FEATURE
2017 GAMES OF THE YEAR

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FAR CRY 5

PREVIEW
DRAGON BALL FIGHTERZ

INTERVIEW
CALL OF DUTY: WWII

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ISSUE 55

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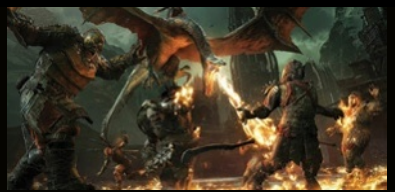
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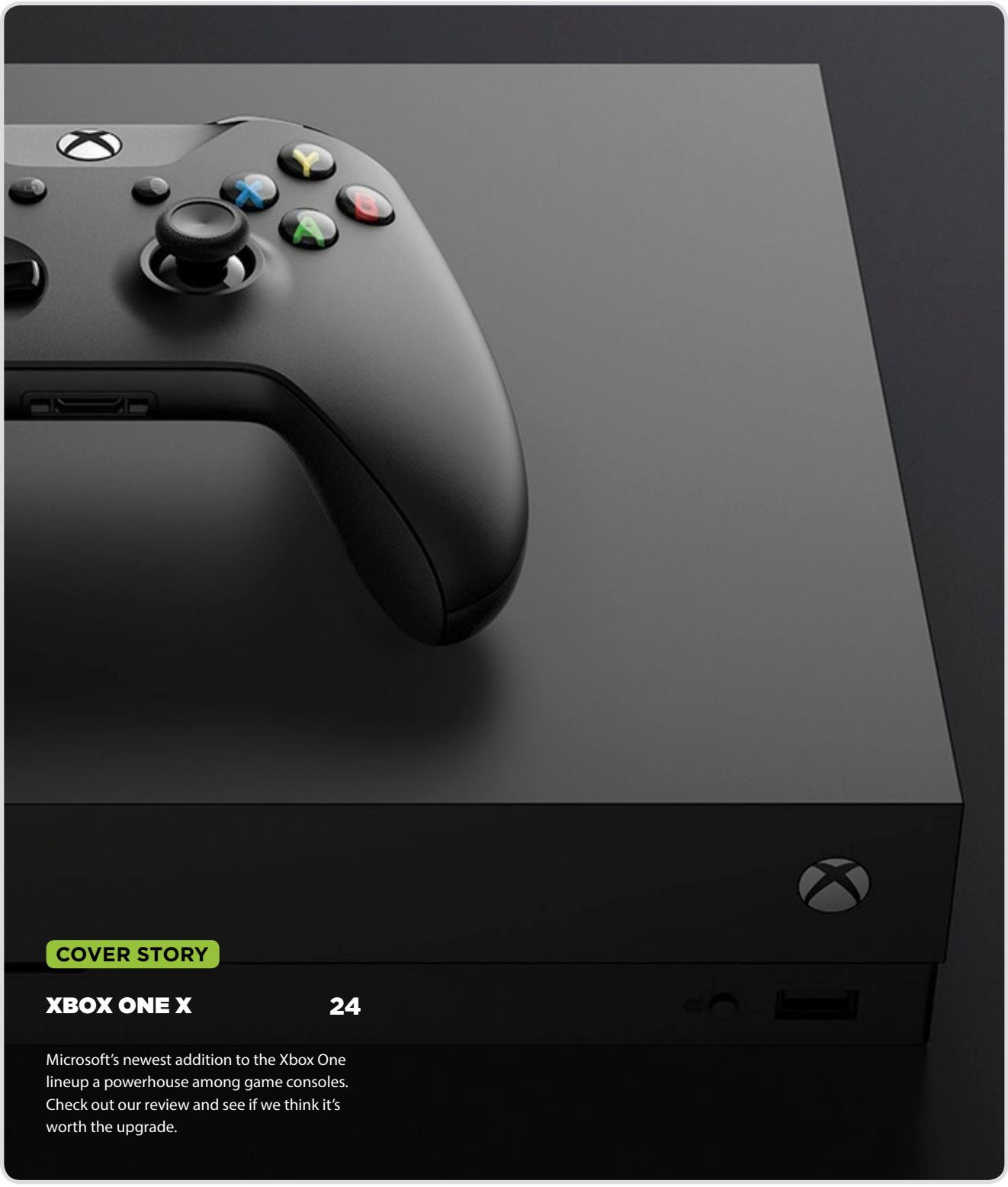
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GREATNESS AWAITS

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CONTENTS

ISSUE **55**



COVER STORY

XBOX ONE X **24**

Microsoft's newest addition to the Xbox One lineup a powerhouse among game consoles. Check out our review and see if we think it's worth the upgrade.



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CONTENTS



2017 WGC GAME AWARDS 28

Last year was loaded with fantastic game releases. Find out what we deemed the best of the best in our annual awards extravaganza! Cue *Zelda* dance party!

SECTIONS

EDITORIAL 08

GAME ON 10

5 TO PLAY 16

STRATEGY CENTER 46

PARTING SHOTS 50



FAR CRY 5 36

Far Cry 5 shows that sometimes you don't have to look further than your own backyard to find danger, particularly when a ruthless cult is hunting you.

PREVIEW

DRAGON BALL FIGHTERZ 42



THE CREW 2 44

The Crew 2 isn't just about racing cars; it's about getting to your destination as fast as possible, whether by land, air or water. Get ready for your first look at this hot new racer.

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MILESTONE

WELCOME
FROM THE EDITOR



AND THE AWARD GOES TO ...

Awards season has arrived. That time of year where seemingly every organization gives out accolades to those they feel earned special attention. At Walmart GameCenter magazine, we like to recognize the games that kept us up late, obsessively striving for that next milestone, level, trophy or achievement.

Usually, choosing our favorite games isn't too difficult. Out of a sea of options, a few usually bob straight to the top. Not in 2017, however. We played so many great games that choosing winners in each category was harder than picking your favorite Avenger. (Come on, you know you like Loki best, even if he is the bad guy and really doesn't count.)

At the end of the day, we were pretty pleased with our list, and you can see our Games of the Year starting on page 24.

Still, since I get this space to ramble on each month, I decided to give out a few of my own awards for games that weren't recognized during the official voting.

Let's start with Comeback of the Year, going to *Call of Duty: WWII*. This year's installment offers a compelling single-player campaign, the usual quality multiplayer and the best co-op Zombies mode yet. It was a great decision to revisit the World War II setting, and offer an alternative to the influx of futuristic shooters. It's great fun.

The Inappropriate for All Ages award goes to *South Park: The Fractured But Whole.* Honestly, it's a really good game: fun to play, challenging and completely hilarious. It's also sure to offend just about everyone. Seriously, the game is strictly for those over 18 who have broad sensibilities. If you fit that mold, you should really give it a play.

The Peanut Butter in my Chocolate award winner is *Mario + Rabbids Kingdom Battle*. Two disparate properties teaming up for a turn-based strategy game. It should never have worked, but it did. And it's brilliant.

The How'd that Happen? award goes to the Nintendo Switch. It may be the greatest console launch ever, and it came from Nintendo, which is usually slow out of the gate. The company deserves special recognition for that.

Finally, the Not Dead Yet award is presented to single-player games. The experts who professed that multiplayer was the only future for games need to look long and hard at 2017. Oh, how wrong they were.

So, we welcome you to the first edition of *Walmart GameCenter* magazine of 2018. And thanks for letting us keep you at the center of everything gaming.

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EDITOR

Walmart GameCenter

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XBOX ONE PS4 KONAMI

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GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

Souls will burn once again in Soulcalibur VI

While many classic and beloved fighting game franchises have seen new iterations or major sequels in recent years, one name that's sat quiet for a while is *Soulcalibur*. After *Soulcalibur V*'s launch on last-gen consoles in 2012, fans wondered when Bandai Namco would be giving the world another proper tale of souls and swords.

Thankfully, we won't have much longer to wait, as *Soulcalibur VI* has been announced for arrival this year. *Soulcalibur VI* will carry on with the traditional core gameplay of previous chapters, as characters move around a 3D environment, clash with their signature weapons and win either via KO or by knocking opponents out of the ring. While previously seen techniques such as Soul Charges and Guard Impacts will be returning, they'll be accompanied by new tricks as well. One such mechanic will be Reverse Edges, a counter-attack ability that will repel your opponent's swing in flashy fashion.

One of the interesting twists to *Soulcalibur VI* is when it takes place. Instead of picking up from where *Soulcalibur V*, left off players will travel back to the era of the original *Soulcalibur*. In a move that potentially makes the game into a reboot of sorts, we'll see those early events from a new perspective while also uncovering "hidden truths" about what happened all those years ago.



Of course, that leads to at least one very important question: Which characters will be appearing in *Soulcalibur VI*? So far, we only have two confirmations: the stoic samurai, Heishiro Mitsurugi, and the Greek warrior maiden, Sophitia Alexandra. From there, we're curious to see if we'll only be getting established characters who were a part of *Soulcalibur*'s initial roster, or if this retelling of past events will allow later fighters to show up earlier than expected. Along with familiar faces, we'll also see new characters, including a mysterious figure wielding a dual-bladed weapon who was teased in the reveal; guest cameos; and the expected return of character creation.

Soulcalibur VI will again invite players to the stage of history sometime in 2018 for PlayStation 4, Xbox One and PC.

BY THE NUMBERS

1:57 Time it took streamer Jonas "NubbinsGoody" Neubauer to reach 300,000 points in Tetris, a new world record he didn't immediately realize he had set

0 Number of officially recorded jumps it took YouTuber Gamechamp3000 to beat *Super Mario Odyssey* in his "no jump" speedrun attempt

3 million Peak concurrent players in *PlayerUnknown BattleGrounds* on PC over the Christmas period, dwarfing the maximum players number set by all other online PC games

03/29/2018 Date that multiplayer servers for Killzone 2 and Killzone 3 will be taken offline for good

2 Emotes Blizzard is giving to all *Overwatch* players due to a marketing mistake with the recent Winter Wonderland in-game event



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New details revealed for Pikachu's live-action film debut

Detective Pikachu, the first live-action movie based on the popular Nintendo franchise, is coming to thrill *Pokémon* fans young and old everywhere. And now, not only do we know when it'll be coming, but we also know who will be bringing its characters to life.

When Pikachu opens his mouth and actual words come out of it, the voice you'll hear will be that of actor Ryan Reynolds. Yes, in a perfect example of going from one extreme to the other, Mr. Deadpool himself will be taking the more family-friendly role of everyone's favorite electricity-unleashing Pokémon. As well, two other names are known as being part of Legendary Pictures' upcoming movie: *Jurassic World: Fallen Kingdom*'s Justice Smith, and *Big Little Lies*' Kathryn Newton. Smith will play a young teen whose father is kidnapped, causing him to team up with the sleuthing Pikachu, while Newton will join in as a sassy journalist.

With Toho handling distribution in Japan and Universal Pictures taking it over for the rest of the world, *Detective Pikachu* will be hitting theaters in May 2019.

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RELEASE CALENDAR

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

EA SPORTS UFC 3 EA SPORTS / XBOX ONE, PS4	feb 2
SHADOW OF THE COLOSSUS SONY INTERACTIVE ENTERTAINMENT / PS4	6
DRAGON QUEST BUILDERS SQUARE ENIX / SWITCH	9
RADIANT HISTORIA: PERFECT CHRONOLOGY ATLUS / 3DS	13
SECRET OF MANA SQUARE ENIX / PS4, PSVITA, PC	15
METAL GEAR SURVIVE KONAMI / XBOX ONE, PS4, PC	20
SEA OF THIEVES MICROSOFT / XBOX ONE, PC	mar 20
YAKUZA 6: THE SONG OF LIFE SEGA / PS4	20
NI NO KUNI II: REVENANT KINGDOM BANDAI NAMCO / PS4, PC	23
DETECTIVE PIKACHU NINTENDO / 3DS	23
FAR CRY 5 UBISOFT / XBOX ONE, PS4, PC	27
MLB THE SHOW 18 SONY INTERACTIVE ENTERTAINMENT / PS4	27

Fight the past in Street Fighter 30th Anniversary Collection

Last year marked the 30th anniversary of Capcom's legendary *Street Fighter* series, and the company is putting together a special package to celebrate the long legacy of the fighting franchise.

Street Fighter 30th Anniversary Collection will, for the first time, bring together in one release the 12 major 2D chapters of the *Street Fighter* saga: *Street Fighter, Street Fighter II, SF II: Champion Edition, SF II: Hyper Fighting, Super SF II, Super SF II: Turbo, Street Fighter Alpha, SF Alpha 2, SF Alpha 3, Street Fighter III, SF III: 2nd Impact*, and *SF III: 3rd Strike*. Each will be based upon its respective arcade releases, and Capcom promises "arcade perfect" gameplay for every title. As well, four of those games — *SFII: Hyper Fighting*, *Super SFII: Turbo*, *SFA 3*, and *SF III: 3rd Strike* — will feature the ability to challenge others online.



