

FEATURE
NINTENDO LABO

PREVIEW
DETROIT: BECOME HUMAN

INTERVIEW
FAR CRY 5

REVIEW
MONSTER HUNTER: WORLD

Walmart **Free to Walmart Customers**

Gamecenter™

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

**FREE
ISSUE**

ISSUE
56



GOD OF WAR

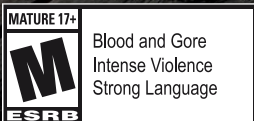
PS4

GOD OF WAR



Only On PlayStation®

AVAILABLE APRIL 20, 2018



Blood and Gore
Intense Violence
Strong Language



©2018 Sony Interactive Entertainment LLC. God of War is a trademark of Sony Interactive Entertainment LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Interactive Entertainment Inc. "Greatness Awaits" is a trademark of Sony Interactive Entertainment LLC.



❖ A BOLD NEW BEGINNING ❖



❖ A DARKER, MORE ELEMENTAL WORLD ❖



❖ VICIOUS, PHYSICAL COMBAT ❖



**PS4™ PRO
ENHANCED**

PS4™ Pro system and vertical stand sold separately. PS4™ Pro features vary from title to title.

**GREATNESS
AWAITS**

FEATURE

NINTENDO LABO 26

Nintendo adds a slew of DIY projects to the Switch and teaches gamers a variety of engineering and science skills.



THE COMPLETE OFF-ROAD RACING EXPERIENCE


MASSIVE FREE RIDE ENVIRONMENTS • 16-PLAYER ONLINE MULTIPLAYER • 2-PLAYER SPLIT SCREEN
SUPERCROSS, NATIONALS, OPEN CROSS, WAYPOINT AND FREESTYLE EVENTS

