PREVIEW
POKÉMON ULTRA SUN/MOON

PREVIEW
SONIC FORCES

REVIEW
DESTINY 2

STRATEGY
SNES CLASSIC EDITION

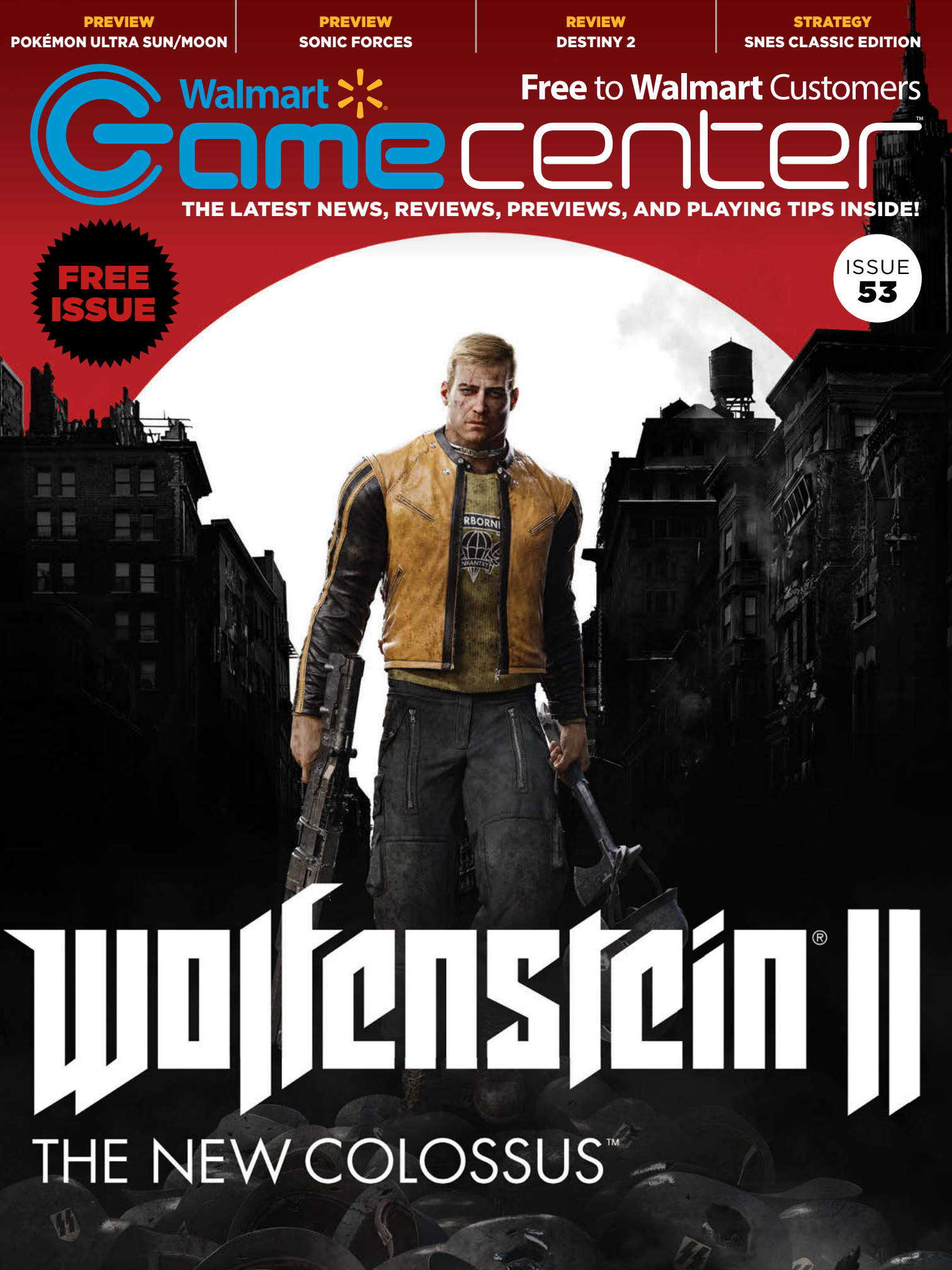
Walmart Game center

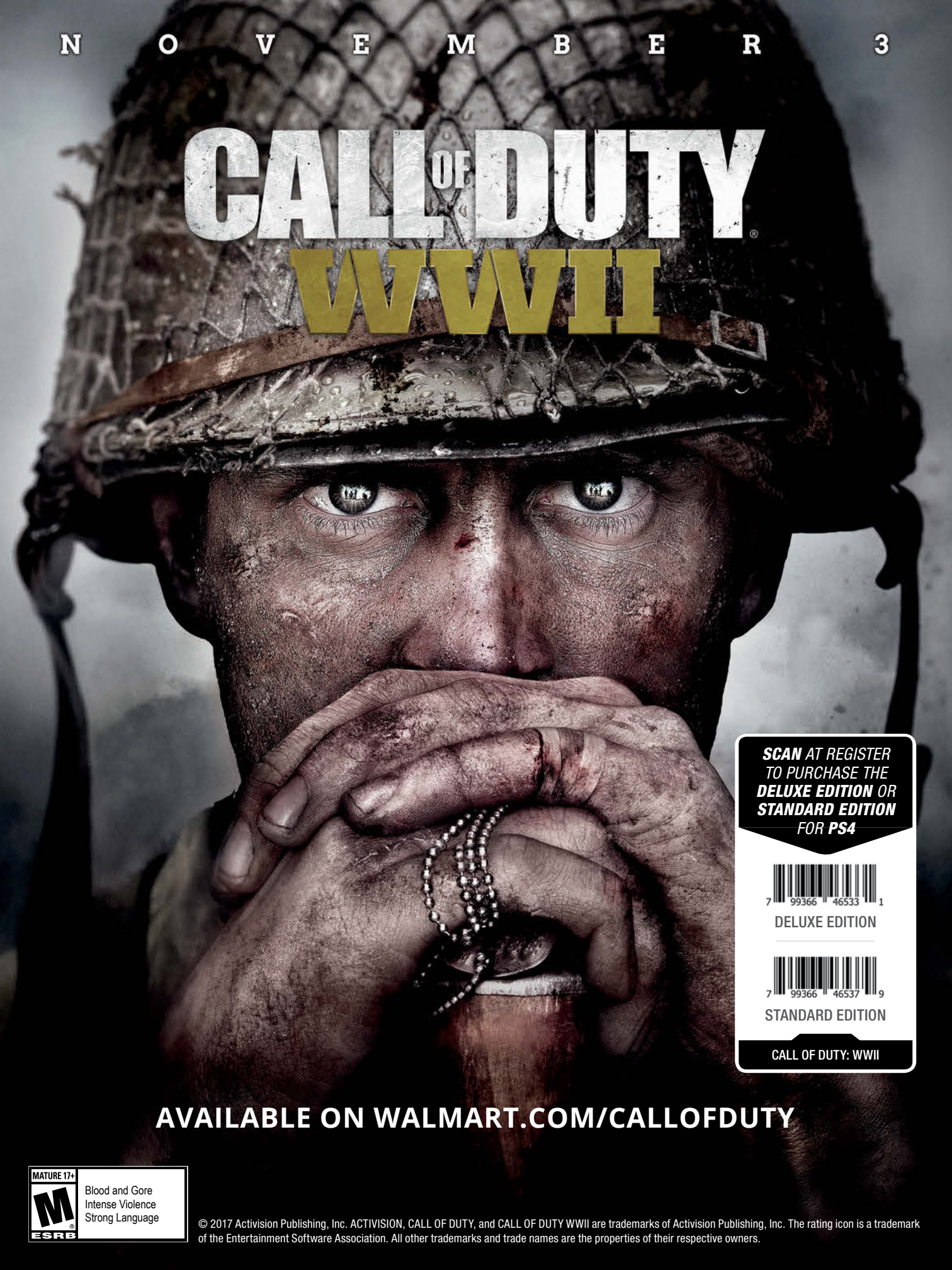
Free to Walmart Customers

THE LATEST NEWS, REVIEWS, PREVIEWS, AND PLAYING TIPS INSIDE!

FREE ISSUE

ISSUE 53





© 2017 Activision Publishing, Inc. ACTIVISION, CALL OF DUTY, and CALL OF DUTY WWII are trademarks of Activision Publishing, Inc. The rating icon is a trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.



THE DEFINITIVE WORLD WAR II CAMPAIGN



BOOTS ON THE GROUND MULTIPLAYER



HIGH-OCTANE CO-OPERATIVE ZOMBIES

SLEDGEHAMMER GAMES

ACTIVISION®

Look for **Barcodes** in this issue!

SCAN AT REGISTER TO PURCHASE **DIGITAL DOWNLOAD CODE**

SAMPLE
99366 45169

SYSTEM

TITLE

Scan At Register

Take to the Register to Purchase Download Codes or Scan With the GameCenter App to Access Even More Great Content

Get the GameCenter App Now:
www.mylaunchday.com

ISSUE **53**

CONTENTS



COVER STORY

WOLFENSTEIN II: THE NEW COLOSSUS 36

What if the Germans had won World War II and occupied America? While they discovered milk shakes, patriotic Americans would have fought to get our country back!



© 2017 Bethesda Softworks LLC, a ZeniMax Media company. MachineGames, Bethesda, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries. Wolfenstein, id, id Software, id Tech and related logos are registered trademarks or trademarks of id Software LLC in the U.S. and/or other countries. "PlayStation" is a registered trademark of Sony Computer Entertainment inc. "PS4" is a trademark of the same company. All Rights Reserved.

CONTENTS



PREVIEW

POKÉMON ULTRA SUN AND ULTRA MOON 40

The Alola region is about to get epic. New forms, new Z-moves and all-new Pokémon are sure to make this set of adventures the series' most exciting yet!

SECTIONS

EDITORIAL 08

GAME ON 14

5 TO PLAY 20

STRATEGY CENTER 48

PARTING SHOTS 50



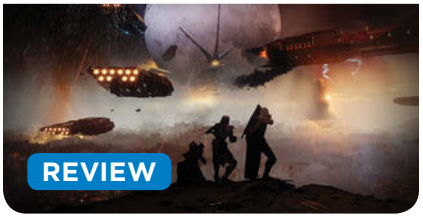
PREVIEW

CALL OF DUTY: WWII 42

The world's greatest conflict is brought to life like never before in this year's *Call of Duty* installment. Sometimes you must look to the past to really experience the future.

PREVIEW

SONIC FORCES 44



REVIEW

DESTINY 2 46

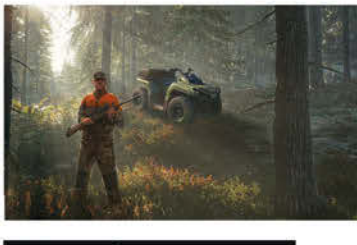
This sequel to Bungie's smash online shooter takes players to a new beginning, with an epic campaign leading to more explosive multiplayer action.

THE ULTIMATE HUNTING EXPERIENCE

theHunter™
CALL OF THE WILD

Enjoy a next-generation hunting experience featuring stunning visuals and a highly immersive soundscape
Explore a vast open world with 50 square miles of varied terrain – on foot or while driving a powerful ATV
Discover the rich singleplayer storyline or share your hunting experiences with up to 8 players in co-op and competitive play
Develop your character by unlocking a wide range of weapons, skills and equipment as you progress



AVAILABLE NOW

PS4™ XBOX ONE

EXPANSIVE WORLDS AVALANCHE STUDIOS

THQNORDIC

TEEN ADOLESCENTS
T
ESRB
Blood
Violence
Sang
Violence

© 2017 Expansive Worlds AB, an Avalanche Studios Company. All rights reserved. Published by Avalanche Studios. Developed by Expansive Worlds. Distributed by THQ Nordic GmbH. Avalanche Studios, Expansive Worlds and their respective logotypes are trademarks of Fatalist Development AB. The Apex Avalanche Open World Engine, theHunter: Call of the Wild and heir respective logotypes are trademarks of Fatalist Development AB. "PlayStation" and "PS4" are trademarks or registered trademarks of Sony Interactive Entertainment Inc. Microsoft, Xbox One and the Xbox logos are trademarks of The Microsoft Group of companies and are used under license from Microsoft.