Street Fighter 30th Anniversary Collection isn't only about the games themselves, however. The collection will also include an in-depth Museum with contents such as concept art and a sprite viewer, an interactive timeline of the series' 30-year history, character bios, a music player, save state support and more.

Fighting fans can relive the history of *Street Fighter* when *Street Fighter 30th Anniversary Collection* hits for PlayStation 4, Xbox One, Nintendo Switch, and PC in May. Be sure to pre-order your copy on Walmart.com or at your local Walmart store.

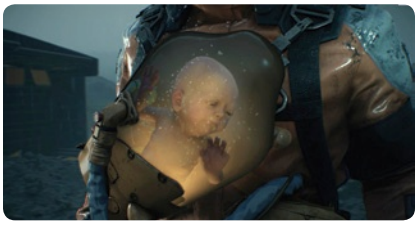


Hideo Kojima teases new details on Death Stranding's gameplay

Metal Gear creator Hideo Kojima has once again captured the attention of the gaming world with *Death Stranding*, his first project since parting ways with longtime employer Konami. Fans around the globe can't wait to play *Death Stranding,* even based on what little has been shown so far, and even if none of us are really sure yet what it is we'll be playing.

Thankfully, Kojima took the chance to answer that question a bit in a recent interview. He explained that the eight-minute cinematic for the game released late last year hinted at some of the game mechanics, including *Death Stranding*'s twist on the traditional "game over" screen.

Remember when Norman Reedus' character, Sam, ends up in a watery upside-down world?





From the sound of it, players will have a limited amount of time to spend in this watery purgatory after dying. There, they'll be able to explore in first-person perspective for useful items before being whisked back to the real world.

However, you won't just pick up from where you left off. n lieu of a checkpoint system, it seems craters — like the one seen at the end of the trailer — will mark the places you died. So, according to Kojima, players could have a lot of craters dotting their world depending on how well (or badly) they're doing.

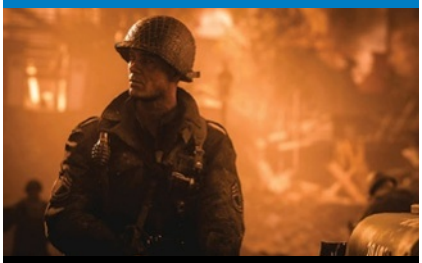
Besides the underwater segment and the massive crater, the trailer also hinted at another gameplay mechanic. In the same interview, Kojima gave a name to the rain that seemed to shift time itself. Called "Timefall," that change in the weather will play a part in the game in some still-cryptic way.

Finally, what's up with the baby that keeps appearing in the various *Death Stranding* trailers? Kojima said that the baby both relates to game mechanics and the story as a whole, but he didn't reveal anything more.

While elements of *Death Stranding* are becoming clearer over time, there's still not much we know or can even guess at. Really, though, that's what makes the game so interesting and exciting. *Death Stranding* is being developed for the PlayStation 4, and while an exact release date is not yet known, you can be ready for its arrival by pre-ordering a copy on Walmart.com or at your local Walmart store.

Walmart's TOP SELLERS

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



01 **CALL OF DUTY: WORLD WAR II**
ACTIVISION
XBOX ONE, PS4, PC

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

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

04 **SUPER MARIO ODYSSEY**
NINTENDO
SWITCH

05 **STAR WARS BATTLEFRONT 2**
EA
XBOX ONE, PS4

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

07 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

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

09 **ASSASSIN'S CREED: ORIGINS**
UBISOFT
XBOX ONE, PS4

10 **THE LEGEND OF ZELDA: BREATH OF THE WILD**
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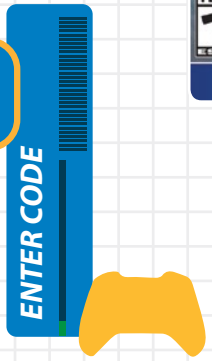
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ONE

PLAYERUNKNOWN'S BATTLEGROUNDS

It's *Battle Royale*, it's the *Hunger Games*, it's *PlayerUnknown's Battlegrounds*, the addictive online first- or third-person-shooter that already has 3 million loyal fans on Xbox. Like those aforementioned movies, *PUBG* is a free-for-all deathmatch in which you and 99 other people are dropped onto an island to scavenge for weapons, armor and equipment in hopes of being the last one standing. You can even loot the bodies of your enemies. However, a bit of *Fantasy Island* and *Lost* also are at work, since the island magically shrinks as the game progresses, and anyone caught outside slowly but steadily takes damage until they get inside the safe zone. There are even random aerial bombings, which hurt as well. The point? The longer you survive, the more money you earn and the cooler outfits you can buy. So, yeah, it's basically the red carpet at a Hollywood award show — with guns.

FACT FILE

PUBLISHER PUBG CORPORATION/ MICROSOFT STUDIOS
DEVELOPER PUBG CORPORATION
PLATFORMS XBOX ONE, PC
RELEASE DATE 12.12.17 FOR XBOX ONE (EARLY ACCESS); 12.20.17 FOR PC


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MONSTER HUNTER: WORLD

YUYA TOKUDA, DIRECTOR, CAPCOM

"In *Monster Hunter: World*, you hunt massive, powerful monsters in a living, breathing world. There are 14 different weapon types with widely different playstyles, and you can gather materials that allow you to upgrade your equipment to bring down even more powerful monsters. The game can be played alone, or together in online co-op with up to three other players. As a multiplayer action game, *Monster Hunter: World* promises a unique hunting experience in a rich ecosystem with its own food chain you can use to your advantage. I imagine some people might compare the multiplayer aspect to *Destiny*, the action to *Dark Souls*, and the beautiful, seamless environments to *Horizon Zero Dawn*. As for what's new, my favorite addition is the players' ability to lure monsters into fighting with one another. It's not only a great way to damage the monsters, but it also makes it possible to hunt using the environment to your advantage."

FACT FILE

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 01.26.18 FOR XBOX ONE, PS4; PC DATE TBA



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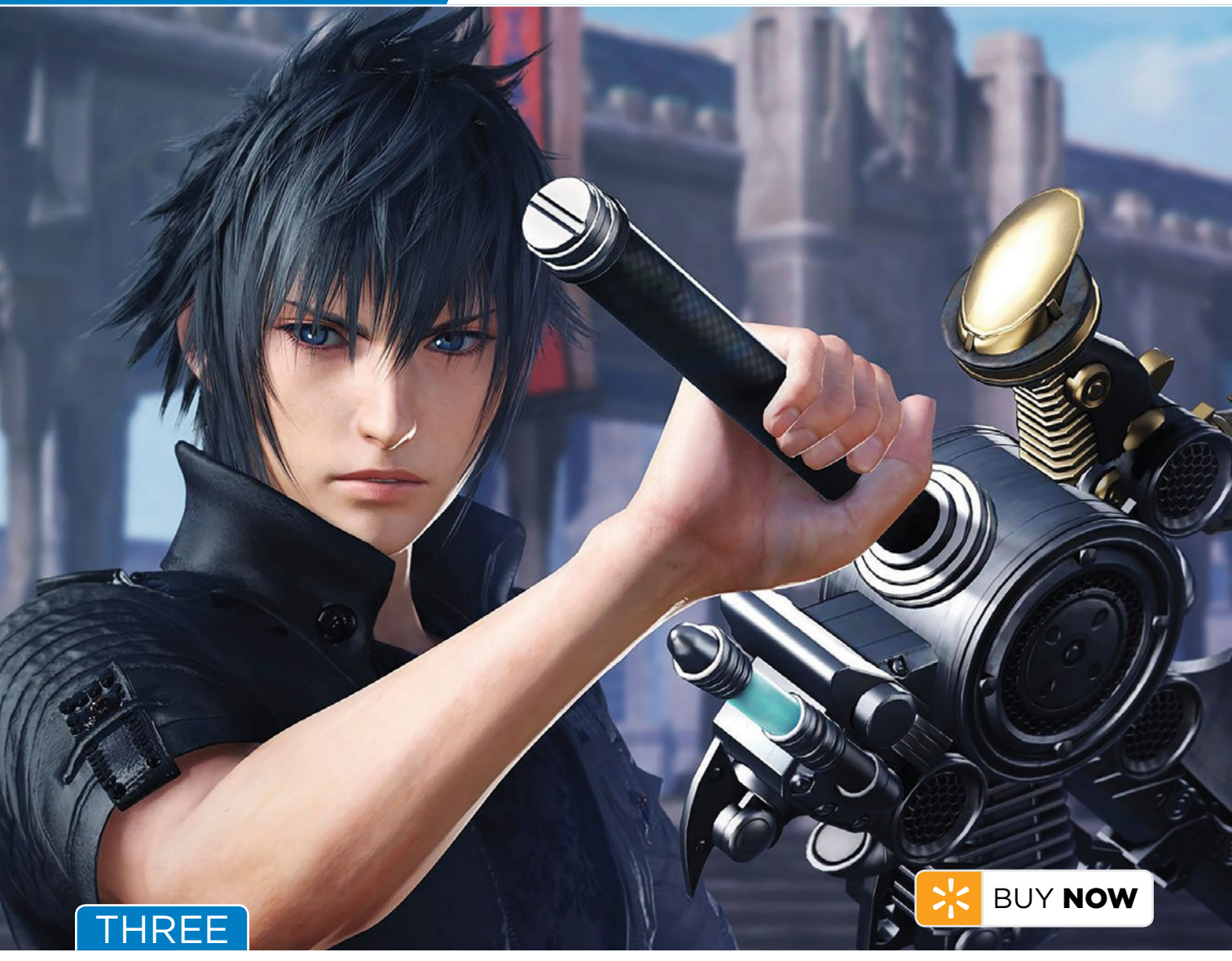
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DISSIDIA FINAL FANTASY NT

TAKEO KUJIRAOKA, DIRECTOR, DISSIDIA FINAL FANTASY NT

"*Dissidia Final Fantasy NT* is a team versus team action game that features many characters from the *Final Fantasy* series. We feel like it's close in genre to such games as Nintendo's *Smash Bros.* and Blizzard's *Overwatch*; the former by how it is an action game in which multiple players fight against each other, and the latter by how the players are split into teams and cooperate with each other. But what's unique about it is the strategy that it brings to the table by it being a three-on-three battle, which makes it important to cooperate with your teammates. This also features different systems that aid cooperation, such as 'helping out a teammate being attacked by others,' 'buffing teammates and debuffing opponents,' and 'cooperating with teammates to call a summon.' We aimed to realize a fast-paced action battle with strategic elements of an RPG battle."

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER TEAM NINJA
PLATFORMS PS4
RELEASE DATE 1.30.2018

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FOUR

KIRBY BATTLE ROYALE

Well, it seems that someone is sensitive about his weight. And his elasticity. In his latest adventure, our favorite piece of sentient bubblegum has apparently joined an existential fight club in which he takes on different versions of himself including, but not limited to, ones of different colors, one who moonlights as a cattle rustler, and one who has a sword and pointy hat like a certain other Nintendo hero we know and love. Playable alone or against people both via local Wi-Fi and online, this brawler not only has multiplayer fisticuffs, but also a campaign mode that you can play on your own or co-op with a pal. Oh, and if your friends have a 3DS, but haven't gotten the game yet, they can still play some modes against you using Download Play.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER HAL LABORATORY
PLATFORMS 3DS
RELEASE DATE 1.19.2018



FIVE

XENOBLADE CHRONICLES 2

While this sequel to 2012's *Xenoblade Chronicles* is also an action-oriented role-playing game, it takes more of a *Final Fantasy* approach with a new cast of characters exploring a whole new world. Well, sort of. You're actually exploring gigantic creatures called Titans, who are so large that you're like a flea to them. In the game, you play as Rex, who teams with Pyra to explore the land in hopes of finding Elysium, a supposed paradise for humanity to live. This not only means you have to crawl around on the backs and other parts of Titans, but you also have to battle other creatures who use the Titans as their homes. Aiding you in this is an intriguing approach to combat, in which you have a choice of companions who have their own autonomous attacks, and automatically modify yours as well.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER MONOLITH SOFTWARE INC.
PLATFORMS SWITCH
RELEASE DATE 12.1.2017

XBOX ONE X

MICROSOFT'S LATEST POWER PLAYER

92/100

BY MARC CAMRON

"The world's most powerful console."