MX vs ATV ALL OUT

ALL TERRAIN
ALL VEHICLES
ALL YOU

Available Now



“PURE FREEDOM, FULL CUSTOMIZATION,
AND ALL OUT FUN!” 
-RacerX

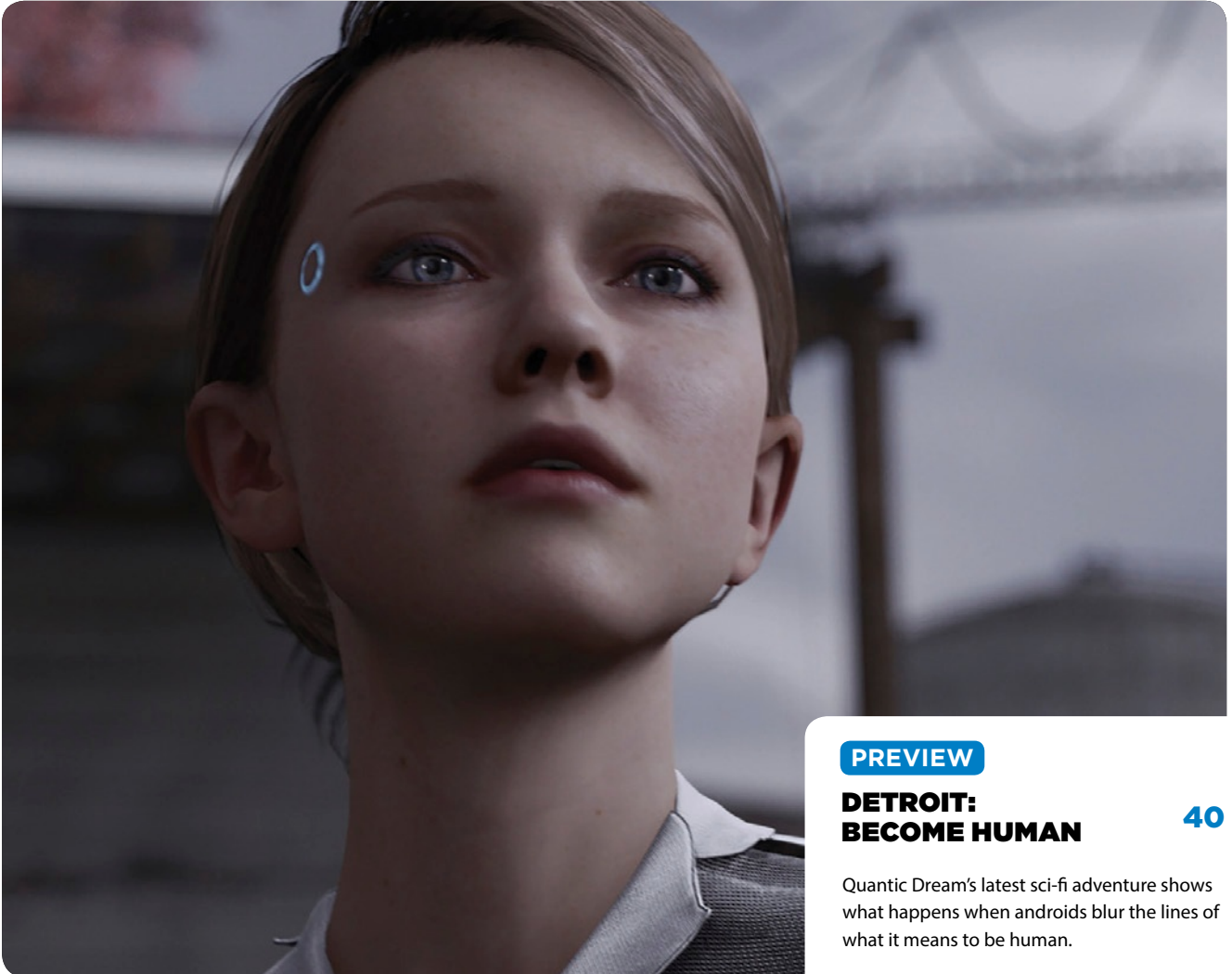


EVERYONE 10+



Mild Lyrics
Mild Suggestive Themes

© 2018 THQ Nordic AB, Sweden. Developed by Rainbow Studios. Published by THQ Nordic GmbH, Austria. MX vs ATV is a trademark of THQ Nordic AB, Sweden. All other brands, product names and logos are trademarks or registered trademarks of their respective owners. All rights reserved. Microsoft, Xbox One and the Xbox logos are trademarks of The Microsoft Group of companies and are used under license from Microsoft. All other trademarks, logos and copyrights are property of their respective owners. All rights reserved. "B" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Also, "PS4" is a trademark of the same company.



PREVIEW

DETROIT: BECOME HUMAN **40**

Quantic Dream's latest sci-fi adventure shows what happens when androids blur the lines of what it means to be human.

PREVIEW

CODE VEIN **42**



REVIEW

MONSTER HUNTER: WORLD **44**

The worldwide monster hunting phenomenon makes its first appearance on Xbox One and PS4, and the results are stunning.

SECTIONS

EDITORIAL **08**

GAME ON **10**

5 TO PLAY **16**

10 SECRETS **24**

STRATEGY CENTER **46**

PARTING SHOTS **50**



COVER STORY

GOD OF WAR **32**

Kratos returns to conquer a new land, with his son as a companion. See what this year's first blockbuster will offer players when it launches this spring.

PREVIEW

DONKEY KONG COUNTRY: TROPICAL FREEZE **38**

AVAILABLE NOW



Blood and Gore
Language
Partial Nudity
Violence



©CAPCOM CO., LTD. 2012, 2018 ALL RIGHTS RESERVED. "PlayStation family mark" and "PS4 logo" are registered trademarks or trademarks of Sony Interactive Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.



WELCOME

FROM THE EDITOR



Innovation is what keeps gaming alive

The gaming industry continuously changes, evolving in many ways, particularly in game design and innovation. This month we take a look at two such innovations: an update of a beloved property and an entirely new idea.

Our *God of War* coverage shows what can be done to refresh a franchise for a new generation (and for all us old-timers who still love the series).

Much has changed in the venerable series, including the location, the world design, the enemies and even the characters' stories. Kratos has a son now!

But the core of the franchise, what makes the *God of War* games so much fun to play, hasn't changed. The silky smooth action, the crazy powerful enemies, the over-the-top finishing moves are all there.

It's still a game intended for mature audiences, with adult themes and graphic violence. But it never feels like a simple remaster of an old game. It has all the sensibilities of modern game and movie epics.

As great as it is to see franchises like *God of War* updated (and believe us, we'd love to see at least a dozen more), it's equally essential for the industry to show real innovation.

That's what Nintendo did last year when it launched the Switch, and what it is aiming for this spring with its Labo products. Equal parts games, construction projects and science experiments, Labo goes where game consoles have never been.