WELCOME
FROM THE EDITOR



OH, THE PLACES YOU'LL GO

The most enduring quality of entertainment is its ability to transport you to different places. For gamers, that's especially true because we get to play in those places rather than just read about them or watch them on a screen.

Taking a look at this issue, I reflected upon the many diverse places the games featured took me.

Destiny 2 has already landed and, as you can see by our review, it's bigger, bolder and better than the original. Designed for online cooperative and competitive play, somehow the game still managed to incorporate an interesting story to draw players in and keep them engaged.

From (comparatively) intimate moments to massive raids, *Destiny 2* transports players to other worlds for an epic adventure both alone and with our friends online.

Our other reviewed game, *NHL 18*, takes players on a completely different sort of journey, where players can imagine themselves as part of a professional hockey team, leading it to a glorious championship.

On the preview side we have two very different takes on World War II. *Call of Duty: WWII* brings players back to the era that launched this venerable series, while *Wolfenstein II: The New Colossus* imagines a world where the Germans won the war and what it's like surviving in the aftermath.

These two games show how a single germ of an idea can be treated so differently. *Call of Duty* pays attention to historical accuracy (at least outside of Zombies Mode), while *Wolfenstein* presents a fantastical world where things have gone awry but might be fixed with bravery and determination.

Then there's *Pokémon Ultra Sun* and *Ultra Moon*, games that completely leave any semblance of reality for a rich world dripping in fantasy. With each new iteration, the *Pokémon* franchise manages to outdo itself with more creative creatures for players to collect and battle, as well as exotic locales to explore and an interesting story to tie it all together.

And finally there is *Sonic Forces*, which looks like a triumphant return for everyone's favorite Blue Blur; it's a colorful adventure for fans of all ages.

This is just a small portion of the great games coming this holiday season. No matter what sort of games you like, there's sure to be something new for you. So check out this month's free print and digital editions of Walmart GameCenter magazine and we will keep you at the center of everything gaming.

MARC CAMRON
EDITOR

Walmart GameCenter

Publisher / Editor-In-Chief
Steve B. Harris

Editorial
EDITOR
Marc Camron
NEWS EDITOR
Mollie L Patterson
ASSOCIATE EDITORS
Ray Carsillo
Josh Harmon
Victoria A.F. Camron

Contributors
Paul Semel
Emma Schaefer
Evan Slead
Nick Plessas
Matt Cabral
Quartermann

Art Direction
Michael Hobbs
Michael Stassus

EGM Media, LLC
8840 Wilshire Blvd.
Third Floor
Beverly Hills, CA 90211
www.egmmediagroup.com

PRESIDENT Steve Harris
ASST TO THE PRESIDENT Angela Adams
LEGAL Bob Wyman
ACCOUNTING Oz Abregov

SUBSCRIPTION INQUIRIES
gamecenter@egmnow.net

Advertising
ADVERTISING DIRECTOR Jeff Eisenberg
ADVERTISING MANAGER Elizabeth Scott

FOR ADVERTISING INQUIRIES
800-875-6298, ext. 120
adsales@egmnow.net

Walmart

© Copyright 2017, EGM Media, LLC, all rights reserved. WALMART GAMECENTER MAGAZINE (ISSN 2164-7569) is published monthly by EGM Media, LLC, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. Subscriptions for 6 issues are $14.99 US. In Canada, please add $10.00 US. International orders outside US and Canada, please add $30 per year for surface mail, U.S. funds only POSTMASTER: Send address changes to EGM Media, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. For subscription service questions, address changes, or to order, please contact us at gamecenter@egmnow.net (for customer service) or at http://www.egmnow.com/gamecenter (to order). Please allow 8-12 weeks from sale before receiving your first issue as well as for any subscription changes to take place on an existing subscription account. We sometimes make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings please write to us at: EGM Media, LLC, 8840 Wilshire Blvd., 3rd Floor, Beverly Hills, CA 90211. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of EGM Media, LLC. The Walmart names and logos and all related product and service names, design marks and slogans are the trademarks or service marks of Walmart Stores, Inc. All other marks are the property of their respective companies. All materials listed in this magazine are subject to manufacturers' change and the publisher assumes no responsibility for such changes. Reproduction in whole or in part in any form or medium without express written permission of EGM Media, LLC is prohibited. For permission to reuse material from our publications please contact EGM Media, LLC's Rights and Permissions Manager at permissions@egmnow.net.

A SIDE-SCROLLING SHOOT'EM UP THAT PROVIDES A UNIQUE CHALLENGE, WHERE TIME IS THE ULTIMATE FACTOR

SINE MORA EX

- 7 beautifully crafted, diverse stages
- Local co-op for up to 2 players in Story mode
- Over 50 different weapon combinations with time manipulating devices
- Risk and reward - multiple difficulty levels in Arcade Mode with deep scoring and hidden rank system for the more experienced players






AVAILABLE NOW!

PS4 XBOX ONE PC DVD ROM THQNORDIC

MATURE 17+ JEUNES ADULTES 17+	Fantasy Violence Strong Language Sexual Themes Violence fictive Langage ordurier Thèmes sexuels
M ESRB	

© 2017 THQ Nordic AB, Sweden. Original version developed by Digital Reality in cooperation with Grasshopper Manufacture. Sine Mora, THQ and their respective logos are trademarks and/or registered trademarks of THQ Nordic AB. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation" and "PS4" are trademarks or registered trademarks of Sony Interactive Entertainment Inc. Microsoft, Xbox One and the Xbox logos are trademarks of the Microsoft Group of companies and are used under license from Microsoft. Nintendo Switch and Joy-Con are trademarks of Nintendo.



TEEN T ESRB

Violence

[1]FOR RETAIL PREORDERS, SEE RETAILER FOR FULL GAME EARLY ACCESS DISTRIBUTION DETAILS AND PICK-UP TIME. FOR DIGITAL PREORDERS, GAME WILL BE AVAILABLE TO DOWNLOAD ONCE FULL GAME EARLY ACCESS PERIOD BEGINS ON NOVEMBER 14, 2017.

[2]Compared to Standard Edition launch date 11.17.17

[3]Exclusive to preorder and Deluxe Edition customers.

STAR WARS © & ™ 2017 Lucasfilm Ltd. All rights reserved. Game code and certain audio and/or visual material © 2017 Electronic Arts Inc. EA, the EA logo, the DICE logo, Motive, the Motive logo, Criterion and the Criterion logo are trademarks of Electronic Arts Inc. "PlayStation" and the "PS" Family logo are registered trademarks and "PS4" is a trademark of Sony Interactive Entertainment Inc. "Greatness Awaits" is a trademark of Sony Interactive Entertainment LLC.

STAR WARS™ BATTLEFRONT™ II DELUXE EDITION[1] INCLUDES

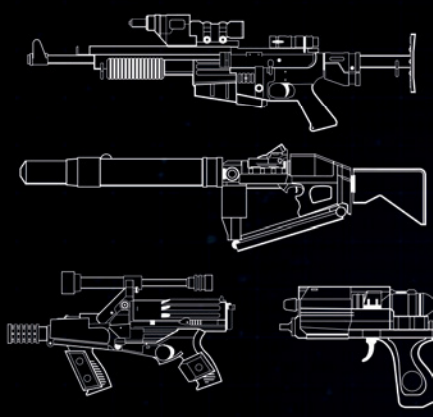
1 PLAY
3-DAYS EARLY[1]

PLAY *STAR WARS* BATTLEFRONT II
UP TO THREE DAYS EARLY[2]



2 ELITE
UPGRADES FOR TROOPERS

WEAPONS, ATTACHMENTS
AND EPIC STAR CARDS



3 STAR WARS BATTLEFRONT II
EA
THE LAST JEDI HEROES

EXCLUSIVE[3] OUTFITS AND INSTANT
ACCESS TO UPGRADES AND SHIP


Movie production stills.
Not actual in-game images.


Movie production stills.
Not actual in-game images.



PLAYABLE 11.14.17



PLAYABLE 11.17.17

STAR WARS
THE FORCE IS STRONG WITH
PLAYSTATION®

DICE MOTIVE Criterion LUCASFILM EA

GREATNESS AWAITS

GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

SQUARE ENIX REVEALS MECH-BASED SURVIVAL ACTION SHOOTER

At a recent PlayStation press event held in Tokyo, Square Enix showed off a mysterious teaser for a new project titled *Left Alive*.

The teaser filled gamers around the world with excited curiosity, but the game's bigger reveals in the following days proved to be even more thrilling. *Left Alive* is a new third-person "survival action shooter" based on *Front Mission*, a series from Square Enix that combines military conflicts and political tension with giant human-piloted mecha. The game won't be a direct sequel to any previous *Front Mission* titles, instead existing as a spiritual sequel that'll give the development team a chance to delve into themes and elements from a fresh perspective. However, *Left Alive* will still have references and cameos for long-time fans to pick up on, such as the appearance of the mobile-type walking weapons known as "Wanzers."

While previous *Front Mission* games involved engaging enemy forces from inside your looming robotic weaponry, *Left Alive* brings the perspective down to street level, where those mechs are now towering over you. Set in a fictional city in Russia, a mysterious incident has turned the city into a brutal war zone where three main characters now fight for their own survival. Players will have some amount of freedom in deciding how each character makes his way through the story. For example, do you face the heavily-armored enemy forces head-on or finding safer (yet more time-consuming) routes for getting to important destinations instead?



From what Square Enix has shown off so far, gameplay promises to be a good balance between a third-person action shooter and a stealthy adventure experience, something akin to what we got in the *Metal Gear Solid* franchise. In fact, there are other reasons to compare *Left Alive* to Hideo Kojima's beloved stealth series, with renowned Japanese artist Yoji Shinkawa (illustrator for numerous *Metal Gear* releases) creating the key art for the game and mechanical designer Takayuki Yanase (*Metal Gear Solid 4: Guns of the Patriots*, *Mobile Suit Gundam 00* and *Xenoblade Chronicles X*, among others) also lending his talents. Those won't be the only big names in Japanese development working on the project, however. Big names such as producer Shinji Hashimoto (who co-created *Kingdom Hearts*) and director Toshifumi Nabeshima (who worked on the *Armored Core* series for FromSoftware) are also attached.

There's a lot more to learn about *Left Alive*, which we'll no doubt be doing in the months ahead as we wait for the game's release on PlayStation 4 and PC sometime in 2018.

BY THE NUMBERS

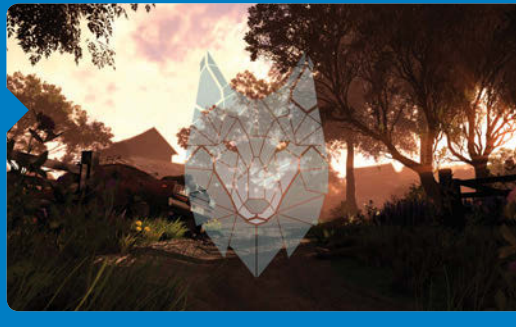
130 Million Number of Nintendo Switch units Credit Suisse predicts will be sold by 2022.