That's how Microsoft has positioned its latest addition to the Xbox One family, the Xbox One X. And the company seems to understand that if you're going to make a claim that bold, you need to back it up.

Designed for players who want to see what their 4K HDR televisions can do, the Xbox One X lives up to its hype and then some. Paired with the games that take advantage of the system's raw power (see sidebar), you won't believe your senses.

At its heart, the One X features a custom 8-core AMD running at 2.3Hrz and a hefty 12GB of GDDR5 graphics memory. Combined with a GPU capable of 6 Teraflops of speed, you have a veritable techno-monster.

For those who don't speak tech-geek, Microsoft engineered the One X to perform like a high-end computer. It features state-of-the-art processing and memory, and is capable of producing true 4K resolutions, high dynamic range with enhanced colors, Dolby Atmos surround sound, faster frame rates and load times, and noticeable improvements to graphical effects such as lighting and anti-aliasing.

The One X is compatible with standard 1080p high-definition displays, providing many of the above improvements, such as smoothing out graphics and loading games more



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HARDWARE OF THE **MONTH**

For players to see what their 4K HDR TVs can do, the Xbox One X lives up to its hype.



quickly, but to really feel its power you need a newer 4K HDR television.

The console itself is a bit smaller than last year's Xbox One S, yet it still incorporates an internal power supply. Thanks to some well-engineered ventilation and sealed liquid cooling, the One X still runs cool and virtually silent, as long as you give it room to breathe.

More than 150 games, old and new, are slated to take advantage of the Xbox One X's enhanced power. In addition to older games that have been patched, all upcoming first-party games such as *Sea of Thieves* and *Crackdown 3* will do so, as will a large number of third-party offerings like *Dragon Ball FighterZ* and *Code Vein*.

Developers can choose how to take advantage of the One X's additional power, siphoning it for native 4K HDR graphics or channeling it toward performance enhancements. Some games, such as *Gears of War 4*, even give players the choice between increasing visuals or performance, depending on what the player wants to prioritize.

In addition to games, the Xbox One X also acts as a powerful media player. It includes an Ultra HD Blu-ray player (the same as is in the Xbox One S) and streams 4K UHD programs from services like Vudu. The console can effortlessly take center stage in your media center.

If the Xbox One X (and Sony's counterpart, the PS4 Pro) prove to be successful, look for more game consoles released as incremental upgrades. For years, PC games have been developed for the most powerful machines on the market, then scaled down to run on less powerful systems, a very viable business model.

With the Xbox One, a game you purchase for your original system or your Xbox One S will still be playable when you upgrade to the One X. From now on, your game library won't become obsolete, but instead offer new features.

So if you own a 4K HDR TV or plan to buy one in the future and have been thinking about adding an Xbox One to your entertainment system, you can't do better than the Xbox One X.

FACT FILE

DEVELOPER MICROSOFT
RELEASE DATE 07.11.17

THE BEST XBOX ONE X ENHANCED GAMES



Microsoft has announced that developers have more than 150 games, both older and upcoming, slated to take advantage of the Xbox One X's features. Not all enhancements are created equal, however. While some games seem to be stunning improvements over the originals, others just shore up frame rates, improve draw distances and eliminate pop-ins. Don't worry, though. We've sorted through the field to reap the games that offer the most significant upgrades on the One X, including full support for 4K resolution and full high dynamic range (HDR). To capitalize on your fancy new console's impressive capabilities, check out the list below.



Assassin's Creed Origins

Assassin's Creed Origins is the equivalent of a great utility player: It's not the best at anything, but it does everything really well. The Xbox One X version provides smooth, detailed graphics and a rock-steady frame rate, making the console the best choice for experiencing this great game.



Forza Motorsport 7

Forza Motorsport 7 shows what you can do if you build a game with the Xbox One X in mind. Native 4K resolution, HDR pushed to its limits and a locked 60FPS all highlight the best-looking racing game ever made. The only problem is that the gorgeous graphics might distract you while racing.



Call of Duty: WWII

Resolution is king with the One X version of *Call of Duty: WWII*. If you compare all versions of Activision's ambitious shooter, you will find the sharpest, most detailed visuals on the new Xbox One X. Additionally, the game rarely wavers from its 60FPS target, even in the most intense fire fights.



Gears of War 4

Gears of War 4 gives players a choice whether to prioritize graphics or performance. Either way, the game provides a stellar example of what the One X is capable of. As a bonus, the game also features an enhanced Dolby Atmos soundtrack that will shake your whole house.



Final Fantasy XV

While "more detailed, better graphics" is a running theme on the Xbox One X, it holds a special significance with *Final Fantasy XV*. Originally, the Xbox One version was by far the worst visually, with soft focus and a mediocre draw distance. Now, on the One X, it's the best, period.



Destiny 2

If you have a friend who brags about how good games look on his high-end PC, just give him a look at *Destiny 2* on this system. The game is a sight to behold in 4K and HDR, with the latter making a huge difference in how the galaxy looks laid out before you.



Middle-earth: Shadow of War

Choose Quality mode over Resolution mode and you'll be treated to the most stunning adventure available on any system, period. Your pixel count may drop a little (3360x1890 is the lowest we've heard of), but you will never notice because of the sharp, detailed surroundings.



PlayerUnknown's Battlegrounds

There's a reason Microsoft offered copies of *PlayerUnknown's Battlegrounds* (in early access) with the purchase of an Xbox One X over the holidays. Not only is this the hottest game around right now, it really shows off the console's power. Parachute in and check out the wonderfully evolving experience.



Madden NFL 18

Are you playing a game or watching your favorite team on a Sunday afternoon? The difference has never been so slim as it is on the One X. *Madden NFL 18* leaves all its improvements on the field with incredibly detailed textures, camera enhancements and a locked 60FPS.



The Witcher 3: Wild Hunt

It doesn't matter that *The Witcher 3: Wild Hunt* is a few years old, it's still one of the best RPGs of the last decade. Now it's also one of the best looking, with jaw-dropping 4K visuals, full HDR support and a frame rate that never dips below 30FPS, even in the most intense situations.



Minecraft

By its nature, *Minecraft* is a blocky game. That isn't to say the graphics, still decidedly cubist, don't greatly improve when viewed in true 4K HDR. Just download the 4K update and the Super Duper Graphics Patch, and you'll see a whole new level of detail in all of your creations.



Rise of the Tomb Raider

We didn't know *Rise of the Tomb Raider* could look this much better, but the extensive upgrade makes it so. Lighting, reflections, textures, detail — everything here is improved. Three modes of enhancement let you decide what to concentrate on, but there are no wrong choices. Simply incredible.

2017 WGC GAME AWARDS

WE CHOOSE THE YEAR'S BEST GAMES FOR EVERY GENRE

BY WGC STAFF

We always look forward to our Game of the Year awards. However, this year, we enjoyed so many fantastic playing experiences that we had difficultly choosing our winners. For every game mentioned here, two, three or even five more just missed the cut; consider them worthy of your time and attention, as they likely would have won honors in other years. To recognize as many great titles as possible, no game was eligible for more than one award. We tried to fit them in where we thought they most deserved acknowledgement. We hope you have enjoyed a number of these great games and you will find a few more here to try.

BEST SHOOTER

Wolfenstein II: The New Colossus

At a time when the Chicken Littles of the world are proclaiming the end of single-player games, along comes a shooter — perhaps the most multiplayer friendly genre — that features only a solo campaign. *Wolfenstein II: The New Colossus* continues the story of B.J. Blazkowicz and his fight against the oppressive Third Reich. In this alternate universe, the Axis powers won the war and have occupied the United States. It's 1961 and the resistance continues, taking players on an adventure that includes some new and (literally) far out locales. Not only does the game feature some of the best first-person shooting action ever to grace a console, the story offers depth, pathos and even a little bit of humor. Levels vary between unrelenting firefights to stealth infiltrations, and they never fail to raise your pulse and keep you interested. Anyone who enjoys a great, mature shooter should absolutely give *Wolfenstein II* a run.



FACT FILE

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

BEST ROLE-PLAYING GAME

Persona 5

Western RPGs have dominated the "best of" lists in recent years: *The Elder Scrolls V: Skyrim*, *The Witcher 3* and *Dragon Age: Inquisition* all won the title. Still, there's something to be said about intricate, lengthy Japanese RPGs. *Persona 5* shows how much life is left in this sub-genre. As with previous series' entries, *Persona 5* is set in modern Japan, focusing on school students who moonlight as adventurers. Part dungeon crawler, part social simulator, the game requires players to keep track of classes, friendships, romances, after-school jobs and harrowing quests into ethereal dungeons called Palaces. Additionally, the titular personae must be recruited, trained and merged so they may be used in combat. It's a lot to track all at once, but thanks to nearly flawless game mechanics, it melds together beautifully. If you've ever thought about trying a JRPG, *Persona 5* is a great — if complex — place to start.



FACT FILE

PUBLISHER ATLUS
DEVELOPER ATLUS
PLATFORMS PS4, PS3
RELEASE DATE 04.04.2017

BEST SPORTS GAME

Madden NFL 18

Choosing an annual sports game to honor usually comes down to which franchise provided the best updated features. Was there a great new defensive system? Perhaps the ball handling mechanics were more realistic? This year, *Madden NFL 18* gets the nod for adding a major new mode: a single-player story called Longshot, in which you accompany NFL prospect Devin Wade on his complicated and emotionally fraught journey to the pros. Longshot includes high school and college games, as well as a trip to the annual NFL Scouting Combine. While the series has always featured a robust career mode, the inclusion of an actual story freshens up a game that had been getting a bit stale. And once you're done, *Madden NFL* still features all its other qualities that have made it such a beloved annual tradition, including its ever improving franchise mode. The football season is all but over, but it's never too late to get going with *Madden*.



FACT FILE

PUBLISHER EA SPORTS
DEVELOPER EA TIBURON
PLATFORMS XBOX ONE, PS4
RELEASE DATE 08.25. 2017

BEST RACING GAME

Forza Motorsport 7



Turn 10 Studios firmly earned the pole position among racing game developers with its *Forza* series. *Forza Motorsport 7* features more than 700 licensed cars, including a stable of exotics that would made any car collector green with envy. Ferraris, Lamborghinis and Porsches dominate your garage, pushing you to earn as much money as possible to fill that last parking space. Players can race these incredible machines on tracks around the world with a variety of road conditions, thanks to the new dynamic weather system. Plus, if you have an Xbox One X and a 4K HDR TV, the game takes full advantage by amping up the already gorgeous visuals while keeping the action silky smooth. Few racing games manage to look great, feature precision controls and offer a stunning variety of vehicles, locations and race variations. *Forza Motorsport 7* presents the complete package.

FACT FILE

PUBLISHER MICROSOFT STUDIOS
DEVELOPER TURN 10 STUDIOS
PLATFORMS XBOX ONE
RELEASE DATE 10.03.2017

BEST FIGHTING GAME

Injustice 2



Sure, Batman and Superman may have had a brief fight a couple of movies ago, but many of us have wondered who would really win a knock-down, drag-out between the two of them; or between the Flash and Wonder Woman, or Blue Beetle and Aquaman. Well, maybe not so much the last pair, but with *Injustice 2*, the fantastic fighting series featuring a who's who of the DC Comics universe, you can find out. The story — involving parallel universes and an insane, despotic Superman — still doesn't make a ton of sense, but it successfully gives us a reason for heroes to fight heroes, villains to fight villains and even for characters to fight themselves. The fantastic combat engine — from the same company responsible for the latest *Mortal Kombat* games — shines, and the new Gear system gives players a reason to keep fighting. This game should keep you battling for a long time to come.

FACT FILE

PUBLISHER WARNER BROS. INTERACTIVE STUDIOS
DEVELOPER NEATHERREALM STUDIOS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 05.16.2017

BEST ACTION/ADVENTURE GAME

Assassin's Creed Origins



No category was more loaded with goodness in 2017 than action/adventure games. Every console received enough love to keep genre fans busy well into the new year. The best multi-system entry, however, was *Assassin's Creed Origins*. As the title implies, the game travels back to the beginnings of the Brotherhood in ancient Egypt and into the robes of Bayek, the first Assassin. The most interesting lead character since *Assassin's Creed II*'s Ezio, Bayek explores wonderfully realized locations, with far more variety than one would expect in what's usually thought of as a vast desert. In addition to the familiar combat and exploration, the game features a robust RPG-like progression system, including rudimentary crafting, to increase player agency during Bayek's journey. Ubisoft took a year off between *Assassin's Creed* installments, and it would seem it was for the best. *Origins* breathes new life into the series even while exploring its roots.

