platform: PC,
PS3 & Xbox 360



!
Release date:
TBA 2013
Platform: PS3



!
Release date:
17th September
Platform: PS3
& Xbox 360



Release date: TBA
Platform: PS4 only



Release date:
5th November
Platform: PC, PS3,
Xbox 360, PS4 &
Xbox ONE



Release date:
22nd November
Platform: PC, PS3,
Xbox 360, PS4 &
Xbox ONE



ALL NEW!

COMING SOON!

Sony PlayStation 4 console
Release date: Festive 2013
PRE-ORDER YOURS TODAY!

Indicates that this game carries a great pre-order incentive - free goodies, in-game extras & more!
For full game and incentive details, log onto www.btgames.co.za or visit any of our 49 stores nationwide.

Incentives are limited and issued on a first-ordered-first-received basis. Xbox One and PS4 game release dates are unconfirmed. T's & C's apply.