00:27:28 Record-breaking time it took a team to beat *Destiny 2*'s first raid, Leviathan (which usually takes hours).

39 Vehicles in *Star Wars: Battlefront II*, an increase over the first *Battlefront*'s 11.

400 Number of players facing off against one another in Automaton's upcoming battle royale-style game *Project X*.

1.0.0 Nintendo Switch firmware version that allows access to a hidden copy of NES *Golf* in honor of the late former Nintendo president Satoru Iwata.



Nintendo

NINTENDO 3DS

New SUPER MARIO BROS. 2

INCLUDED PRE-INSTALLED*

MARIO KART 7

INCLUDED PRE-INSTALLED*

NINTENDO 2DS

ONLY 79.96 MSRP** EACH

POWER-UP WITH MARIO

More Fun with Mario.



Game in 2D.

Games Rated: EVERYONE E ESRB

Playable on all Nintendo 3DS family systems. Nintendo 2DS plays Nintendo 3DS games in 2D only. *In specially marked packages. **Manufacturer's Suggested Retail Price. Actual price may vary. For Nintendo 3DS systems, use Parental Controls to restrict 3D mode for children 6 and under. Some games and systems sold separately. Game trademarks and copyrights are properties of their respective owners. Nintendo properties are trademarks of Nintendo. © 2017 Nintendo.

THERE'S NO PLAY LIKE IT

DETAILS SOLIDIFY FOR THE UPCOMING OVERWATCH LEAGUE

With each passing day, the world of esports continues to become a bigger part of the video game industry, and one of the companies determined to be a part of that scene is Blizzard. While we've known for a while now that Blizzard would be putting some major support behind its upcoming *Overwatch* League, we now have more finalized details on when the action will be taking place and what teams will be competing.



When the preseason kicks off on Dec. 6 at the recently announced Blizzard Arena in Los Angeles, the 12 teams vying for point-controlling, payload-moving supremacy will hail from New York City, Boston, San Francisco, Miami-Orlando, Philadelphia, Houston, Dallas, London, Shanghai, Seoul and two from Los Angeles.

After the initial series of exhibition matches, the proper season will begin on Jan. 10 of next year, with regular season matches continuing through June as teams head toward the playoffs next July.

If you'd like to someday earn the big bucks (and glory) of being a professional player for yourself, pick up a copy of *Overwatch* on Walmart.com or at your local Walmart store.

Walmart

RELEASE CALENDAR

All the great new games on the way to Walmart and Walmart.com

ASSASSIN'S CREED ORIGINS UBISOFT / XBOX ONE, PS4, PC	oct 27
SUPER MARIO ODYSSEY NINTENDO / SWITCH	27
WOLFENSTEIN II: THE NEW COLOSSUS BETHESDA / XBOX ONE, PS4, PC	27
CALL OF DUTY: WWII ACTIVISION / XBOX ONE, PS4, PC	nov 3
SONIC FORCES SEGA / XBOX ONE, PS4, SWITCH, PC	7
MARIO PARTY: THE TOP 100 NINTENDO / 3DS	10
NEED FOR SPEED PAYBACK EA / XBOX ONE, PS4, PC	10
BATMAN: THE TELLTALE SERIES SEASON 1 TELLTALE GAMES / SWITCH	14
L.A. NOIRE ROCKSTAR GAMES / XBOX ONE, PS4, SWITCH	14
LEGO MARVEL SUPER HEROES 2 WBIE / XBOX ONE, PS4, SWITCH, PC	14
THE ELDER SCROLLS V: SKYRIM NINTENDO / SWITCH	17
THE ELDER SCROLLS V: SKYRIM VR BETHESDA / PSVR	17
POKÉMON ULTRA SUN/ULTRA MOON NINTENDO / 3DS	17
STAR WARS BATTLEFRONT II EA / XBOX ONE, PS4, PC	17
THE SIMS 4 EA / XBOX ONE, PS4	17
XENOBLADE CHRONICLES 2 NINTENDO / SWITCH	dec 1

FALLOUT: NEW VEGAS WAS ONCE MORE MUTANT-Y

Fallout: New Vegas lets players create and roleplay as a wide variety of character types, but originally there were plans for some more dramatic possibilities that, sadly, never made it into the final game.

Fallout: New Vegas developer Obsidian recently revealed to English outlet *Eurogamer* that its original plan would have let players customize not just their human traits but their race as well, with options to make a human, a ghoul or even a super mutant.



Obsidian CEO Feargus Urquhart explained that expanding the game to include multiple player races would have opened up a lot of options for the story and the ever-expanding consequences of your choices in *Fallout: New Vegas*. However, it became too difficult to change everything in the game to accommodate the different races.

One of the biggest problems? Weapons and armor. The work that would be needed to modify all of the potential equipment to properly fit the varying character models worried Bethesda, the game's publisher. So, sadly, the idea was dropped.

The *Fallout: New Vegas* that ended up coming out went on to become one of Obsidian's most popular and best-received games, but it's hard not to spend a moment imagining what we could have had instead.



BETHESDA BRINGS THE BIG GUNS TO SWITCH

Back when Nintendo revealed its new console-handheld hybrid system to the world earlier this year, one of the most surprising announcements was that Bethesda's blockbuster open-world RPG *The Elder Scrolls V: Skyrim* would be making its way to the Switch. It seems, however, that the publisher has far more in store for Nintendo's versatile gaming platform beyond just a return to the continent of Tamriel. In a move even more shocking than the *Skyrim* announcement, Bethesda will be bringing two of its biggest first-person shooters to the Switch: *DOOM* and *Wolfenstein II: The New Colossus*.

Originally released on other platforms last year, *DOOM* took the FPS genre by storm, gaining praise from press and players alike for offering a deep, challenging and satisfying single-player campaign to go along with its fast-paced arena-style multiplayer combat. *Wolfenstein II: The New Colossus*, meanwhile, continues the adventures of William "B.J." Blazkowicz following 2014's *Wolfenstein: The New Order*. This time around, the United States has been occupied by the Nazis and B.J. must work with the militant American resistance to take back the country.

Fitting *DOOM* and *Wolfenstein II: The New Colossus* onto the Switch has been no small task for Bethesda and its supporting teams, but what we've seen so far of their efforts is especially impressive. These won't be stripped-down ports with major pieces missing – these will be the same full experiences with as few technical compromises as possible. We do know, however, that a few changes will have to be made when it comes to physical copies of the games due to the current default size of Nintendo Switch cartridges being 16GB. For *DOOM*, you'll get the full campaign and arcade mode on the game's cart, but multiplayer will require a separate (and free) 9GB download.

For those excited to see Bethesda giving the Nintendo Switch some serious support, we've got even better news: this is only the beginning of its efforts on the system. At a recent preview event, Bethesda's VP of marketing and communications promised that his company has more Switch projects planned beyond *DOOM* and *Wolfenstein II: The New Colossus*, and that those games – along with *Skyrim* – are just the start of a relationship that the developer is building with both Nintendo and Nintendo fans.

The Elder Scrolls V: Skyrim hits the Nintendo Switch on Nov. 17, while *DOOM* will be coming this holiday season followed by *Wolfenstein II: The New Colossus* sometime in 2018. Be sure to pre-order your copies of Bethesda's Switch efforts either on Walmart.com or by visiting your local Walmart store.

Walmart's TOP SELLERS

THIS MONTH'S TOP-SELLING VIDEO GAMES ...



01 **MADDEN NFL 18**
EA SPORTS
XBOX ONE, PS4

02 **NBA 2K18**
2K
XBOX ONE, PS4, XBOX 360, PS3

03 **DESTINY 2**
ACTIVISION
XBOX ONE, PS4, PC

04 **GRAND THEFT AUTO V**
ROCKSTAR GAMES
XBOX ONE, PS4, XBOX 360, PS3, PC

05 **MARIO + RABBIDS: KINGDOM BATTLE**
UBISOFT
SWITCH

06 **FIFA 18**
EA SPORTS
XBOX ONE, PS4, SWITCH, XBOX 360, PS3

07 **ARK: SURVIVAL EVOLVED**
STUDIO WILDCARD
XBOX ONE, PS4

08 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

09 **THE LEGEND OF ZELDA: BREATH OF THE WILD**
NINTENDO
SWITCH

10 **MINECRAFT**
MOJANG
XBOX ONE, PS4, XBOX 360, PS3, WII U

Walmart Game center

HOW DIGITAL DOWNLOAD WORKS

1. Select

Select a digital download card from the latest participating game titles available on the Xbox One and PlayStation 4...



2. Purchase

Purchase your digital download card at the register...

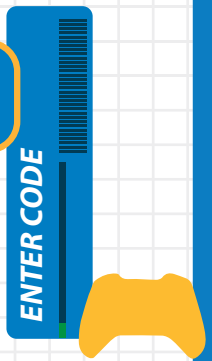
3. Keep

Keep your receipt and locate the download code printed at the bottom...

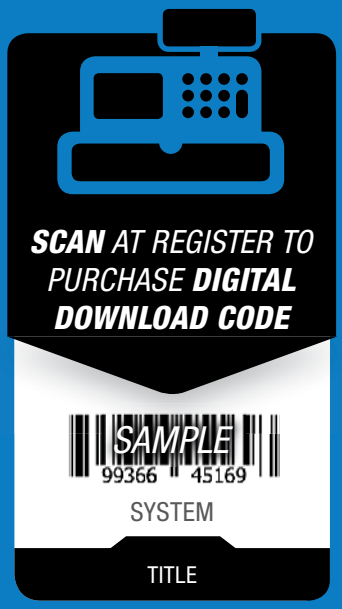


4. Redeem

Redeem the code printed on your receipt in your game console to download (when available) and then Play First without returning to the store!



Find special ***Barcodes*** *in this issue!*



Use the magazine to Purchase ***Download Codes*** *at the store register*



The world's most powerful console.

Games play better on Xbox One X. 6 teraflops of graphical processing power provides a more immersive gaming experience.

Xbox One X available November 7th

XBOX ONE X

Broadband internet required (ISP fees apply).

Microsoft

RATING PENDING to MATURE 17+
RP-M
ESRB esrb.org
May contain content inappropriate for children. Visit esrb.org for rating information.



MATURE 17+
M
ESRB
Blood and Gore
Intense Violence

© New Line. ™ & © SZC lic. to WBIE. ™ & © WBEI. (s17)

MIDDLE-EARTH™

SHADOW OF WAR™



STANDARD EDITION

Experience an epic open-world brought to life by the award-winning Nemesis System



GOLD EDITION

- Exclusive Steelcase
- Gold War Chest
- Two Nemesis Expansions
- Two Story Expansions

AVAILABLE NOW

MONOLITH

WB GAMES™



ONE

ASSASSIN'S CREED ORIGINS

ASHRAF ISMAIL, GAME DIRECTOR, UBISOFT MONTREAL

"*Assassin's Creed Origins* takes place in Ancient Egypt. You play as Bayek — the last Medjay, a member of the Ancient Egyptian police — who discovers the untold origin story of the Assassins Brotherhood. *Origins* is a re-invention of the foundations of this franchise, and a new vision that pushes the boundaries of exploration, narration, combat and progression. We revamped the narrative experience so players can now choose from a variety of meaningful main and side quests that they can approach when and how they want. We also enhanced the gameplay by incorporating elements of action role-playing games. We completely redesigned the combat system, building a new versatile, highly-reactive and fast-paced system that gives players control, depth, and freedom. Players can now transition seamlessly between unique ranged and melee weapons as they attack and defend against multiple enemies, while these weapons have different levels and stats that impact gameplay differently."