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT MONTREAL
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.27.2017

BEST FAMILY GAME

Splatoon 2



It made sense for Nintendo to bring its cartoony paint-blasting shooter, *Splatoon*, to the Nintendo Switch. After all, if the first game was a hit on the woefully underappreciated Wii U, the sequel on the latest blockbuster system should be that much better, right? *Splatoon 2* lived up to our expectations and then some. Not only did Nintendo deliver a sequel that built upon the original, rather than just slapping on a shiny new coat of … um … paint, but it gave us great new ways to play. The Switch's portability had us painting the town crimson (our preferred ink color) in the solo campaign, local and online multiplayer and even a new 4-player co-op mode called Salmon Run. All with full amiibo support, of course. Family-friendly shooters are few and far between, so it's fantastic to have *Splatoon 2* to fill that void.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO EPD
PLATFORMS SWITCH
RELEASE DATE 07.21.2017

BEST CAMPAIGN

NieR: Automata



Many of this year's games took us on fantastical journeys through worlds familiar, foreign or beyond anything we could ever imagine. *NieR: Automata*, however, gave us all that and more in one gripping story. The tale of a team of androids trying to save humanity from a fleet of invading robots was epic from the moment it started. Nothing, however, prepares you for where our heroine, 2B, and her friends end up as they struggle to defeat their foes and uncover the deeper truth behind the long-ranging war. One minute you're battling two alien assassins that look like handsome supermodels, the next you're looking upon a stage as worker robots enact their own retelling of *Romeo and Juliet*. No other 2017 game took us on such an emotional or engrossing adventure as this creation of eccentric Japanese designer Yoko Taro and developer PlatinumGames, so it's only fitting that it wins this award.

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER PLATINUMGAMES
PLATFORMS PS4, PC
RELEASE DATE 03.07.17 (PC 03.17.2017)

BEST MULTIPLAYER

PlayerUnknown's Battlegrounds (Early Access)



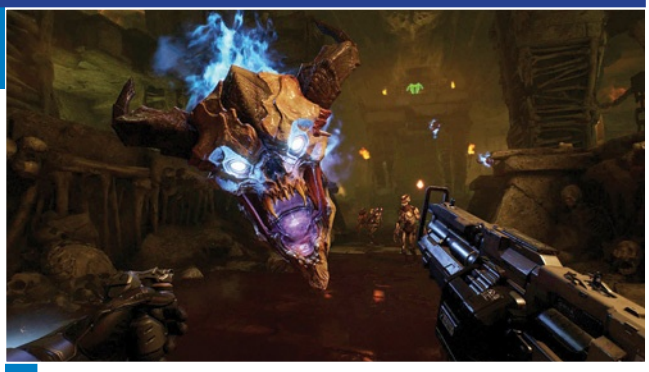
Generally, we would not give an award to a game that wasn't formally released yet. As of this writing, the official PC release of *PlayerUnknown's Battlegrounds* is still a few days away, and the game just launched a preview version on Xbox One. However, *PUBG* (as the game is generally referred to) caught on like wildfire when originally released on Steam Early Access. Its innovative Battle Royale gameplay has made waves through the industry, as other games like *Fortnite* scramble to introduce similar modes of their own. During the early access period, the developer consistently added new weapons and features, while millions of players signed on. The game wins this year's Best Multiplayer award for its innovation and the unbelievable audience it gathered prior to its full release. And since the game is really just getting started, it will be eligible for the rest of our awards in 2018, so stay tuned.

FACT FILE

PUBLISHER PUBG CORPORATION, MICROSOFT STUDIOS
DEVELOPER PUBG CORPORATION
PLATFORMS XBOX ONE, PC
RELEASE DATE 12.20.2017 (XBOX ONE TBA 2018)

BEST VR GAME

Doom VFR



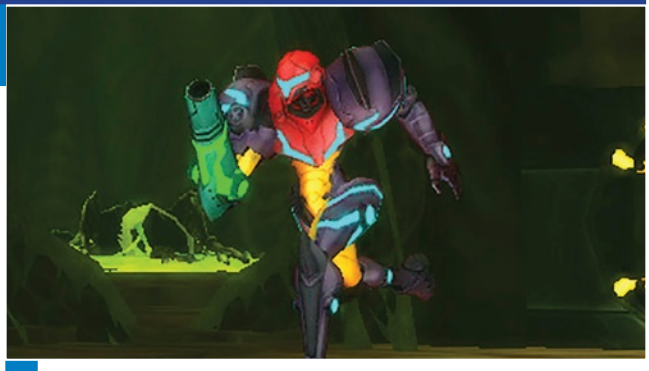
We stand at the starting line for a whole new gaming experience: virtual reality. VR isn't new per se; it's been around in early forms for several decades now. For the first time, though, we can play convincing VR games in our own living rooms. Until recently, we haven't had many full games to experience. Bethesda Softworks is trying to remedy that, and this year released full VR versions of *The Elder Scrolls V: Skyrim* and *Doom*. While *Skyrim* stands as an amazing experience, it doesn't control as well in VR as it does on other formats, and doesn't lend itself to short, VR-sized play sessions. *Doom VFR*, however, fits both bills nicely. The fast pace and tension of *Doom*'s action will keep you jumping as you aim and fire smoothly with the PlayStation Move controllers. Completely rebuilt for VR, this version of *Doom* proves a fast-paced game can lend itself to the medium. If you're interested in VR, this is the game to check out.

FACT FILE

PUBLISHER BETHESDA SOFTWORKS
DEVELOPER ID SOFTWARE
PLATFORMS PSVR, HTC VIVE (PC)
RELEASE DATE 12.01.2017

BEST HANDHELD GAME

Metroid: Samus Returns



Is a remake a remake if it completely recreates all the graphics and animations? If it adds places to the map, new powers and abilities, and a ton of surprises? Whether you believe *Metroid: Samus Returns* is mostly original, or if it is just a remake of the original Game Boy *Metroid II*, there's no denying how much fun it is to play. Even on the relatively small 2DS/3DS screen, traversing the labyrinthine planet Zebes while trying to eradicate the Metroid threat looks and plays fantastic. Anyway, you'll be too busy trying to figure out where to go next to be bothered by such trivial matters. Many were surprised when Nintendo announced two new *Metroid* games this year, and released one of them just a couple of months later. This series has long deserved more attention than it has received compared to other Nintendo hallmarks. We're thrilled that's being corrected.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER MERCURYSTEAM, NINTENDO EPD
PLATFORMS 3DS
RELEASE DATE 09.15.2017

BEST XBOX ONE EXCLUSIVE

Cuphead



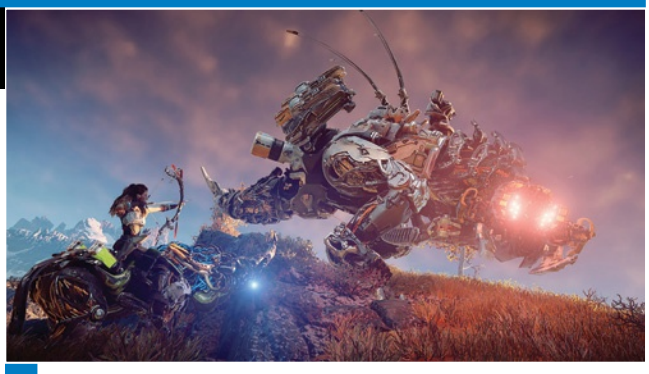
We fudged this category a tiny bit since most great Xbox One exclusives are released on PC also, so consider this the best Xbox One console exclusive. And anyway, breaking rules seems in line with everything *Cuphead* represents. An indie game with big studio ambitions, this project breaks them all. The graphics are hand drawn, emulating the distinctly stylistic cartoons from the 1930s. The music, too, is a throwback, something that belongs on a big, thick 78 RPM record (Google it). Then there is the difficulty: This game is so hard you'll learn a new language just to expand your repertoire of naughty words. It shouldn't work, but it does, and to glorious effect. No other game this year will enrage you one moment and make you feel like the best gamer ever in the next. Beautiful, unforgiving and a joy to behold. All hail *Cuphead!*

FACT FILE

PUBLISHER STUDIO MDHR
DEVELOPER STUDIO MDHR
PLATFORMS XBOX ONE, PC
RELEASE DATE 09.29.2017

BEST PS4 EXCLUSIVE

Horizon Zero Dawn



What's better than a rollicking adventure? How about a rollicking adventure that accompanies a new IP and features an amazing heroine named Aloy who could give Lara Croft a run for her money? (However, we're sure they would be on the same side, as they are both heroes!) While it's true that the story, characters and action are all top-notch, what really makes *Horizon Zero Dawn* stand out is its ambitious world building. The game is set in a distant post-apocalyptic world where humanity is reduced to primitive tribes, but technology still runs rampant across the land in the form of robotic dinosaurs, corrupt machines Aloy must contain. If this were just an action game with this setting and heroine, we'd be happy, but this is a massive adventure, with a huge world map and dozens of hours of quests to pursue. With luck, *Horizon Zero Dawn* will mark the beginning of an amazing franchise, because we can't wait to see where Aloy goes next.

FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER GUERRILLA GAMES
PLATFORMS PS4
RELEASE DATE 02.28.2017

BEST SWITCH EXCLUSIVE

Super Mario Odyssey



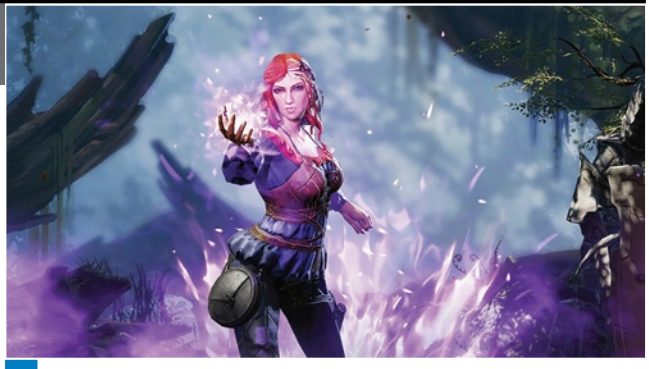
"Wow!" That sums up the universal reaction when any Mario fan first plays *Super Mario Odyssey*. It also seems to be the reaction after they have been playing for 20 hours and discover how much is left to do. It's not just the quantity of Mario's missions, though. It's their variety and the diverse locations you'll visit to explore. Mario's newest companion, an anthropomorphic hat named Cappy, makes this fun possible. Throw Cappy to use him as a tool or a platform, or hit an enemy or object with him to possess it. Mario can become rocks and trees and Goombas and Bullet Bills and even a T. rex. This one new ability leads to untold possibilities. With hundreds of moons to collect, you'll need every trick Mario has under his ... er ... hat. It's been a long time since Mario stepped out in a 3D adventure, and *Super Mario Odyssey* raises the platform as to what we can expect from the series in the future.

FACT FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO EPD
PLATFORMS SWITCH
RELEASE DATE 10.27.2017

BEST PC EXCLUSIVE

Divinity Original Sin II



Divinity Original Sin II harks back to the glory days of PC RPGs, when the realms of *Baldur's Gate* and *Icewind Dale* ruled the mouse and keyboard set. Don't think of playing the game as a retro experience, however. In its mechanics, gameplay, graphics and sheer number of choices, the game owes as much to *World of Warcraft* as anything else. That, and the original *Dungeons and Dragons*, as *Original Sin II* gives players unprecedented agency to try whatever idea comes into their heads. You can play solo, or recruit companions to accompany you on your lengthy sojourn. The game supports local and online multiplayer, both competitively and cooperatively. While the game features a strong story, the player chooses how to experience it. *Divinity Original Sin II* merges the best of what makes role-playing fun, and provides an exceptional adventure to any who give it a go.

FACT FILE

PUBLISHER LARIAN STUDIOS
DEVELOPER LARIAN STUDIOS
PLATFORMS PC
RELEASE DATE 09.14.2017

GAME OF THE YEAR

The Legend of Zelda: Breath of the Wild

Launching its new console, the Switch, along with *The Legend of Zelda: Breath of the Wild* was absolutely the smartest thing Nintendo could have done. Not just because *Zelda* is usually synonymous with quality entertainment, but because this particular iteration completely revamps the series in dozens of interesting ways. Don't let the changes intimidate you, though. Features such as destructible weapons and areas you can traverse in any order may seem weird at first, but actually serve the greater good. The changes imbue the game with a newfound sense of exploration, with a land so vast Link must take a few changes of clothing to weather the game's vastly different climates. Limited inventory space will have you searching for Korok seeds, which you can trade for more slots. Don't worry, though: A whopping 999 are waiting for Link to collect them. You'll also want to learn the ins and outs of the different weapons if you plan on besting the 120 mini-dungeon-like Shrines, as well as the five full dungeons the game offers (and that's before any DLC). Unquestionably the most expansive *Zelda* game ever, *Breath of the Wild* may have some players wishing for a more constrained *Zelda* game like those of yore. But if you give the game time to entrance you, to introduce you to its mysteries and surprises, chances are you will find yourself a fan. *The Legend of Zelda: Breath of the Wild* was the best game in a year absolutely packed with great games. It's reason enough to own a Nintendo Switch — though there are plenty more — and will keep us revisiting its wonders for years to come.



FACT FILE

PUBLISHER NINTENDO
DEVELOPER NINTENDO EPD
PLATFORMS SWITCH
RELEASE DATE 03.03.2017



HISTORY. REBORN.





DYNASTY WARRIORS 9

02/13/2018

PS4 XBOX ONE STEAM

TEEN T ESRB
Alcohol Reference
Mild Language
Violence

KT

Ω-Force 20th

Produced by Ω-Force

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PRE-ORDER



FAR CRY 5

FIGHTING A CULT IN BIG SKY COUNTRY

BY NICK PLESSAS

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT MONTREAL
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 03.27.2018



Support for Hire

Many support characters are available for players to call on in the heat of battle, but here are three that look to be particularly useful.

NICK RYE

A trained pilot, this farmer didn't take too kindly to the cult's efforts to acquire his family's crop dusting business and push him off his farm. Coming from a family of veterans, Rye will pick his own fights with strategic bombing runs that the player can call upon.

GRACE ARMSTRONG

Armstrong, an Olympic sniper, probably wasn't a person the cult wanted to tick off. Unfortunately, killing her father and taking her shooting range did just that, and now she will provide the player with stealthy sniper support from a distance.

BOOMER

He may not be bipedal, but Boomer can handle himself in a firefight as well as any soldier. Faithfully bonded to the player, Boomer will not only attack targets on command, but he will also bring back their firearms for the player to use.

The *Far Cry* series has taken players all around the globe, and even briefly back in time, but one of the last settings in which players expected to land for the fifth installment was in the USA. *Far Cry 5* is still set in a wild frontier, but instead of our character being trapped on an island or in a desolate mountain range, we find ourselves in the wilderness of Hope County, Montana. While its setting deviates from the expected, *Far Cry 5* has not forgotten its roots, with combat, exploration and a psychotic antagonist all faithfully present in true *Far Cry* form.

Like the many explorable *Far Cry* regions that came before it, *Far Cry 5*'s Hope County is massive, littered with things to do and places to discover. Beneath the surface of its beauty, many dangers cross the player's path, but few are more dangerous than the Project at Eden's Gate, a cult that is oppressing the region and its people. Prophesying the end times, the cult is attempting to wrangle the people of Hope County into line, with those who refuse to follow the cult's path paying a heavy price. Led by the sinister but charismatic Father Joseph Seed, the cult's grip on the people seemed

Far Cry 5 has not forgotten its roots, with combat, exploration and a psychotic antagonist.


FALL'S EN
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absolute, until the player — a young sheriff's deputy — shows up to say otherwise.

Dismantling the cult's militias will take more than bullets, explosions and running them down in an assortment of vehicles. Players will also need friends fighting at their side in the form of Guns for Hire, Fangs for Hire and Friends for Hire. Guns for Hire can be random NPC civilians you assist who repay your kindness by joining your fight, while Fangs for Hire are animals you befriend that you can sic on foes. Friends for Hire (also referred to as premiere Guns for Hire) are a step up from the others, involving established characters with unique skills that play roles in the story in addition to providing specialized combat support.

"We wanted it to be this giant system," creative director Dan Hay said. "You've got Guns for Hire, Fangs for Hire and Friends for Hire, and we wanted it to be all part of something that works with the story. As you go through John's [region], you'll see some of the major Guns for Hire, you'll see a lot of the people in the world you can bring into your group, but as you go to Jacob's or Faith's … you get a different group and different people. I think what's really cool is you see [players] begin to bring those groups in and start to use them in almost a squad, and then start to swap them out, based off the decisions they're making. That's where it gets really interesting."

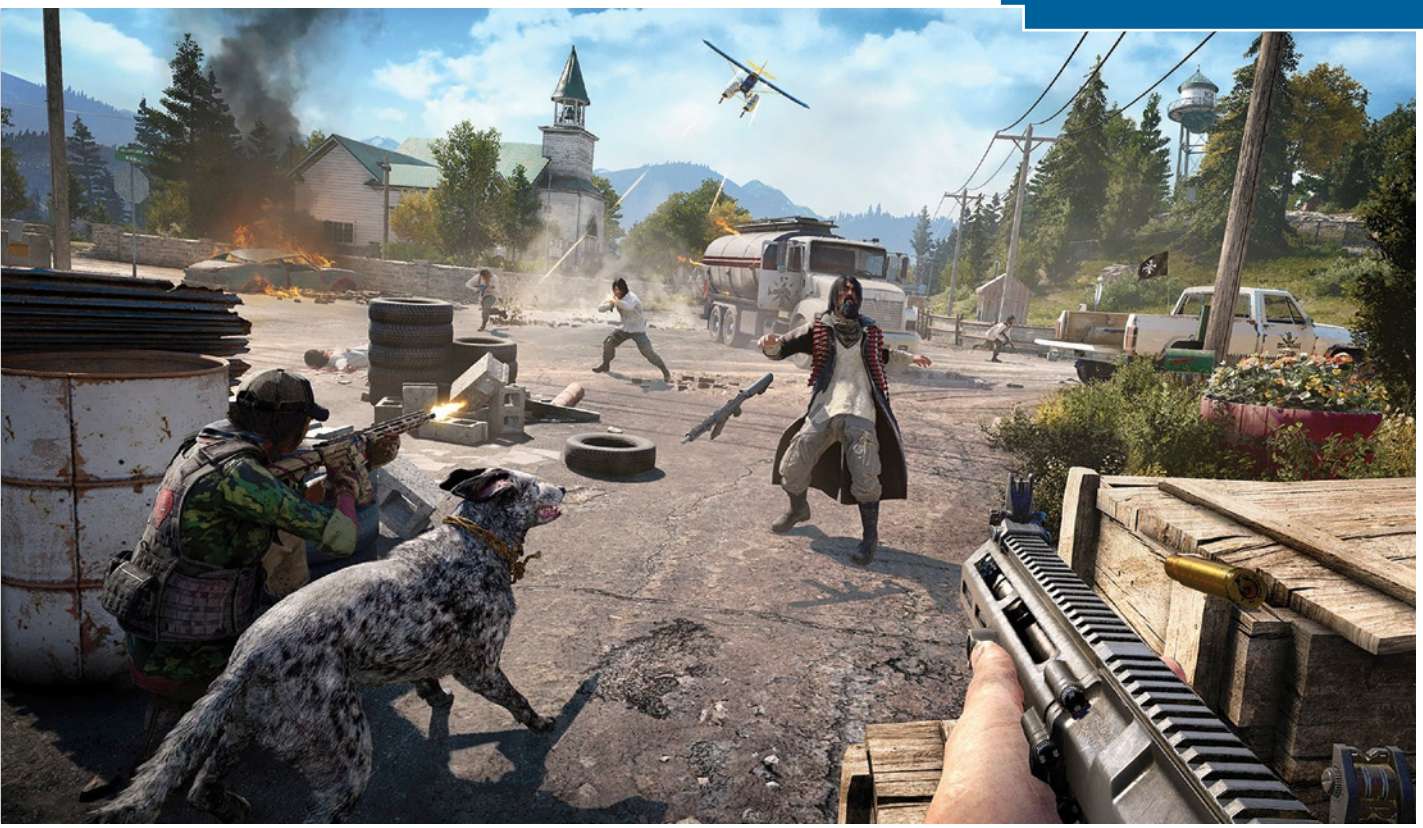
These support characters help the player push against the cult across the map, which will be quantified by the filling of various Resistance meters. Performing acts of defiance against the cult, like capturing outposts or completing missions, will fill these Resistance meters, leading to new confrontations with the cult, such as facing off with Seed's lieutenants. The different areas around the map will resist

Dismantling the cult will take more than bullets, explosions and running them down in an assortment of vehicles.

The wildlife of Far Cry 5

Guns and explosions are scary, but there can be something truly unnerving about a massive beast of the wild charging at you with seemingly unstoppable force. In previous *Far Cry* games, these beasts could be tigers, boars, badgers or even a mammoth or elephant. The creatures of *Far Cry 5* may not be as exotic, but they are no less of a threat. Bears and wolves are among some of the most daunting beasts players will come across, with many more to discover in the vast landscape of Montana. Some beasts the player will face, such as the beaver, may look innocent, but don't think for a second they're friendly. Just wait until they are hacking at your shins.





Who is Joseph Seed?

After the chilling performances by Vaas in *Far Cry 3* and Pagan Min in *Far Cry 4*, *Far Cry 5* had to step it up with its own ominous villain. Father Joseph Seed, leader of the Project at Eden's Gate cult and a self-proclaimed prophet, is on a mission to rescue the people of Hope County from the coming apocalypse, whether or not they want to be saved. What makes him such a formidable adversary is not just his intellect or the support of the cult, but his manipulative, charismatic nature that draws people into his fold. It can be hard to reason with someone who believes he's on a mission from God, and as the player causes more and more chaos in Hope County, the father's wrath will continue to grow. Why have people fight for you out of fear when they will fight for you out of unquestioning adoration?

the cult in different ways, Hay explained.

"We wanted to go for different flavors, so the group that you find in Fall's End is very specific. It's Mary May, its got a little bit of Nick, and its got Pastor Jerome. The group that you maybe find in Faith's is completely different. We wanted them to have their own charm, their own flavor, and when you build your resistance, you're building this push back against the cult, and what invariably happens is that the cult pushes back against you," he said.

If all else fails, players have the option to pull in a real-life friend to help bring the cult to its knees. The two-player cooperative feature popularized in *Far Cry 4* is back in full force, bringing a new dynamic to every combative encounter that is tackled with teamwork. The co-op is drop-in/drop-out, so if ever the cult is giving you trouble, another deputy is just a message away.

The chaos and destruction of *Far Cry* is back, this time wrapped up in a setting more familiar than any fans have experienced. The antagonistic organization that is Eden's Gate also hits closer to home than the drug rings or militias players have faced in the past, putting a bit of shock and awe into the comfortable and tested gameplay framework. *Far Cry 5* is no far cry from the series staples that fans love, but don't think you can expect everything that is in store as you venture in.

The chaos and destruction of Far Cry is back, this time wrapped up in a setting more familiar than any fans have experienced.





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FACT FILE

PUBLISHER BANDAI NAMCO
DEVELOPER ARC SYSTEM WORKS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 01.26.2018

DRAGON BALL FIGHTERZ

EVERYBODY WAS DRAGON BALL FIGHTIN'

BY MOLLIE L PATTERSON

While Japanese developer Arc System Works has long been known as one of the top-tier creators of fighting games, fans around the world were shocked when the studio revealed *Dragon Ball FighterZ* at E3 last year.

And yet, it only makes sense for a beloved series that's built around fighters battling one another for supremacy to be the next project for a studio such as Arc System Works. Unsurprisingly, *Dragon Ball FighterZ* will have some similarities to the team's other 2D fighters like *Guilty Gear* and *BlazBlue* in features such as combos, recoveries and air dashes. However, other aspects will appear very different from Arc's usual output, such as the more *Marvel vs. Capcom*-style 3v3 tag system that really shakes









By stringing together a specific number of combos during battle, players can collect the Dragon Balls themselves

up the flow of matches. From everything we've seen and played so far, it seems like Arc System Works has perfectly captured the signature style of those classic battles across *Dragon Ball*'s long legacy.

Speaking of that legacy, another part of what's got so many players excited for *Dragon Ball FighterZ* is the commitment the team has to making something that's not only faithful to the *Dragon Ball* mythos but also something that feels like anime coming to life. Even in the early reveals of the game, details big and small were obvious, from the style of cell-shading used for the graphics, to the camera angles employed during certain attacks, to even the little touches like the bursts of energy surrounding characters. The game will even feature something called Dramatic Finishes, where special cutscenes that recreate scenes from past *Dragon Ball* anime and manga chapters will be triggered when certain characters win against specific foes.

WHO ARE ALL THESE PEOPLE?