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT MONTREAL
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.27.17



PRE-ORDER NOW

THE NEED FOR SPEED™ PAYBACK DELUXE EDITION INCLUDES*:

- Play up to 3 days early, starting on 11.7.17
- Platinum Car Pack plus Underglow and Tire Smoke!
- Story Mission Pack

EARLY ACCESS BEGINS 11.7.17

SCAN** AT REGISTER TO PURCHASE THE **DELUXE EDITION** OR **STANDARD EDITION** FOR **XBOX ONE

7 99366 48044 0
DELUXE EDITION

7 99366 47822 5
STANDARD EDITION

NEED FOR SPEED: PAYBACK

TEEN T ESRB
Language
Mild Suggestive Themes
Mild Violence

*THIS OFFER IS BEING ISSUED TO YOU FOR PROMOTIONAL PURPOSES ONLY AND DOES NOT HAVE A CASH VALUE. GOOD ONLY FOR NEW PURCHASES OF NEED FOR SPEED PAYBACK DELUXE EDITION ("PRODUCT"). OFFER EXPIRES UPON PRODUCT RELEASE. FOR RETAIL PREORDERS, SEE RETAILER FOR EARLY ACCESS DISTRIBUTION DETAILS AND PICK-UP TIME. FOR DIGITAL PREORDERS, PRODUCT WILL BE AVAILABLE TO DOWNLOAD ONCE EARLY ACCESS PERIOD BEGINS ON 7 NOVEMBER 2017. VALID ONLY AT PARTICIPATING RETAILERS WHEREVER PRODUCT IS SOLD. OFFER MAY NOT BE SUBSTITUTED, EXCHANGED, SOLD OR REDEEMED FOR CASH OR OTHER GOODS OR SERVICES. MAY NOT BE COMBINED WITH ANY OTHER PROMOTIONAL OR DISCOUNT OFFER, UNLESS EXPRESSLY AUTHORIZED BY EA; MAY NOT BE COMBINED WITH ANY PREPAID CARD REDEEMABLE FOR THE APPLICABLE CONTENT. VOID WHERE PROHIBITED, TAXED OR RESTRICTED BY LAW. INTERNET CONNECTION, EA ACCOUNT AND ACCEPTANCE OF EA USER AGREEMENT (TERMS.EA.COM) AND PRIVACY AND COOKIE POLICY (PRIVACY.EA.COM) AND REGISTRATION WITH SINGLE-USE PRODUCT CODE MAY BE REQUIRED TO PLAY. SEE FINAL PRODUCT DETAILS AND CONTENT PROTECTION TECHNOLOGY AT WWW.EA.COM/LEGAL, IF AND WHEN AVAILABLE. YOU MUST BE 13+ TO ACCESS ONLINE FEATURES. MANDATORY CONTENT UPDATES MAY BE DOWNLOADED AUTOMATICALLY, REQUIRE ADDITIONAL STORAGE, INCUR BANDWIDTH USAGE FEES, AND REQUIRE AN ADDITIONAL PURCHASE TO ACCESS. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE AT WWW.EA.COM/1/SERVICE-UPDATES.

© 2017 Electronic Arts Inc. EA, the EA logo, Need for Speed and the Need for Speed logo are trademarks of Electronic Arts Inc. The names, designs, and logos of all products are the property of their respective owners and used by permission. Vehicles may have been customized by EA using fictitious or licensed AEM parts, logos or modifications.

GHOST

EA



TWO

SUPER MARIO ODYSSEY

Having recently lost his job as a plumber, our old pal Mario is dealing with this life change the only way he knows how: by going for a run. And a jump. Or two. Set in the kind of sandbox-style world he hasn't explored since 1996's *Super Mario 64*, *Super Mario Odyssey* has you visiting such new locations as New Donk City. Even cooler, with his newfound freedom, Mario finally found time to watch *Goldfinger*, which is why he spends a lot of time throwing his new friend Cappy, who takes the form of his hat, around. Not only can Cappy fight Mario's enemies, but he can also be used as a temporary platform for those hard to reach places and can even help Mario possess other characters and use their abilities. Best of all, if you play this co-op one person can take full control of Cappy and attack enemies on their own.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO EPD
PLATFORMS SWITCH
RELEASE DATE 10.27.17

IN STORES NOVEMBER 7

SONIC FORCES™

BUY THE BONUS EDITION
•CONTROLLER SKIN • SEGA COSTUME PACK



Fight Back as Modern Sonic and Classic Sonic



Create Your Own Custom Character and Use Gadgets



Uncover Secrets Playing as Shadow*

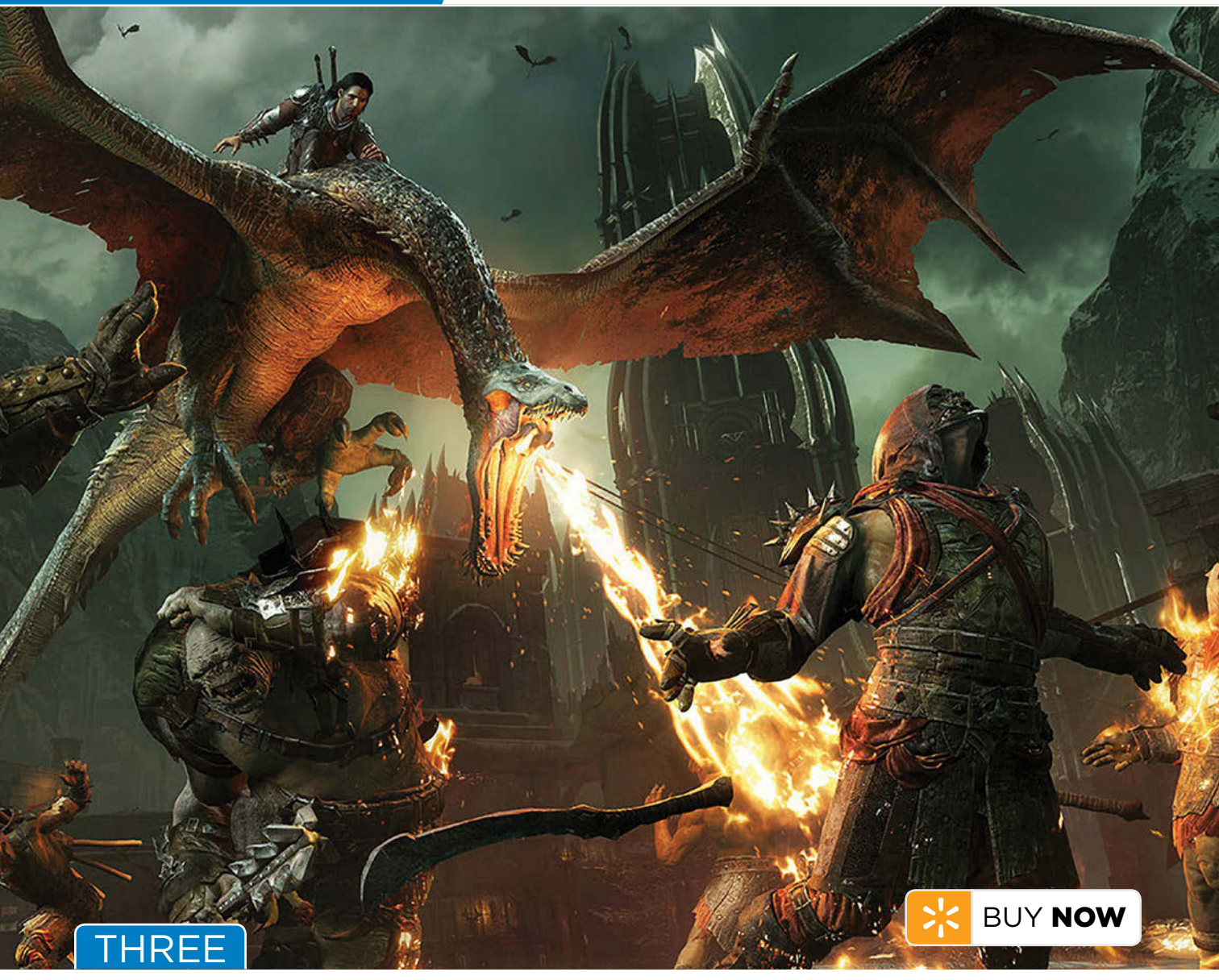
*Internet connection and download required to access

EVERYONE 10+ | E 10+ ESRB | Fantasy Violence

PS4™ XBOX ONE NINTENDO SWITCH™ PC

© SEGA. ALL RIGHTS RESERVED. THE "PS" FAMILY LOGO AND "PS4" ARE REGISTERED TRADEMARKS OF SONY INTERACTIVE ENTERTAINMENT INC. NINTENDO SWITCH IS A TRADEMARK OF NINTENDO. © 2017 NINTENDO. ALL OTHER TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

SEGA®



THREE

MIDDLE-EARTH: SHADOW OF WAR

Set between the events of J.R.R. Tolkien's classic fantasy novels *The Hobbit* and *The Lord of the Rings* – though it takes some liberty with the fiction – this sequel to 2014's *Middle-earth: Shadow of Mordor* is a third-person, open-world role-playing game where you once again face the forces of Sauron. Except now, Talion, the ranger you play as, has his own ring of power, which Celebrimbor (the elf lord he's fused with) believes can help them stop evil in Middle-earth. Along with an epic tale that takes you to other parts of Mordor, this action game evolves the original's Nemesis System, which had you fighting unique enemies, as opposed to just waves of nameless, faceless grunts. Now this system applies to other parts of the world, including fortresses you have to invade. Good thing the combat also has been improved, in no small part because of Talion's new bling.

FACT FILE

PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
DEVELOPER MONOLITH PRODUCTIONS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.10.17

PS4

GREATNESS AWAITS

PlayLink

FOR PS4™

YOUR PHONE IS THE CONTROLLER.
YOUR FRIENDS ARE THE COMPETITION.









AVAILABLE NOW

Only On PlayStation®



TEEN to MATURE 17+ ™

T-M

Drug Reference
Strong Language
Blood
Partial Nudity
Sexual Themes
Violence

ESRB esrb.org

Compatible mobile device and Companion App required. For more information, visit www.playstation.com/playlinkcompatibility.

© 2017 Sony Interactive Entertainment Europe. Knowledge is Power, Hidden Agenda, That's You! are trademarks of Sony Interactive Entertainment LLC. Singstar is a trademark or registered trademark of Sony Interactive Entertainment Europe. "PlayStation", and the "PS" Family logo are registered trademarks, and "PS4" is a trademark of Sony Interactive Entertainment Inc.



Landing October 27th

EVERYONE 10+

E 10+ ESRB

Cartoon Violence
Comic Mischief

© 2017 Nintendo. Super Mario Odyssey and Nintendo Switch are trademarks of Nintendo.

Nintendo

SUPER MARIO ODYSSEY™



SWITCH&PLAY



FOUR

THE EVIL WITHIN 2

JOHN JOHANAS, DIRECTOR, TANGO GAMEWORKS

"*The Evil Within 2* takes place three years after the first game. Once again, you're Sebastian Castellanos, but this time you must dive into a nightmarish mental world to save your daughter, who you believed you'd lost many years ago. Personally, I think the game's story makes the journey much more interesting. We also spent time refining elements from the original. For instance, we have much a larger world to explore. The original also fused sneaking action with visceral gunplay, so we improved and added options so that you can take your time sneaking around or you can go guns blazing. And while supplies will be limited, we've added a robust crafting system that enables you to use resources to craft ammunition. We also made sure there are different difficulty modes so people can just enjoy the story or get the full intensity of this survival horror game."

FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER TANGO GAMEWORKS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.13.17

PowerA.com

PowerA™

FOR THE LOVE OF **CAMO**



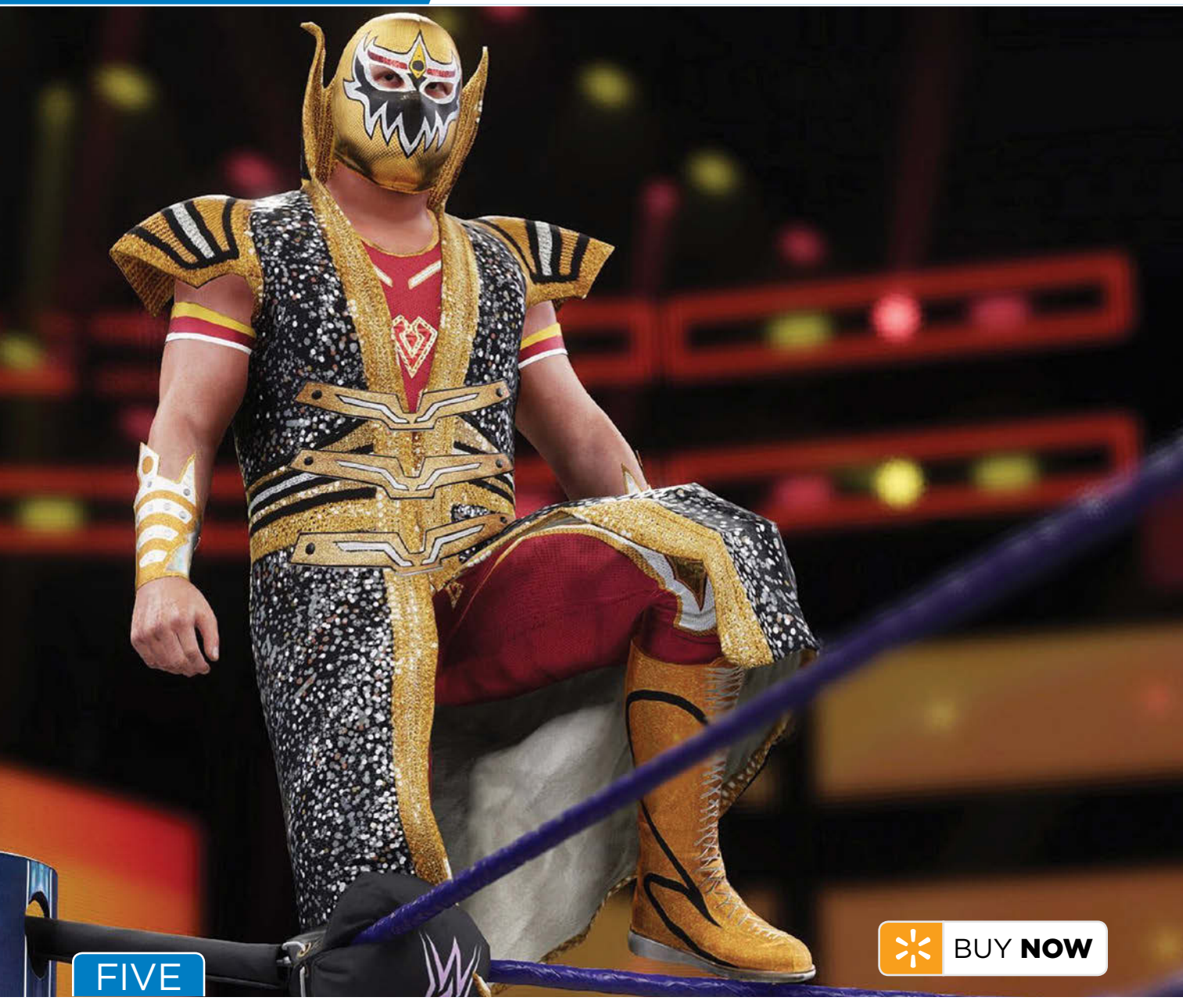
WIRED CONTROLLERS
for Xbox One

Designed for XBOX

AVAILABLE NOW@
Walmart and Walmart.com

PowerA™

© Bensussen Deutsch & Associates, Inc. PowerA and the PowerA logo are trademarks of Bensussen Deutsch & Associates, Inc.
All other trademarks are the property of their respective owners.



FIVE

WWE 2K18

MARK LITTLE, EXECUTIVE PRODUCER, VISUAL CONCEPTS

"At the start of each year, we look hard at the game, listen to the fans, and create new ideas on what we can improve, what we can add and what we need to keep expanding. For *WWE 2K18*, we created a brand-new Carry system that enables you to lift, hold and then slam your opponent where you want. *WWE 2K18* also boasts the largest roster ever, with nearly 200 WWE Superstars, as well as eight-man matches, which our fans have been requesting for a long time. We also created a new MyPLAYER experience that features a new upgrade and progression system, and is also where you make your Superstar for our new Road to Glory mode, in which players compete against other MyPLAYERs in daily online match challenges to earn their way into pay-per-view events that are tied to real-world WWE PPVs."

FACT FILE

PUBLISHER 2K
DEVELOPER YUKE'S, VISUAL CONCEPTS
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 10.17.17 (XBOX ONE, PS4, PC)
FALL 2017 (SWITCH)

HOT HARDWARE



XBOX ONE X

Games play better on Xbox One X. With 40 percent more power than any other console, experience immersive true 4K gaming. Blockbuster titles look great, run smoothly and load quickly, and you can bring all your Xbox One games and accessories with you.

*Broadband internet required (ISP fees apply).



XBOX ONE
CHARGING STATION

The officially licensed Xbox One Charging Station by PowerA eliminates the cost of replacement batteries so you can keep your controllers fully charged and ready to game. The Charging Station comes with 2 charge-through battery doors and 2 rechargeable battery packs.





NINTENDO SWITCH
NEON BLUE/RED

Nintendo Switch, the new hybrid home video game system from Nintendo. In addition to providing single and multiplayer thrills at home, the Nintendo Switch system can be taken on the go so players can enjoy a full home console experience anytime, anywhere. The mobility of a handheld is now added to the power of a home gaming system, with unprecedented new play styles brought to life by the two new Joy-Con controllers.

XBOX WIRELESS CONTROLLER
WINTER FORCES SPECIAL EDITION

Equip yourself with the Xbox Wireless Controller — Winter Forces Special Edition, featuring a sleek, arctic camouflage design, textured grip and Bluetooth® technology for gaming on Windows 10 PCs and tablets.

* Operating system updates may be required. Go to xbox.com/xboxone/controller-OS for more information.



NEW NINTENDO 2DS XL
ORANGE + WHITE

Step up to XL screens in a lightweight, go-anywhere system. Gamers of all ages can play in style with the New Nintendo 2DS™ XL system. It gives you the power of the New Nintendo 3DS™ XL system in a streamlined, affordable package — and plays a huge library of games in 2D.



LIMITED EDITION CALL OF DUTY: WWII
PS4 BUNDLE

Call of Duty®: WWII on PlayStation®4 returns to its historic roots — a breathtaking experience that redfines World War II for a new gaming generation. This limited-edition bundle features a limited-edition Green Camouflage 1TB PlayStation®4 and matching DUALSHOCK®4 wireless controller, plus you can play Map Packs1 30 days early, only on PlayStation.



Only at Walmart

CRYSTAL BLUE
DUALSHOCK 4 CONTROLLER

From deep in the vault, fan-favorite translucent colors are back with DUALSHOCK®4 Wireless Controller-Blue Crystal. This limited-edition controller, featuring a translucent top panel, shows all the inner workings of the controller you know and love. Add some style to your play! Available at Walmart.

*While supplies last



NINTENDO SWITCH
SUPER MARIO CONTROLLER

The Super Mario Wired Controller for Nintendo Switch was designed for true Super Mario fans. This controller is officially licensed by Nintendo and only available at Walmart, featuring an 8-foot removable USB cable for quick response time and plenty of playing room.



10 SECRETS of UNCHARTED: THE LOST LEGACY

BY PAUL SEMEL

Like its predecessors, *Uncharted: The Lost Legacy* explores the mysteries of ancient treasures. Set in India this time, fan-favorite character Chloe Frazer and *Uncharted 4*'s Nadine Ross seek the legendary Tusk of Ganesh. However, our two protagonists won't discover every secret in the game. For that, we turned to Kurt Margenau, game director at Naughty Dog.

1 SOMETHING TO TALK ABOUT

The rugged mountains of the Western Ghats offer ruins, forests and an incredibly diverse ecosystem to explore. The vast area and its challenges forced the designers to create some sparkling conversation. "The Western Ghats is the largest space we've ever built for *Uncharted*. But the scale of the environment, and the number of variables generated by the choices the player makes, demanded a huge breadth of dialogue for Chloe and Nadine to make sure they never run out of anything to say. In fact, this chapter alone has four times as much recorded dialogue as any other *Uncharted* chapter before," Margenau said.



2 TOWER OF POWER

Also in the Western Ghats, Chole and Nadine climb a tall tower to survey the area. While players might be anxious to continue exploring, Margenau suggested taking a moment to catch your breath: "If the player waits for Chloe to finish her dialogue, a little Easter egg plays out while the player gets to enjoy an animated vista of the environment."



3 LAST ONE'S A ROTTEN EGG

When it comes to Easter eggs, *Uncharted* designers have been keeping one hidden for more than a year. "That Easter egg was originally put in the game as a reference to one in *Uncharted 4*," Margenau said. "In that game, there's an egg if the player leaves the controller alone for 20 seconds [while standing in a certain spot we won't spoil]. And it's an Easter egg that, to Naughty Dog's knowledge, no one has ever found."

4 WATER, WATER EVERYWHERE

The years-long drought in California, the home of Naughty Dog's offices, might have prompted the sound team on *Uncharted: The Lost Legacy* to drink up the unfamiliar song of waterfalls. Margenau explained, "One of the locations the player gets to explore is the lost city of Belur, a majestic flooded city that's surrounded by waterfalls. But there are so many unique sounds for waterfalls in this space that the memory footprint for just those sound effects is equal to the entire audio memory budget for the PlayStation 3 version of *The Last of Us*."

5 WATER FOR ELEPHANTS

It's pretty difficult to replicate many animals' noises, so the *Uncharted: The Lost Legacy* sound team went right to the source when they needed to. "The Western Ghats region of India is brimming with wildlife and it was the team's goal to represent this as authentically as possible," Margenau recalled. "In particular, we wanted to make sure we did justice to the elephants. So, the audio team went somewhere they were able to meet these beautiful animals and record a huge library of elephant sounds. They even had the opportunity for a bit of play time."

6 NO PINK ELEPHANTS HERE

The need for elephant sounds wasn't part of the original plan for *Uncharted: The Lost Legacy*. But an emailed joke inspired the designers to give Chloe and Nadine an elephant ride through the Hoysala ruins, Margenau remembered. "Our lead animator sent a fun internal email with a video of Chloe riding an elephant that she'd cobbled together by reskinning the horse from *The Last of Us* with an elephant model. It was crude and silly, but it struck a chord with a lot of people at the studio, and we found a way of writing the moment into the game," he said.



7 PROJECT RUNWAY: WESTERN GHATS

Those of us who don't take in fashion shows or subscribe to Vogue often forget how different fabrics hang and move, but Naughty Dog's designers are learning. "*Uncharted: The Lost Legacy* features a cast of characters who wear a diverse range of clothing and attire," Margenau said. "To render clothing in a more realistic and natural way than ever before, our character team incorporated tailoring using real models. This is now part of the pipeline for future projects."



8 YOU CAN PICK YOUR FRIENDS

Like Nathan Drake in the previous *Uncharted* games, Chloe is adept at running, jumping, shooting and solving puzzles. In addition, she has one skill Nathan lacks: the ability to pick locks. And so does a Naughty Dog employee. "When adding Chloe's lockpick mechanic to the game, the designer in charge of implementing the mechanic bought a lockpicking training kit and learned how to do it himself," Margenau said. "By the end of making the game, he could open a real-life five-pin lock in under 5 seconds."

9 YOUR HOMEWORK TONIGHT

While some team members got to play with elephants, others had to stay inside and study, all in the name of realistic game play. "Chloe's 4x4 has a working manual transmission with proper gearshifting animations, and an advanced torque and traction control system," Margenau pointed out. "When developing the 4x4 technology, the programmers and designers watched YouTube videos on how real cars work in order to best replicate them in code while slipping in mud."

10 LIVING ON A PRAYER

Since the Naughty Dog team went to great lengths to capture realism in of *Uncharted: The Lost Legacy*, they made sure the game's religious aspects were accurate as well. "Hinduism is a big part of the story and setting in *Uncharted: The Lost Legacy*," Margenau said. "To make sure we didn't get anything wrong, we hired Varun Soni, dean of religious life at [the University of Southern California], to advise on the accuracy and representation of the religious symbols seen in the game environments and the clothing worn in the region, and to even change dialogue in cutscenes that was inaccurate."



EVERYONE 10+ E 10+ ESRB Cartoon Violence

LEGO MARVEL SUPER HEROES 2 software © 2017 TT Games Ltd. Produced by TT Games under license from the LEGO Group. LEGO, the LEGO logo, the Brick and the Knob configurations and the Minifigure are trademarks of the LEGO Group. © 2017 The LEGO Group. © 2017 MARVEL. PS", "PlayStation" are trademarks or registered trademarks of Sony Computer Entertainment Inc. Nintendo Switch is a trademark of Nintendo. © 2017 Nintendo. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

WB GAMES LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s17)


LEGO GAMES
MARVEL
games
WB GAMES

PRE-ORDER

WOLFENSTEIN II: THE NEW COLOSSUS

ORDER HAS EVOLVED INTO COLOSSAL CHAOS

BY EVAN SLEAD

When *Wolfenstein: The New Order* was unleashed on players in 2014, it not only reintroduced the classic shooter series in a modern way, but it packed an intense Axis-killing punch that matched the graphical impressiveness of its competitors. Apart from its addictive first-person gameplay filled with a creative variety of weapons, *The New Order*'s greatest strength came from a memorable cast of characters set in an alternate take on World War II. Now, in 2017, developer MachineGames is ready to push history even further and, this time, mid-1960s America will never be the same.

When players last saw William "B.J." Blazkowicz, he had made every effort to stamp out the Axis control taking over Europe, including successfully stealing a U-Boat to keep the Kreisau Circle afloat. After suffering an injury that seemed impossible to overcome, B.J. is back and ready to start the second American Revolution against the Germans. The water-bound haven is precisely where players will jump back into the world to head to a radically different version of America. In a scene that offers a revolutionary way to play a first-person shooter, B.J. must navigate the now German-occupied U-Boat in a wheelchair. Conveyor belts and trip wires will help B.J. find his way out while picking off any enemy in his way with his free hand. MachineGames began the new adventure in this creative way to carry over the unique perspective into mechanics seen later in the game, such as the new stilts and wall-breaker abilities.



FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER MACHINEGAMES
PLATFORMS XBOX ONE, PS4, PC (SWITCH 2018)
RELEASE DATE 10.27.2017

Developer MachineGames is ready to push history even further and, this time, mid-1960s America will never be the same.



While this new adventure will provide a warped look at 1960s America, the writers behind the game, Jens Matthies and Tommy Tordsson, took a unique approach to political commentary. "Since we started making it in 2014, I think for us it was important to take the time to make something that's kind of timeless and not locked down into a certain period of politics in a specific country," said Tordsson. "But, instead, it's a political interpretation you can apply to whatever you want." MachineGames promises that apart from American players seeing a radical and personal impact on America's history, B.J. himself will have to deal with the changes made to his homeland. The many war-torn areas occupied by various enemies will feature historically revised landmarks, including small-town Roswell, N.M., the flooded streets of New Orleans and a post-nuclear Manhattan.

Part of the new historical landscape is the amazing cast of characters to partner with for victory. B.J. reunites with his now pregnant wife, Anya, as well as a small resistance group borne out of New York City. Leading the pack of new and old faces is the tenaciously deadly Grace Walker, whose eagerness to bring democracy and stability back to the country is matched in intrigue by the voice actress that plays her, Debra Wilson. "We put a lot of work into really finding the best actor for the role. We did a lot of searching and getting someone to bring the character alive," said Tordsson. "I think it helped with returning characters

The fight for America has many stories to tell

B.J.'s valiant attempt at resistance isn't the only story to follow in Axis-run America, and thanks to the Freedom Chronicles Season Pass, three new heroes will get a chance to shine.

Gunslinger Joe
Sporting his own sense of style in a letterman's jacket, former professional quarterback Joseph Stallion will search the streets of Chicago to take on any enemy resistance he sees. Smashing and gun toting are just a few tricks up his sleeve, and it seems his part in the war may even take him into space.

Agent Silent Death
Join ex-Office of Strategic Services agent Jessica Valiant as she seeks to destroy the many hidden enemy bunkers scattered across California. With so much ground to cover, this Silent Death agent is bound to come across projects that point to more danger, like Operation San Andreas.

Captain Wilkins
Head to chilly Alaska with Captain Gerald Wilkins for a chance to upset the German-controlled Operation Black Sun. Not only is Wilkins a decorated member of the U.S. Army, but he has no problem shutting down anything that stands in his path.

New abilities

Beginning with B.J.'s first moments bound to a wheelchair, *The New Colossus* will be packed with new features and unique means for combat and travel. As most areas in the German-occupied country have been transformed into ghettos, the crowded and overrun living areas will have to be traversed using three skills: stilts, wall charging and shrinking. B.J.'s retractable stilts will allow him to quickly hoist himself to a new vantage point for a different access point to a building or a bird's-eye view of the battlefield. For something closer to the ground, the shrinking ability will help B.J. squeeze into small spaces and hide from enemies. Last up, the enemies will definitely be hiding behind metal doors and cement walls, but a strong smash will give B.J. the surprise advantage.

that we established them in the first game, so when we arrived at the writing, we already had their voices in our heads." However, not only the good guys are making a return. The Axis-shaped thorn in B.J.'s side, Frau Engel, is back to spread more hate and fear into the remaining American survivors. Players can bet once Engel realizes B.J. has made it to the American shores, she'll stop at nothing to bring him and his hope for a second American Revolution down.

As the Third Reich thrives across the globe, the resistance has led to a number of technological innovations: new ultra mech suits, diesel-fueled guns and beefed-up fire-breathing mechanical dogs. Thankfully, the resistance is ready for its second life, too. Previously, players could only dual wield weapons of the same type, but thanks to the new id Tech 6 engine, originally built for *Doom*, weapons can be handled independently. Dual wielding, for example, a pistol and shotgun, is now possible. B.J. also will come equipped with a hatchet that can be used for close and personal combat, or as a projectile to catch enemy off guard. The revolutionaries will need all of this new assistance and more as the enemy has also stepped up its power outside of pure weaponry. Enemy commanders in an area B.J. visits can call forth reinforcements to overwhelm his efforts, but only if they can make the call before falling to the hero's bullets.

All in all, a new revisionist history screams "expect the unexpected," and that's a hopeful promise of what players will experience from the start of *The New Colossus*. Advanced weaponry, engaging and diabolical characters and the battle to expel the Axis powers from America makes for a great game that should have players clamoring to join the resistance.

All in all, a new revisionist history screams "expect the unexpected."





Built for 4K.

Play the biggest blockbuster games, and over 100 Xbox console exclusives with Xbox One. Xbox One S and Xbox One X are built to take advantage of 4K, and all your games and accessories work together.[1]

Xbox One X available November 7th

XBOX ONE

[1] Xbox One X supports 4K gaming; Xbox One S supports 4K game upscaling.

Microsoft

RATING PENDING to EVERYONE
RP-E
ESRB esrb.org
Visit esrb.org for rating information

PRE-ORDER

FACT FILE

PUBLISHER THE POKÉMON COMPANY
DEVELOPER GAME FREAK
PLATFORMS 3DS
RELEASE DATE 11.17.2017

POKÉMON
ULTRA SUN AND ULTRA MOON
CONFLICT IN ALOLA CENTERS ON THE PRISM POKÉMON

BY EMMA SCHAEFER

It's been a year since trainers first set foot on the tropical island region of Alola, and a new adventure awaits in *Pokémon Ultra Sun* and *Pokémon Ultra Moon*. Step into the shoes of a young trainer, choose your starter Pokémon and get ready to tackle the Trials as you conquer the Island Challenge.

The Alola region has changed quite a bit from the familiar islands of *Pokémon Sun* and *Moon*, with new regions to explore and new Trials to tackle. You'll find yourself in some unexpected new areas, including a valley full of Pikachu and a stretch of beach filled with surfers. A special new Ride Pokémon

Step into the shoes of a young trainer, choose your starter Pokémon and get ready to tackle the Trials.











ability offers players a new way to get around: Mantine Surf. Both a method of travelling between the islands and a sport, Mantine Surf lets Trainers pull off radical moves as they flip, spin and surf on the cresting waves.

That's not the only way to look cool. The Alola Photo Club has rolled into town, allowing Trainers to take pictures with their favorite Pokémon. Choose your Trainer's fashion, pose, and favorite Pokémon, and pull together the perfect photo with your choice of backgrounds and camera angles. Choose from hundreds of different stickers to add the final touches, then share them with other players. As a bonus, taking a photo with your Pokémon will increase its affection toward you.

While they offer plenty of fun new features, the islands are far from a paradise. Dark clouds are swirling in the skies of Alola, and the Prism Pokémon, Necrozma, seems to be at the center of the conflict. This crystalline Psychic Pokémon can merge with the Alola region's legendary Pokémon to channel incredible power, posing a threat greater than any seen before. When merged with Solgaleo, Necrozma takes on its powerful Dusk Mane form, capable of raining down Sunsteel Strikes, while the Lunulas-merged Dawn Wings Necrozma can channel a devastating Moongeist Beam. On top of that, Necrozma has its own Prismatic Laser to wreak destruction.

If that wasn't bad enough, more Ultra Beasts have emerged into world. Codenamed UB Burst and UB Assembly, these extraterrestrial foes possess power that transcends trainers' understanding and can't be caught in regular Poké Balls. You'll need to summon all the power of your Z-moves, your friends and, of course, your Pokémon to complete your Island Challenge and save Alola.



DUSK LYCANROC

Pokémon Sun and *Pokémon Moon* introduced Rockruff, the cute puppy-like Rock Pokémon that evolves into the tougher and more graceful Lycanroc. That evolution could go one of two different ways, however, with Lycanroc adapting either a Midday or Midnight form depending on whether Rockruff was evolved in *Sun* or *Moon*.

Pokémon Ultra Sun and *Ultra Moon* introduce a third potential appearance for Lycanroc: Dusk Form. This sleek, burnt-orange canine learns both Accelerock and Counter, the moves favored by the other two Forms, and it sports the Tough Claws ability to increase the power of its moveset. Unlike the other two forms, however, players have a limited opportunity to get this more powerful Lycanroc. It evolves only from a special Rockruff, and to get it, you'll have to buy a copy of *Pokémon Ultra Sun* or *Ultra Moon* before Jan. 10. Do so, though, and you'll find an in-game gift containing your new Rockruff adventuring buddy.