For those who haven't been keeping up with everything that's happened in the *Dragon Ball* saga in recent years, you might be wondering just who some of the characters in *Dragon Ball FighterZ* are. So, here's a look at a few of the roster choices that you might not instantly be familiar with.

ANDROID 21

Android 21 is probably one of the most interesting cast members, as she's a new character designed by *Dragon Ball* creator Akira Toriyama specifically for the game. While we still don't know much about her, we do know she's a scientist whose intellect rivals that of Dr. Gero.

GOKU BLACK

While Goku Black may look like everyone's favorite Saiyan going through a goth period, he is in fact Zamasu, a Supreme Kai apprentice from the unaltered main timeline. Feeding off the power he's gained from inhabiting Goku's stolen body, Zamasu becomes determined to eradicate all mortals from the universe.

HIT

Known as both "Hit the Infallible" and the "Legendary Assassin," Hit is the strongest member of Team Universe 6, a squad put together to square off against Team Universe 7 in the Tournament of Destroyers.

In addition, one of the most interesting twists in *Dragon Ball FighterZ* was revealed only recently: the Shenron system. By stringing together a specific number of combos during battle, players can collect the Dragon Balls themselves. If you're able to snag them all, the legendary dragon Shenron will appear, offering to grant you one of four wishes. For example, you might decide to have your health restored or to bring back a member of your team that was previously knocked out of action.

From its amazing visuals to its rock-solid combat system to its much-anticipated "what-if" single-player storyline promising to take the cast in unexpected directions, *Dragon Ball FighterZ* is shaping up to be one of the most impressive releases in its genre for 2018. No matter if you're a hardcore *Dragon Ball* fan or totally new to the fandom, the year's only just started and the fighting game competition is already seriously fierce.

PRE-**ORDER**



THE CREW 2

CROSS THE COUNTRY ANY WAY YOU WANT

BY MICHAEL GOROFF

You know how most open-world games will present to you a city or a similarly sized countryside to explore, and that's it? *The Crew* upped the ante when it comes to open-world maps by presenting players with the entire contiguous United States as its racing playground. You could drive from New York to Los Angeles and back again, visiting other cities and sights along the way. No other game — never mind any other racing game — has created an open-world map so expansive and full of possibilities.

The Crew 2 will once again let racers travel cross-country, but you have more options than just taking a road trip. This time, players can explore the entire U.S. by land, by sea or by air, all without making a pit stop. What makes *The Crew 2* so exciting is that, with a single press of the button, you can go from driving a car to flying a plane. Then, once you're soaring over open water, press another button to captain a motorboat.

This new multi-vehicle mechanic truly captures the independence that *The Crew 2* promises to give its players: the total, boundless exploration of a country that's all about freedom. But more importantly, *The Crew 2* wants to set the bar for every other racing game out there. Why stay landlocked when you can soar through the Grand Canyon and over the Rockies? Why drive along the Mississippi River when you can the spray of water from the deck of a speedboat?



FACT FILE

PUBLISHER UBISOFT
DEVELOPER IVORY TOWER
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE Q2/Q3 2018



The endless possibilities of The Crew 2 are only matched by its roster of vehicles.

The endless possibilities of *The Crew 2* are only matched by its roster of vehicles, ranging from the Italian smoothness of the Maserati GranTurismo to the raw power of a Harley-Davidson Iron 883. Whether it's an F1-style race car or a Pilatus PC-21 turboprop plane, getting from checkpoint to checkpoint will always be a new adventure.

Like the first game, *The Crew 2* will offer a persistent online world where players can form a racing crew with friends or challenge random strangers who just happen to be driving nearby. Winning races will earn you loot, and that loot will help you beef up your cars and your garage, giving you a better shot against the competition.

The Crew 2 promises to offer an exhilarating open-world racing experience when it launches in 2018.



The Official National Pokédex: Pokémon Ultra Sun & Pokémon Ultra Moon Edition

BROUGHT TO YOU BY **PRIMA GAMES**

Completing the National Pokédex

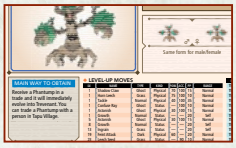
Completing a Pokédex is no simple task. Over 550 species of Pokémon can be obtained by a dedicated Trainer adventuring in Alola in *Pokémon Ultra Sun* or *Pokémon Ultra Moon*. Getting them all would be more than enough to complete your Alola Regional Pokédex. But if you hope to complete what we call the National Pokédex, there are over 800 Pokémon species that have been discovered to date!

TIP

As you may have read in the Pokémon Checklist, you don't have to obtain every last Pokémon to complete your Pokédex. Rare Pokémon known as Mythical Pokémon are only obtainable through special distributions. Since they are so hard to come by, your Pokédex will be considered complete by Pokémon Professors everywhere, even if you are missing these Mythical Pokémon. You also only have to obtain one form of a species for that species to be registered in your Pokédex, even if many other forms may exist.

What is a National Pokédex? If you are new to the world of Pokémon, you might be wondering what a National Pokédex is. The National Pokédex is the complete collection of all Pokémon species that have been discovered. You can transfer Pokémon into *Pokémon Ultra Sun* and *Pokémon Ultra Moon* that do not appear in the Alola Pokédex and fill your PC Boxes with every known species of Pokémon. If you wish to see all of their Pokédex entries, though, you will need to complete your National Pokédex in the *Pokémon Bank* application.

You can read about *Pokémon Bank* and how to use it on page 22.



The good news is, there are a lot of different ways you can add Pokémon to your collection. The majority of the Pokémon to be found in *Pokémon Ultra Sun* and *Pokémon Ultra Moon* can be added to your Pokédex using the following methods. You will find them referred to often in the Main Way to Obtain section of each Pokémon's entry in this book.

You will see boxes like this in each Pokémon's entry. They contain information about recommended ways you can obtain the Pokémon for yourself.

Catch Wild Pokémon



The most basic method is to encounter Pokémon in the wild by wandering around in places like tall grass or caves on the various islands, and then try to catch them in battle. This will be discussed in more detail on the next page.

Use Island Scan



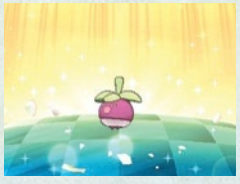
Island Scan is a feature that can be used in *Pokémon Sun*, *Pokémon Moon*, *Pokémon Ultra Sun*, and *Pokémon Ultra Moon* to encounter Pokémon that do not appear in the Alola Pokédex. Read more about it on page 15.

Explore Ultra Space



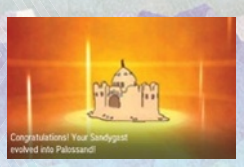
As you progress through your adventure in *Pokémon Ultra Sun* or *Pokémon Ultra Moon*, you'll eventually be able to explore Ultra Space using Ultra Warp Ride (p. 16). Ultra Space is a treasure trove of rare and unusual Pokémon!

Hatch Eggs



Some Pokémon won't appear in the wild, but you can hatch them from Pokémon Eggs. There are some tricks to finding Pokémon Eggs that will hatch into the Pokémon you want, so if you want to find out more, turn to page 17.

Evolve Pokémon





Some Pokémon also evolve into different species under certain conditions. For most Pokémon the condition is reaching a certain level, but there are other and trickier conditions as well, as you can read more about on pages 16 and 17.

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Trade Pokémon



Some Pokémon might not be obtainable in the version of the game you are playing or may need to be traded to evolve. Or it might just be easier to get them in a trade. Learn about different ways to trade starting on page 21.

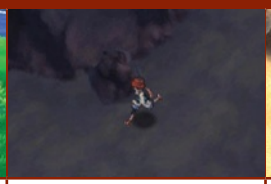
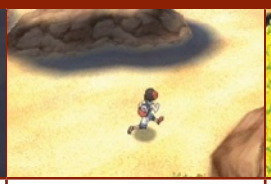
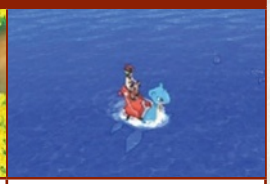
Trading Pokémon Is Key to Completing Your Pokédex

Some Pokémon are known as version exclusives and can only be obtained in certain versions of the game. If you aren't playing that version, you will need to find other Trainers to trade with. Trade with friends who are also playing Pokémon or, if you have an Internet connection, you can easily find other Trainers from all around the world who are eager to trade with you. You can also use trading as a way to get your hands on any Pokémon that you're having trouble obtaining on your own, so remember that this is always an option even if it's not listed in the Main Way to Obtain box for a particular species.

Catching Pokémon

Catching Pokémon in the wild is the most basic way of registering them in your Pokédex. Still, that doesn't mean it's always as simple as running around throwing Poké Balls at anything that moves! Different Pokémon live in different environments, and some Pokémon can only be encountered during certain weather conditions or specific times of day. Check out the guide below so that you'll know what you're looking for when a Pokémon's Main Way to Obtain text refers to things like tall grass or the water's surface.

Main places Pokémon can be encountered

				
Tall Grass	**Caves**	**Deserts**	**Flowers**	**Water Surface**
Recommended Poké Ball: Poké Ball, Great Ball, Ultra Ball, etc.	**Recommended Poké Ball:** Dusk Ball	**Recommended Poké Ball:** Poké Ball, Great Ball, Ultra Ball, etc.	**Recommended Poké Ball:** Poké Ball, Great Ball, Ultra Ball, etc.	**Recommended Poké Ball:** Net Ball, Dive Ball

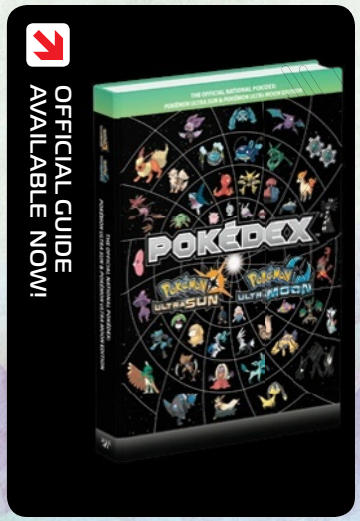
Reduce the Pokémon's HP to yellow or red before throwing most Poké Balls — A Pokémon becomes easier to catch the lower its HP gets. If its HP is in the red, it will be even easier to catch than when it is in the yellow. Or you can try using a Quick Ball at the start of a battle, without dealing any damage at all!

Use the right Poké Ball for the situation to get the most benefit — For example, use Dive Balls against Pokémon that live in the water or Dusk Balls against Pokémon in caves. The Poké Balls you can get in *Pokémon Ultra Sun* and *Pokémon Ultra Moon*, and their effects, are listed on page 523.

Use moves or Abilities to inflict status conditions on the wild Pokémon — The Frozen or Asleep conditions are the most effective in making a wild Pokémon easier to catch, but the Frozen condition can be difficult to inflict so you may want to focus on using other status conditions. Check out the list of moves beginning on page 488, and the Abilities list on page 507, to find ways to inflict status conditions.

Use moves that will reduce HP without knocking the Pokémon out — False Swipe is a good move choice because it always leaves a target with 1 HP without making it faint! See which Pokémon can learn it on page 562, and learn how to get the TM in *Pokémon Ultra Sun* and *Pokémon Ultra Moon* on page 506.

Use moves or Abilities to pin down Pokémon that flee — If Pokémon keep escaping from battle, consider moves like Mean Look, Spider Web, or Block, or Abilities like Shadow Tag or Arena Trap. They prevent an opposing Pokémon from escaping from the battle.




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ROWLET

722

Rowlet

Grass Quill Pokémon



National Pokédex 722 GRASS
Alola Pokédex 001 FLYING
Height: 1'00" | Weight: 3.3 lbs.



Same form for male/female

It sends its feathers, which are as sharp as blades, flying in attack. Its legs are strong, so its kicks are also formidable.

It feels relaxed in tight, dark places and has been known to use its Trainer's pocket or bag as a nest.

EVOLUTION



MAIN WAY TO OBTAIN

Receive it from Professor Kukui on Route 1 or obtain it in a trade.