PRE-ORDER

FACT FILE

PUBLISHER ACTIVISION
DEVELOPER SLEDGEHAMMER GAMES
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 11.03.2017

SCAN** AT REGISTER TO PURCHASE THE **DELUXE EDITION** OR **STANDARD EDITION** FOR **PS4

7 99366 46533 1
DELUXE EDITION

7 99366 46537 9
STANDARD EDITION

CALL OF DUTY: WWII

CALL OF DUTY: WWII

NEW FEATURES MOVE THIS SHOOTER OUT OF THE PAST

BY NICK PLESSAS

Call of Duty: WWII takes players back to one of the greatest conflicts in human history, with a cinematic story campaign, fast-paced multiplayer and an intense zombie-survival experience. In the boots of Private Ronald "Red" Daniels, a green infantryman, players will storm the beaches of Normandy and move through Europe to destroy Axis forces.

Friends are captured, lives are lost and allegiances are formed as this dark and personal tale of World War II unfolds. This narrative isn't the only change in this version. Most notably, the series' classic regenerating health is gone, so players must rely on health packs and their squad mates to stay alive.

Of course, *Call of Duty* isn't *Call of Duty* without an action-packed multiplayer component, and WWII is ready to impress. Replacing the old create-a-class system are new divisions – Airborne, Mountain, Infantry, Armored and Expeditionary – that determine players' training, skills and gameplay. Divisions may inform how one comes at a fight, but when the bullets start flying, fans will find *Call of Duty* multiplayer just like those they loved in the past. In between matches, players can socialize in the series' first-ever social space, the 48-player Headquarters, which offers features like the 1v1 Competitive Pit, a Firing Range, a Scorestreak test site and more.

If single-player campaigns and competitive multiplayer are not your style, *Call of Duty: WWII* continues the series' popular Zombies survival mode. While not a direct continuation of the Zombie saga that Treyarch started in *Call of Duty: World at War*, it features many similar elements, including round-based survival, challenging boss monsters and unique weaponry. Players also will find novelties such as an original method of upgrading weapons and special challenges that unlock more of the map.

This year's *Call of Duty: WWII* offers something for everyone, and it's all wrapped up in a familiar setting. Not long ago, shooter fans were burned out on World War II shooters, but after so many trips to the future, they might appreciate a step into the past.

Friends are captured, lives are lost and allegiances are formed as this dark and personal tale of World War II unfolds.



AVAILABLE NOVEMBER 17 ON XBOX ONE AND PLAYSTATION® 4

EARLY ACCESS BEGINS NOVEMBER 14

The Sims™ 4

DELUXE PARTY EDITION



INCLUDES:

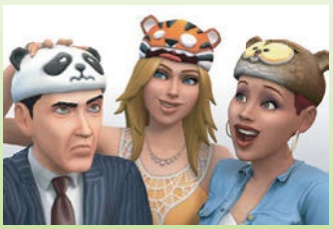
LIFE OF THE PARTY
DIGITAL CONTENT



UP ALL NIGHT
DIGITAL CONTENT



AWESOME ANIMAL HATS
DIGITAL CONTENT



TEEN T ESRB

Crude Humor
Sexual Themes
Violence

© 2017 Electronic Arts Inc. EA, the EA logo, Maxis, the Maxis logo, The Sims and The Sims plumbob design are trademarks of Electronic Arts Inc. "PlayStation" and the "PS" Family logo are registered trademarks and "PS4" is a trademark of Sony Interactive Entertainment Inc.

PS4 XBOX ONE

PRE-ORDER



SONIC FORCES

FIRING ON ALL CYLINDERS

BY MATT CABRAL

FACT FILE

PUBLISHER SEGA
DEVELOPER SONIC TEAM
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 11.07.2017

Since first racing onto the Sega Genesis more than 25 years ago, Sonic the Hedgehog has starred in more sequels, spin offs and side stories than you can shake a gold ring at. Two of the speedster's more recent entries, *Sonic Colors* and *Sonic Generations,* however, have stood out as favorites of the franchise's faithful following. It makes sense then that the Blue Blur's next outing will borrow elements from both of these popular games.

The forthcoming *Sonic Forces* features a darker tone, complete with a destroyed city that wouldn't look out of place in the zombie apocalypse, but balances the doom and gloom with a number of fun, familiar features from the aforementioned entries. For starters, as in *Generations*, Sonic's seat-of-the-pants pace will be complemented by his ability to jump, boost and lunge into baddies without skipping a beat. The fan-servicing fun doesn't stop there though, as Sonic refuels his screen-clearing power by collecting wisps, the vibrant, alien-looking little guys from *Colors*.

While *Forces* is looking to the past to push the series forward, the ambitious entry's not without new ideas and fresh features. Most notable is the game's trio of speed limit-crushing main characters. On top of modern Sonic, who's tasked with saving the dystopian city, players also will haul hide through more traditional, side-scrolling stages as classic Sonic.

Perhaps even cooler, a new, player-created character will also do their part to help the spiky-haired hero set things right. Sporting a number of cosmetic and gameplay-tweaking attributes, this customizable protagonist – which can be a bird, bear, cat or hedgehog – will apparently play a significant role in the game's story.

We can't wait to save the world as a pair of Sonics, as well as our personalized anthropomorph, when *Forces* hits the ground running this fall.



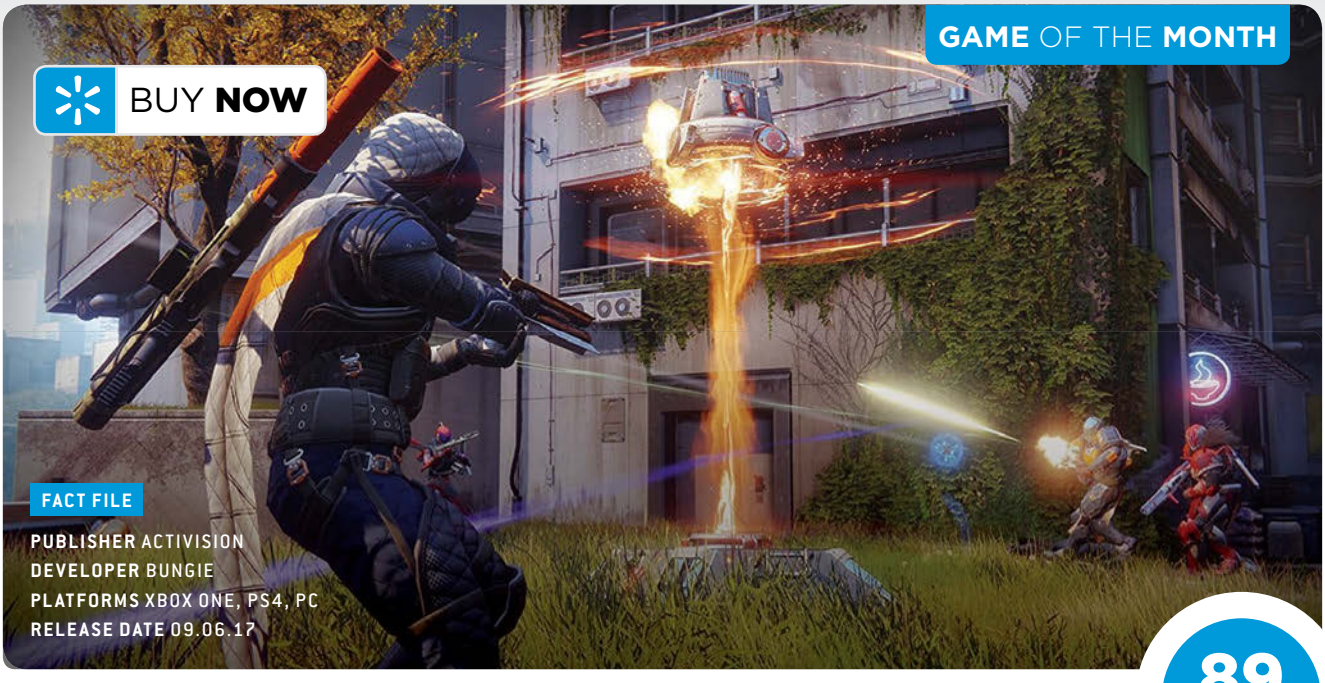


ENTER FOR A CHANCE TO

WIN ONE OF FIVE COPIES OF STAR WARS BATTLEFRONT II FOR XBOX ONE OR PS4

TO ENTER, GO TO WWW.EGMNOW.COM/WGC53 AND COMPLETE OUR READER SURVEY. BE SURE TO INCLUDE YOUR NAME AND E-MAIL FOR A CHANCE TO WIN!

NO PURCHASE NECESSARY TO ENTER OR WIN, VOID WHERE PROHIBITED. Open only to legal U.S. residents. Contest begins October 15, 2017 and ends December 1, 2017. Odds of winning depend on number of eligible entries received. For entry and official rules with complete entry, eligibility, prize, and other details go to www.egmnow.com/contests.STAR WARS © & ™ 2017 Lucasfilm Ltd. All rights reserved. Game code and certain audio and/or visual material © 2017 Electronic Arts Inc. EA, the EA logo, the DICE logo, Motive, the Motive logo, Criterion and the Criterion logo are trademarks of Electronic Arts Inc. "PlayStation" and the "PS" Family logo are registered trademarks and "PS4" is a trademark of Sony Interactive Entertainment Inc. "Greatness Awaits" is a trademark of Sony Interactive Entertainment LLC. All other marks, logos and titles tradmark and/or copyright their respective companies.



DESTINY 2

89/100

BUNGIE ONCE AGAIN REDEFINES THE SPACE SHOOTER

BY MARC CAMRON

As someone who didn't play the first *Destiny*, I was a little lost when starting *Destiny 2*. It didn't take long, however, before my Titan was taking part in raids, collecting loot and making spectacular headshots from hundreds of yards away.

Oh, and I died. Quite a few times.

Destiny 2 begins with a campaign that immerses you in the game's story. Unlike many shooters, the narrative both entertains and sets the mood for a sprawling experience that compelled me to keep playing way past my bedtime. Set one year after the first *Destiny*, the Red Legion launches a devastating attack on the Last City. Your character, a Guardian, must assist with the evacuation.

Players choose from three classes of Guardians – Hunters, Warlocks and Titans – each with its own attack and defense specialties. Each class has several subclasses to choose from, acquired as the character gains XP and levels up.

I chose the Titan for its damage-dealing capabilities and the promise of a future subclass that sports a wicked shield that can be used as a weapon.

At the start of the campaign your Guardian has all of its powers, presumably gained through the events of the first game. Don't get too comfortable with those abilities, though. After the attack on the Last City you find yourself powerless and your drone, Ghost, can no longer resurrect you if you die (it can still heal you though). Your character will start from the beginning again and must complete a variety of quests, Strikes and Raids to become the formidable fighting force you once were.

The dozen or so hours of the campaign were enough to fully engross me in the game's world(s). I figured that would be the end of the story content. Nope. As you embark on quests and Strikes around the game's four planets you'll uncover additional lore that fills in all sorts of information.

Both PvE and PvP content is available, offering a plethora of competitive and cooperative challenges that culminate in the massive Leviathan Raid that acts as current end-game content. The Raid is huge and requires a team to work together to solve the many puzzles and defeat the powerful enemies therein. Content like this shows why Bungie is considered one of the best shooter designers in the world and proves the studio hasn't lost a step.