ABILITY

Overgrow

HIDDEN ABILITY

SPECIES STRENGTHS

HP	♦♦♦
ATTACK	♦♦♦
DEFENSE	♦♦♦
SP. ATK	♦♦
SP. DEF	♦♦
SPEED	♦♦



Flying

Damage taken in normal battles

NORMAL	×1	FLYING	×2
FIRE	×2	PSYCHIC	×1
WATER	×0.5	BUG	×1
GRASS	×0.25	ROCK	×2
ELECTRIC	×1	GHOST	×1
ICE	×4	DRAGON	×1
FIGHTING	×0.5	DARK	×1
POISON	×2	STEEL	×1
GROUND	×0	FAIRY	×1

LEVEL-UP MOVES

LV.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
1	Tackle	Normal	Physical	40	100	35	Normal
1	Leafage	Grass	Physical	40	100	40	Normal
4	Growl	Normal	Status	—	100	40	Many Others
8	Peck	Flying	Physical	35	100	35	Normal
11	Astonish	Ghost	Physical	30	100	15	Normal
14	Razor Leaf	Grass	Physical	55	95	25	Many Others
16	Ominous Wind	Ghost	Special	60	100	5	Normal
18	Foresight	Normal	Status	—	—	40	Normal
22	Pluck	Flying	Physical	60	100	20	Normal
25	Synthesis	Grass	Status	—	—	5	Self
29	Fury Attack	Normal	Physical	15	85	20	Normal
32	Sucker Punch	Dark	Physical	70	100	5	Normal
36	Leaf Blade	Grass	Physical	90	100	15	Normal
39	Feather Dance	Flying	Status	—	100	15	Normal
43	Brave Bird	Flying	Physical	120	100	15	Normal
46	Nasty Plot	Dark	Status	—	—	20	Self

TM MOVES

NO.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
TM01	Work Up	Normal	Status	—	—	30	Self
TM06	Toxic	Poison	Status	—	90	10	Normal
TM10	Hidden Power	Normal	Special	60	100	15	Normal
TM11	Sunny Day	Fire	Status	—	—	5	Both Sides
TM16	Light Screen	Psychic	Status	—	—	30	Your Side
TM17	Protect	Normal	Status	—	—	10	Self
TM19	Roost	Flying	Status	—	—	10	Self
TM20	Safeguard	Normal	Status	—	—	25	Your Side
TM21	Frustration	Normal	Physical	—	100	20	Normal
TM22	Solar Beam	Grass	Special	120	100	10	Normal
TM27	Return	Normal	Physical	—	100	20	Normal
TM32	Double Team	Normal	Status	—	—	15	Self
TM42	Facade	Normal	Physical	70	100	20	Normal
TM44	Rest	Psychic	Status	—	—	10	Self
TM45	Attract	Normal	Status	—	100	15	Normal
TM48	Round	Normal	Special	60	100	15	Normal
TM49	Echoed Voice	Normal	Special	40	100	15	Normal
TM51	Steel Wing	Steel	Physical	70	90	25	Normal
TM53	Energy Ball	Grass	Special	90	100	10	Normal
TM54	False Swipe	Normal	Physical	40	100	40	Normal
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal
TM75	Swords Dance	Normal	Status	—	—	20	Self
TM86	Grass Knot	Grass	Special	—	100	20	Normal
TM87	Swagger	Normal	Status	—	85	15	Normal
TM88	Sleep Talk	Normal	Status	—	—	10	Self
TM90	Substitute	Normal	Status	—	—	10	Self
TM96	Nature Power	Normal	Status	—	—	20	Normal
TM100	Confide	Normal	Status	—	—	20	Normal

MOVES LEARNED WHEN EVOLVING

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

MOVES TAUGHT BY PEOPLE

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Grass Pledge	Grass	Special	80	100	10	Normal

MOVES LEARNED IN EXCHANGE FOR BP

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Covet	Normal	Physical	60	100	25	Normal
Seed Bomb	Grass	Physical	80	100	15	Normal
Snore	Normal	Special	50	100	15	Normal
Synthesis	Grass	Status	—	—	5	Self
Sky Attack	Flying	Physical	140	90	5	Normal
Giga Drain	Grass	Special	75	100	10	Normal
Worry Seed	Grass	Status	—	100	10	Normal
Defog	Flying	Status	—	—	15	Normal

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

EXCLUSIVE Z-MOVE

NAME	BASE MOVE	TYPE	KIND	POW.	ACC.	RANGE

EGG MOVES

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Curse	Ghost	Status	—	—	10	Varies
Confuse Ray	Ghost	Status	—	100	10	Normal
Ominous Wind	Ghost	Special	60	100	5	Normal
Haze	Ice	Status	—	—	30	Both Sides
Baton Pass	Normal	Status	—	—	40	Self
Defog	Flying	Status	—	—	15	Normal

DARTRIX

723

Dartrix

Blade Quill Pokémon



National Pokédex 723 GRASS
Alola Pokédex 002 FLYING
Height: 2'04" | Weight: 35.3 lbs.



Same form for male/female

This narcissistic Pokémon is a clean freak. If you don't groom it diligently, it will stop listening to you.

Supremely sensitive to the presence of others, it can detect opponents standing behind it, flinging its sharp feathers to take them out.

EVOLUTION



MAIN WAY TO OBTAIN

Obtain a Rowlet, then level it up to Lv. 17 or higher to evolve it into Dartrix.

ABILITY

Overgrow

HIDDEN ABILITY

SPECIES STRENGTHS

HP	♦♦♦
ATTACK	♦♦♦♦
DEFENSE	♦♦♦
SP. ATK	♦♦♦
SP. DEF	♦♦♦
SPEED	♦♦♦



Flying

Damage taken in normal battles

NORMAL	×1	FLYING	×2
FIRE	×2	PSYCHIC	×1
WATER	×0.5	BUG	×1
GRASS	×0.25	ROCK	×2
ELECTRIC	×1	GHOST	×1
ICE	×4	DRAGON	×1
FIGHTING	×0.5	DARK	×1
POISON	×2	STEEL	×1
GROUND	×0	FAIRY	×1

LEVEL-UP MOVES

LV.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
1	Tackle	Normal	Physical	40	100	35	Normal
1	Leafage	Grass	Physical	40	100	40	Normal
1	Growl	Normal	Status	—	100	40	Many Others
1	Peck	Flying	Physical	35	100	35	Normal
4	Growl	Normal	Status	—	100	40	Many Others
8	Peck	Flying	Physical	35	100	35	Normal
11	Astonish	Ghost	Physical	30	100	15	Normal
14	Razor Leaf	Grass	Physical	55	95	25	Many Others
16	Ominous Wind	Ghost	Special	60	100	5	Normal
19	Foresight	Normal	Status	—	—	40	Normal
24	Pluck	Flying	Physical	60	100	20	Normal
28	Synthesis	Grass	Status	—	—	5	Self
33	Fury Attack	Normal	Physical	15	85	20	Normal
37	Sucker Punch	Dark	Physical	70	100	5	Normal
42	Leaf Blade	Grass	Physical	90	100	15	Normal
46	Feather Dance	Flying	Status	—	100	15	Normal
51	Brave Bird	Flying	Physical	120	100	15	Normal
55	Nasty Plot	Dark	Status	—	—	20	Self

TM MOVES

NO.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
TM01	Work Up	Normal	Status	—	—	30	Self
TM06	Toxic	Poison	Status	—	90	10	Normal
TM10	Hidden Power	Normal	Special	60	100	15	Normal
TM11	Sunny Day	Fire	Status	—	—	5	Both Sides
TM16	Light Screen	Psychic	Status	—	—	30	Your Side
TM17	Protect	Normal	Status	—	—	10	Self
TM19	Roost	Flying	Status	—	—	10	Self
TM20	Safeguard	Normal	Status	—	—	25	Your Side
TM21	Frustration	Normal	Physical	—	100	20	Normal
TM22	Solar Beam	Grass	Special	120	100	10	Normal
TM27	Return	Normal	Physical	—	100	20	Normal
TM32	Double Team	Normal	Status	—	—	15	Self
TM42	Facade	Normal	Physical	70	100	20	Normal
TM44	Rest	Psychic	Status	—	—	10	Self
TM45	Attract	Normal	Status	—	100	15	Normal
TM48	Round	Normal	Special	60	100	15	Normal
TM49	Echoed Voice	Normal	Special	40	100	15	Normal
TM51	Steel Wing	Steel	Physical	70	90	25	Normal
TM53	Energy Ball	Grass	Special	90	100	10	Normal
TM54	False Swipe	Normal	Physical	40	100	40	Normal
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal
TM75	Swords Dance	Normal	Status	—	—	20	Self
TM86	Grass Knot	Grass	Special	—	100	20	Normal
TM87	Swagger	Normal	Status	—	85	15	Normal
TM88	Sleep Talk	Normal	Status	—	—	10	Self
TM90	Substitute	Normal	Status	—	—	10	Self
TM96	Nature Power	Normal	Status	—	—	20	Normal
TM100	Confide	Normal	Status	—	—	20	Normal

MOVES LEARNED WHEN EVOLVING

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

MOVES TAUGHT BY PEOPLE

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Grass Pledge	Grass	Special	80	100	10	Normal

MOVES LEARNED IN EXCHANGE FOR BP

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Covet	Normal	Physical	60	100	25	Normal
Seed Bomb	Grass	Physical	80	100	15	Normal
Snore	Normal	Special	50	100	15	Normal
Synthesis	Grass	Status	—	—	5	Self
Sky Attack	Flying	Physical	140	90	5	Normal
Giga Drain	Grass	Special	75	100	10	Normal
Worry Seed	Grass	Status	—	100	10	Normal
Defog	Flying	Status	—	—	15	Normal

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

EXCLUSIVE Z-MOVE

NAME	BASE MOVE	TYPE	KIND	POW.	ACC.	RANGE

EGG MOVES

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

PRIMA GAMES



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Decidueye

Arrow Quill Pokémon



National Pokédex 724 — GRASS
Alola Pokédex 003 — GHOST
Height: 5'03" | Weight: 80.7 lbs.



Same form for male/female

It nocks its arrow quills and shoots them at opponents. When it simply can't afford to miss, it tugs the vine on its head to improve its focus.

Decidueye can nock and fire an arrow at an enemy in a tenth of a second, so its battles are decided in the blink of an eye.

EVOLUTION



MAIN WAY TO OBTAIN
Obtain a Dartrix, then level it up to Lv. 34 or higher to evolve it into Decidueye.

ABILITY
Overgrow

HIDDEN ABILITY

SPECIES STRENGTHS

HP	◆◆◆
ATTACK	◆◆◆◆◆
DEFENSE	◆◆◆
SP. ATK	◆◆◆◆◆
SP. DEF	◆◆◆◆
SPEED	◆◆◆◆

Flying

Damage taken in normal battles

NORMAL	×0	FLYING	×2
FIRE	×2	PSYCHIC	×1
WATER	×0.5	BUG	×1
GRASS	×0.5	ROCK	×1
ELECTRIC	×0.5	GHOST	×2
ICE	×2	DRAGON	×1
FIGHTING	×0	DARK	×2
POISON	×1	STEEL	×1
GROUND	×0.5	FAIRY	×1

LEVEL-UP MOVES

LV.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
1	Spirit Shackle	Ghost	Physical	80	100	10	Normal
1	Phantom Force	Ghost	Physical	90	100	10	Normal
1	Leaf Storm	Grass	Special	130	90	5	Normal
1	U-turn	Bug	Physical	70	100	20	Normal
1	Shadow Sneak	Ghost	Physical	40	100	30	Normal
1	Tackle	Normal	Physical	40	100	35	Normal
1	Leafage	Grass	Physical	40	100	40	Normal
1	Growl	Normal	Status	—	100	40	Many Others
1	Peck	Flying	Physical	35	100	35	Normal
4	Growl	Normal	Status	—	100	40	Many Others
8	Peck	Flying	Physical	35	100	35	Normal
11	Astonish	Ghost	Physical	30	100	15	Normal
14	Razor Leaf	Grass	Physical	55	95	25	Many Others
16	Ominous Wind	Ghost	Special	60	100	5	Normal
19	Foresight	Normal	Status	—	—	40	Normal
24	Pluck	Flying	Physical	60	100	20	Normal
28	Synthesis	Grass	Status	—	—	5	Self
33	Fury Attack	Normal	Physical	15	85	20	Normal
38	Sucker Punch	Dark	Physical	70	100	5	Normal
44	Leaf Blade	Grass	Physical	90	100	15	Normal
49	Feather Dance	Flying	Status	—	100	15	Normal
55	Brave Bird	Flying	Physical	120	100	15	Normal
60	Nasty Plot	Dark	Status	—	—	20	Self