The late-game content is quite challenging. Don't rush into it. Not only does it pay to raise your level (the maximum is 20 right now), but you should increase your Light as well. This power is key to humanity's survival and key to the game. I tried some more advanced content with my Light under 200 and got brutalized.

Destiny 2's only real negative is the time commitment. This is not a game for those who like a quick match here and there.

But, if you are looking for a quality shooter filled with variety, a compelling story and the guarantee of future content to keep things interesting, then *Destiny 2* won't disappoint.



FACT FILE
PUBLISHER EA SPORTS
DEVELOPER EA CANADA
PLATFORMS XBOX ONE, PS4
RELEASE DATE 09.15.17

91
100

NHL 18

SKILL STICKS, ARCADE MODE IMPROVE ON THE BEST

BY RAY CARSILLO

The designers of EA Sports' *NHL* games, most consistent annual franchise could easily skate by on the foundation they've built on this console generation. The folks at EA Canada have too much love for the game to let that happen, though, and they have proven it with *NHL 18*, possibly their most complete entry in the series.

At its core, the great gameplay of years past remains solid with myriad bells and whistles fleshing out the experience for the most diehard hockey fans. In the offensive zone, the most skillful players can perform new moves with the enhanced skill stick, such as shooting the puck between their legs or completing a long toe drag before kicking the puck out wide and sliding it past an out-of-position netminder. In the defensive zone, defenders have skill sticks of their own for the first time. With their sticks, they can poke the puck away or swing it to eliminate potential passing and shooting lanes — providing an even more accurate on-ice experience than last year's version.

It's not just the gameplay that has improved, though. The new mode, NHL Threes, adds a welcome arcade element to the sim-heavy series. A mix of *Wayne Gretzky 3D Hockey* and *NHL Hitz*, Threes is all about big hits and high scores. There's even a *NBA Jam*-like announcer with over-the-top commentary about each move you make. The mode's fast-paced, frantic action comes from having only three skaters on each side, a smaller rink, no faceoffs and a penalty shot after every penalty. Threes is all about speed and these design decisions clearly pay off.

Another addition, the MoneyPuck option, means a golden puck could be worth one or two bonus goals. If your puck is ice blue, you can steal one, two or three goals from your opponent, adding to the zany possible scoring scenarios.

The only real downside to *NHL 18* is that the game still sorely lacks many customization options. But if you can't get enough hockey, the only way you could get closer to the ice is to visit a rink and lace up some skates yourself. *NHL 18* delivers an all-star product once again.



Playing With Super Power: Nintendo Super NES Classics

BROUGHT TO YOU BY **PRIMA GAMES**

The following is an excerpt from *Playing with Super Power: Nintendo Super NES Classics*.
A nostalgic celebration of the Super NES in all its 16-bit glory!

F-ZERO

In the latter half of the 20th century, Mankind was gripped by the fear of being invaded by extraterrestrials. They referred to extraterrestrial spacecraft as UFOs (Unidentified Flying Objects). Now, to those of us in this day and age, this sounds like a fairy tale. It is now the year 2560, and due to the human race's countless encounters with alien life forms throughout the Universe, Earth's social framework has expanded to cosmic proportions. Now, trade, technology transfer, and cultural interchange are carried out on an interplanetary basis.



DEVELOPER	PUBLISHER	RELEASE DATE
Nintendo EAD	Nintendo	JP: November 21, 1990 NA: August 23, 1991

The multibillionaires who earned their enormous wealth through intergalactic trade, while satisfied with their rich lifestyles, also yearned for a new entertainment to stimulate their lazy lives. Their wishes were met by a call for a new project based upon a seemingly simple premise—"Why not hold, on a galactic scale, some competition like the F-1 races once held on Earth centuries ago?"

At once, everyone jumped at this idea. Rich merchants from cities in the clouds or asteroids with almost uninhabitable environments invested their wealth in the construction of racing circuits.

These racing circuits were located as high up as 300 feet above ground and held in place by anti-gravitational guide beams on both sides of the course.

The racing machines developed for these tracks used the very latest in super-magnetic technology and were designed to travel without wheels, hovering one foot above the course track.


This Book is available at **Walmart** and **Walmart.com**

Walmart



When the first Grand Prix race was held, people were angered at the brutality of the competition. The organizers had, during construction, placed various obstacles and traps along the raceway. But as time passed, and people grew used to these dangers, they soon demanded even more excitement in the race. In time, winning this race meant earning the highest honor that could be bestowed on anyone in the Universe.

In a very short time, people came to call this Grand Prix simply, "*F-ZERO*".

Development

One of only two launch titles for the Super Famicom, Nintendo put a lot of faith in *F-Zero*. While Mario provided a familiar face to millions of potential 16-bit adopters around the globe, *F-Zero* was intended to provide the "wow" factor in regard to the system's technical capabilities. That's exactly what it did, forever changing the course of racing games in the process.



"We knew we were going to need a racing series for the new Super Famicom console," producer Shigeru Miyamoto said in the 1994 book, *Introduction to Game Design*. "We didn't want to do a port of a pre-existing game, and in our first drafts the screen was horizontal and you viewed the ships from their side. During the prototype phase we tested various ideas, getting a feel for the capabilities of the new [Super Famicom] hardware as we went. It turned out that with the horizontal view for *F-Zero*, the perspective didn't allow us to draw three-dimensional objects like bank curves, and without that, how could the game be interesting?"

"As mesmerizing to watch as it was to play..."

"On top of that," Mr. Miyamoto said, "we wanted to draw player character vehicles that looked more alive and vigorous, but if we added tires to the vehicles the required memory would be doubled. And if you added smoke from the tires during drifting, it would be even more. So because of all that, the cars became hovercrafts."

Similar racing and driving titles up to this point had mostly used smoke and mirrors to give a sense of movement, often placing the player vehicle on a figurative conveyor belt, driving in place while rival vehicles and environments moved toward them. More recent titles attempted fully polygonal graphics, but at the cost of speed and frame rate due to the intense computational power required. The Super NES's Mode 7 allowed for a background layer to rotate and scale on the fly, more fluidly simulating a 3D effect.

Combined with the game's unusual (at the time) futuristic setting and the Super NES's increased capacity for displaying colors, *F-Zero* was a visually vibrant and immediately exhilarating event, as mesmerizing to watch as it was to play. Like the game's official story says, it was the future of racing.

TM & © 2017 Nintendo.

OFFICIAL BOOK AVAILABLE NOW!





This Book is available at **Walmart** and **Walmart.com**

Walmart

1 on 1 with

MICHAEL YOUNG

CREATIVE DIRECTOR, MADDEN NFL 18

In all the years that *Madden NFL* has been around, it's never had a story mode. Until now. The new Longshot mode tells the tale of Devin Wade, a prospective star player who fell on hard times but is trying to right his life through the game he loves. We sat down and chatted with Michael Young, creative director of *Madden NFL 18* and co-writer of the story, to learn more.



VITAL SIGNS

OCCUPATION
CREATIVE DIRECTOR
GAME HIGHLIGHTS
MADDEN NFL 18, MADDEN NFL 17, MADDEN NFL 16

WGC: Longshot features multiple paths for Devin. What was the impetus for not making this a linear story?
Michael Young: One of my bigger influences over the past couple of years was definitely the Telltale games — in particular, the ending of season two of *The Walking Dead*. I was gutted by a decision I made. So, we asked, could we achieve the same type of emotion with a sports video game? That was the challenge, and the life-or-death option wasn't there, but sometimes failing at your dream feels like life or death.

> **"One of my bigger influences over the past couple of years was definitely the Telltale games — in particular, the ending of season two of *The Walking Dead*."**

WGC: Like many friends, Colt and Devin complement each other well, even as they have contrasting personalities. How did you develop that relationship to be the crux of the story?
MY: When I first pitched the story to Scott Porter [the voice of Colt], his initial concern was that Colt would just be a clown. Devin's character is in a dark place at times; Colt does well at adding levity to the story, and he's fun, and he represents a child-like Devin sometimes. But at the same time, he has his own intelligence. So, even early on, you see that Colt is like the brains of the operation. He does the strategy, and I think it was important they both add value to the relationship instead of it being one-sided. So, not only do their skillsets as a quarterback and a wide receiver compliment each other, their personalities do, too.

WGC: How did you balance having Madden-style gameplay and telling this emotional story?
MY: It was a challenge because in early playtests, different people [liked] different things. For some people, they thought Act I [was] impeccable, but it has the least amount of traditional gameplay. And if you didn't have that, would you care about the rest of it? You need to know who Devin and Colt were and why they are the way they are to justify the rest and care about the ending. It was an iterative process, and I hope we got it right enough for the [greatest number] of gamers possible. We're asking *Madden* players who might not have played a *Life is Strange* or a Telltale game to suddenly accept a narrative-heavy story.

WGC: *Madden* is an annual franchise, but how long did it take to create the Longshot mode?
MY: It was a four-year process, but it was a slow burn. I pitched so many story ideas over the years, because this has been my passion. Some of them didn't work because the tech wasn't there yet and the game wasn't in a position where the audience might've been receptive. The first couple of years were just me and a few others developing the story. Writing multiple drafts, getting feedback. We reached out to some of the great storytellers within EA like Amy Henning and got the materials in front of her. We did test scenes, storyboards and then when we felt we had something compelling, we showed some scenes to the executives and then we got greenlit to have a team for Longshot.

WGC: Who is your favorite football team? If Devin gets drafted in your playthrough of Longshot, where do you want him to end up?
MY: Pittsburgh Steelers. I grew up in St. Louis, but when I was very young our first football team left just as I was getting into the sport. And our college team, Missouri, was also really bad back then. It was games like *Tecmo Bowl* and those early [*Madden* entries] that really fostered my love for the sport. But I'm also a huge hockey guy, and Mario Lemieux is my favorite player, and I love the black and gold, so when it came time to pick a football team, I went with the Steelers.



HP OMEN
Desktop 870-213w

HP OMEN
27-inch Diagonal Display

RANK UP OR BE FORGOTTEN

OMEN GAMING PC | INTEL® CORE™ i7 PROCESSOR[1]
NVIDIA® GEFORCE® GTX 1070 GRAPHICS

#DOMINATETHEGAME

Intel Inside®.
Extraordinary Performance Outside.

Available at Walmart | Walmart.com

© Copyright 2017 Hewlett-Packard Development Company, L.P. The information contained herein is subject to change without notice. [1] Multicore is designed to improve performance of certain software products. Not all customers or software applications will necessarily benefit from use of this technology. Performance and clock frequency will vary depending on application workload and your hardware and software configurations. Intel's numbering, branding and/or naming is not a measurement of higher performance. Intel, the Intel Logo, Intel Inside, Intel Core, and Core Inside are trademarks of Intel Corporation in the U.S. and/or other countries.

NINTENDO SWITCH

Nintendo

FIRE EMBLEM WARRIORS



HEROES FROM ACROSS THE FIRE EMBLEM™ UNIVERSE COLLIDE



ALSO AVAILABLE ON

new NINTENDO 3DS

Team NINJA · Produced by Omega Force · KT · amiibo

TEEN T ESRB

Suggestive Themes
Violence

Nintendo 3DS version playable only on New Nintendo 3DS, New Nintendo 3DS XL and New Nintendo 2DS XL systems.

Game and system sold separately.

© Nintendo / INTELLIGENT SYSTEMS © KOEI TECMO GAMES CO., LTD. All rights reserved.
The KT logo is a registered trademark of KOEI TECMO HOLDINGS CO., LTD. Nintendo Switch is a trademark of Nintendo. © 2017 Nintendo.