TM MOVES

NO.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
TM01	Work Up	Normal	Status	—	—	30	Self
TM06	Toxic	Poison	Status	—	90	10	Normal
TM10	Hidden Power	Normal	Special	60	100	15	Normal
TM11	Sunny Day	Fire	Status	—	—	5	Both Sides
TM16	Light Screen	Psychic	Status	—	—	30	Your Side
TM17	Protect	Normal	Status	—	—	10	Self
TM19	Roost	Flying	Status	—	—	10	Self
TM20	Safeguard	Normal	Status	—	—	25	Your Side
TM21	Frustration	Normal	Physical	—	100	20	Normal
TM22	Solar Beam	Grass	Special	120	100	10	Normal
TM23	Smack Down	Rock	Physical	50	100	15	Normal
TM27	Return	Normal	Physical	—	100	20	Normal
TM30	Shadow Ball	Ghost	Special	80	100	15	Normal
TM32	Double Team	Normal	Status	—	—	15	Self
TM42	Facade	Normal	Physical	70	100	20	Normal
TM44	Rest	Psychic	Status	—	—	10	Self
TM45	Attract	Normal	Status	—	100	15	Normal
TM47	Low Sweep	Fighting	Physical	65	100	20	Normal
TM48	Round	Normal	Special	60	100	15	Normal
TM49	Echoed Voice	Normal	Special	40	100	15	Normal
TM51	Steel Wing	Steel	Physical	70	90	25	Normal
TM53	Energy Ball	Grass	Special	90	100	10	Normal
TM54	False Swipe	Normal	Physical	40	100	40	Normal
TM62	Acrobatics	Flying	Physical	55	100	15	Normal
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal
TM68	Giga Impact	Normal	Physical	150	90	5	Normal
TM75	Swords Dance	Normal	Status	—	—	20	Self
TM86	Grass Knot	Grass	Special	—	100	20	Normal
TM87	Swagger	Normal	Status	—	85	15	Normal
TM88	Sleep Talk	Normal	Status	—	—	10	Self
TM89	U-turn	Bug	Physical	70	100	20	Normal
TM90	Substitute	Normal	Status	—	—	10	Self
TM96	Nature Power	Normal	Status	—	—	20	Normal
TM100	Confide	Normal	Status	—	—	20	Normal

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Spite	Ghost	Status	—	100	10	Normal
Defog	Flying	Status	—	—	15	Normal
Laser Focus	Normal	Status	—	—	30	Self

EXCLUSIVE Z-MOVE

NAME	BASE MOVE	TYPE	KIND	POW.	ACC.	RANGE
Sinister Arrow Raid	Spirit Shackle	Ghost	Physical	180	—	Normal

MOVES LEARNED WHEN EVOLVING

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Spirit Shackle	Ghost	Physical	80	100	10	Normal

EGG MOVES

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

MOVES TAUGHT BY PEOPLE

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Grass Pledge	Grass	Special	80	100	10	Normal
Frenzy Plant	Grass	Special	150	90	5	Normal

MOVES LEARNED IN EXCHANGE FOR BP

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Covet	Normal	Physical	60	100	25	Normal
Seed Bomb	Grass	Physical	80	100	15	Normal
Snore	Normal	Special	50	100	15	Normal
Synthesis	Grass	Status	—	—	5	Self
Tailwind	Flying	Status	—	—	15	Your Side
Sky Attack	Flying	Physical	140	90	5	Normal
Giga Drain	Grass	Special	75	100	10	Normal
Worry Seed	Grass	Status	—	100	10	Normal

DECIDUEYE 724

Litten

Fire Cat Pokémon



National Pokédex 725 — FIRE
Alola Pokédex 004
Height: 1'04" | Weight: 9.5 lbs.



Same form for male/female

If you try too hard to get close to it, it won't open up to you. Even if you do grow close, giving it too much affection is still a no-no.

Its coat regrows twice a year. When the time comes, Litten sets its own body on fire and burns away the old fur.

EVOLUTION



MAIN WAY TO OBTAIN
Receive it from Professor Kukui on Route 1 or obtain it in a trade.

ABILITY
Blaze

HIDDEN ABILITY

SPECIES STRENGTHS

HP	◆◆
ATTACK	◆◆◆
DEFENSE	◆◆
SP. ATK	◆◆◆
SP. DEF	◆◆
SPEED	◆◆◆◆

Field

Damage taken in normal battles

NORMAL	×1	FLYING	×1
FIRE	×0.5	PSYCHIC	×1
WATER	×2	BUG	×0.5
GRASS	×0.5	ROCK	×2
ELECTRIC	×1	GHOST	×1
ICE	×0.5	DRAGON	×1
FIGHTING	×1	DARK	×1
POISON	×1	STEEL	×0.5
GROUND	×2	FAIRY	×0.5

LEVEL-UP MOVES

LV.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
1	Scratch	Normal	Physical	40	100	35	Normal
1	Ember	Fire	Special	40	100	25	Normal
4	Growl	Normal	Status	—	100	40	Many Others
8	Lick	Ghost	Physical	30	100	30	Normal
11	Leer	Normal	Status	—	100	30	Many Others
14	Fire Fang	Fire	Physical	65	95	15	Normal
16	Double Kick	Fighting	Physical	30	100	30	Normal
18	Roar	Normal	Status	—	—	20	Normal
22	Bite	Dark	Physical	60	100	25	Normal
25	Swagger	Normal	Status	—	85	15	Normal
29	Fury Swipes	Normal	Physical	18	80	15	Normal
32	Thrash	Normal	Physical	120	100	10	1 Random
36	Flamethrower	Fire	Special	90	100	15	Normal
39	Scary Face	Normal	Status	—	100	10	Normal
43	Flare Blitz	Fire	Physical	120	100	15	Normal
46	Outrage	Dragon	Physical	120	100	10	1 Random

TM MOVES

NO.	NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
TM01	Work Up	Normal	Status	—	—	30	Self
TM05	Roar	Normal	Status	—	—	20	Normal
TM06	Toxic	Poison	Status	—	90	10	Normal
TM08	Bulk Up	Fighting	Status	—	—	30	Self
TM10	Hidden Power	Normal	Special	60	100	15	Normal
TM11	Sunny Day	Fire	Status	—	—	5	Both Sides
TM12	Taunt	Dark	Status	—	100	20	Normal
TM17	Protect	Normal	Status	—	—	10	Self
TM21	Frustration	Normal	Physical	—	100	20	Normal
TM27	Return	Normal	Physical	—	100	20	Normal
TM28	Leech Life	Bug	Physical	80	100	10	Normal
TM32	Double Team	Normal	Status	—	—	15	Self
TM35	Flamethrower	Fire	Special	90	100	15	Normal
TM38	Fire Blast	Fire	Special	110	85	5	Normal
TM41	Torment	Dark	Status	—	100	15	Normal
TM42	Facade	Normal	Physical	70	100	20	Normal
TM43	Flame Charge	Fire	Physical	50	100	20	Normal
TM44	Rest	Psychic	Status	—	—	10	Self
TM45	Attract	Normal	Status	—	100	15	Normal
TM48	Round	Normal	Special	60	100	15	Normal
TM50	Overheat	Fire	Special	130	90	5	Normal
TM61	Will-O-Wisp	Fire	Status	—	85	15	Normal
TM62	Acrobatics	Flying	Physical	55	100	15	Normal
TM65	Shadow Claw	Ghost	Physical	70	100	15	Normal
TM75	Swords Dance	Normal	Status	—	—	20	Self
TM87	Swagger	Normal	Status	—	85	15	Normal
TM88	Sleep Talk	Normal	Status	—	—	10	Self
TM89	U-turn	Bug	Physical	70	100	20	Normal
TM90	Substitute	Normal	Status	—	—	10	Self
TM100	Confide	Normal	Status	—	—	20	Normal

EXCLUSIVE Z-MOVE

NAME	BASE MOVE	TYPE	KIND	POW.	ACC.	RANGE

MOVES LEARNED WHEN EVOLVING

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE

EGG MOVES

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Nasty Plot	Dark	Status	—	—	20	Self
Body Slam	Normal	Physical	85	100	15	Normal
Crunch	Dark	Physical	80	100	15	Normal
Fake Out	Normal	Physical	40	100	10	Normal
Revenge	Fighting	Physical	60	100	10	Normal
Heat Wave	Fire	Special	95	90	10	Many Others
Power Trip	Dark	Physical	20	100	10	Normal

MOVES TAUGHT BY PEOPLE

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Fire Pledge	Fire	Special	80	100	10	Normal

MOVES LEARNED IN EXCHANGE FOR BP

NAME	TYPE	KIND	POW.	ACC.	PP	RANGE
Covet	Normal	Physical	60	100	25	Normal
Snore	Normal	Special	50	100	15	Normal
Heat Wave	Fire	Special	95	90	10	Many Others
Endeavor	Normal	Physical	—	100	5	Normal
Outrage	Dragon	Physical	120	100	10	1 Random

LITTEN 725

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1 on 1 with

MICHAEL CONDREY

GAME DIRECTOR, CALL OF DUTY: WWII

After wall running and boost jumping in the near future the past few years, *Call of Duty* is returning to its roots with classic boots-on-the-ground gameplay in the setting we most associate with the series: World War II. We spoke with game director Michael Condrey to get the latest on *Call of Duty: WWII*.



VITAL SIGNS

OCCUPATION

CO-FOUNDER AND STUDIO HEAD, SLEDGEHAMMER GAMES

GAME HIGHLIGHTS

CALL OF DUTY: WWII, CALL OF DUTY: ADVANCED WARFARE, CALL OF DUTY: MODERN WARFARE 3, DEAD SPACE

WGC: Why take *WWII*'s campaign in a direction with a more personal, heavily characterized, protagonist that isn't generally found in *Call of Duty* games?

Michael Condrey: There was this fundamental desire to bring the common World War II soldier to life, and that was a bit of a change from the past games we've made that were about a tier one super soldier. This is a 20-year-old kid from Texas who, in many ways, was facing insurmountable odds. We wanted that attachment to his story, that emotional arc he has as the center of his squad, and that squad around him. It was important that we gave him a voice and that you saw his journey, saw his sacrifice, his loss, his life, from the time he was a kid with his brother up to the moment he understood the true meaning of camaraderie and sacrifice.

> **"There was this fundamental desire to bring the common World War II soldier to life."**

WGC: What do Divisions do to the core *Call of Duty* multiplayer experience and do they indicate a new direction for the series?

MC: We wanted you to feel that fantasy of enlisting in World War II and that experience could be very different if you were an infantryman, airborne or sniper, right? So, it was important that we allow you the flexibility to make core choices, but also have a role that played to a particular playstyle. Divisions gave you the structure for a role, which can be very important. Armored, for example, have the ability to withstand damage. They're great for holding a Domination position or a Hardpoint. Meanwhile, Airborne and Infantry are faster, and are very important for being at the front of battle. We were looking for that opportunity to really lean into a playstyle, but give players the ability to still have choices that were meaningful to them.

WGC: With War mode, why stick with the 6v6 team sizes instead of something bigger?

MC: The capturing of the big war experience was important to us. Originally, we thought the greater number of players, the more you could give this immersive big war experience, but we didn't find that more players actually led to a better experience. 6v6 is what players know, so what we wanted to do was capture that spirit, but on a smaller scale that really leaned into the strengths of what *Call of Duty* does well. We know our structure is based around this low-latency, best-in-class, gun-on-gun experience, and 6v6 is at the foundation of that. So, this asymmetrical, linear experience that we crafted — with big events like escorting the tank or calling in reinforcements to build the bridge — capture the experience of big war, within the construct of what makes our 6v6 experience great.

WGC: What are a couple elements of *WWII*'s Zombies mode that sets it apart from previous entries from other studios?

MC: Each *Call of Duty* studio does amazing Zombies offerings and we love what Treyarch and [Infinity Ward] have done, but from the Sledgehammer pedigree, we are rooted deeply in the backdrop of survival horror. We wanted this to be the most terrified you'd been in Zombies. It's dark, it's gritty, and for this game, I think it was a great extension of the overall WWII theme. You can imagine, married with World War II and the fall of the Third Reich, the Nazis were trying a last-ditch effort to push back the Allied forces. So, they turn to the Nazi war machine to come up with an army of the dead. There's this really interesting tie-in to the universe of *WWII* with a layering of things we've done in the past with survival horror.

WGC: If you could only play one multiplayer Division forever, which would it be and why?

MC: Wow, that's a tough one. My answer is my most common Division, which is Airborne. I tend to take Airborne with either the Rifleman basic training, which gives me two primaries, so I can run the MP40 with the STG. Or with Primed, which gives me a third attachment. So, if I could only choose one, I think I'd go Airborne.

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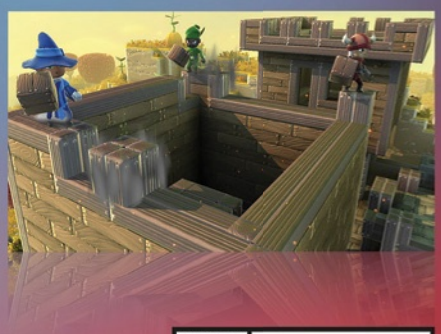


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