Just watch Nintendo's video of people bending and shaping cardboard, adding string and rubber bands and creating objects such as a piano, a fishing pole or a robot, and finally interacting with their creations on the Switch console. Believe me, it will ignite your sense of wonder.

Of course, every game isn't going to innovate, and that's OK. Sometimes we long for a familiar experience or wish to revisit a favorite world enhanced with new graphics and a surround soundtrack.

But innovation will drive the industry forward, open new possibilities and keep it fresh for decades to come.

So, be sure to check out these stories and the other features in this free print or digital edition of Walmart GameCenter magazine. And, as always, thank you for letting us keep you at the center of everything gaming.

MARC CAMRON
EDITOR



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

Michael Goroff

Matt Cabral

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



NI NO KUNI II™

REVENANT KINGDOM

AVAILABLE
NOW

DAY ONE EDITION &
PREMIUM EDITIONS
AVAILABLE*



*WHILE SUPPLIES LAST



Ni no Kuni™ II: Revenant Kingdom & ©LEVEL-5 Inc. All rights reserved.
Published and distributed by BANDAI NAMCO Entertainment America Inc.
The "PS" Family logo and "PS4" are registered trademarks of Sony Interactive Entertainment Inc.



PS4



GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

New games for the Nintendo Switch should fend off sophomore slump



The Nintendo Direct that fans have been clamoring for finally happened on March 8, and it was well worth the wait. Of course, Nintendo saved the biggest announcement for the end, revealing that *Super Smash Bros.* will make its way to the Switch in 2018. Nintendo didn't say whether the game will be all new or an enhanced version of the excellent Wii U game released in 2014.

The company showed characters from the *Splatoon* series and, in silhouette, what appeared to be Link from *The Legend of Zelda*:

Breath of the Wild. Since the officials didn't announce a specific release window, expect this title to hit in the second half of the year.

That wasn't all the Big N had up its sleeve, though. For the first time since his outing on the Game Boy Advance, Crash Bandicoot will appear on a Nintendo system. The *Crash Bandicoot N. Sane Trilogy* is coming to Switch on July 10. This enhanced version of the first three *Crash* games was released on the PS4 last year to great acclaim, and now Switch owners will be able to play it anywhere.

In addition, Nintendo will release *Captain Toad: Treasure Tracker* for Switch and 3DS on July 13. This oft-overlooked Wii U gem gets an enhanced version that features new levels inspired by *Super Mario Odyssey*, including favorite location New Donk City.

The number of third-party games making the jump to the Switch proves how well Nintendo's system is selling in its sophomore year. The latest, *South Park: The Fractured But Whole*, is a nice expansion to the Switch's M-rated catalog. The game received praise from both critics and players when it was released in the fall of 2017. This version will include the base game and the first two DLC packs when it arrives on April 24, with the third DLC pack coming later in the year.

The games kept coming. Major releases like *Okami HD*, *Travis Strikes Again: No More Heroes* and *Octopath Traveler* were augmented nicely with smaller indie games such as *Undertale* and *Little Nightmares*. There was even an extended segment on the previously announced *Mario Tennis Aces*, coming June 22.

Obviously, Nintendo isn't letting up on Switch releases in 2018. Look for these titles and more available for pre-order at your local Walmart store and www.walmart.com.



BY THE NUMBERS

11.15.2019 Release date for Paramount's *Sonic the Hedgehog* movie

1440p New resolution being supported by Xbox One X (gaming and video) and Xbox One S (video only)

90 million Copies of *Grand Theft*

Auto V sold so far, making it the third-best-selling game of all time (behind *Minecraft* and *Tetris*)

3,067 Number of days that *Demon's Souls* North American servers were officially online before they were shut down on Feb. 28.

\$148 million Approximate price that THQ Nordic recently paid to purchase Deep Silver parent company Koch Media GmbH

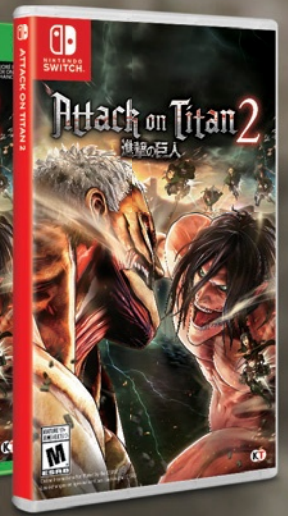


ABANDON ALL FEAR.

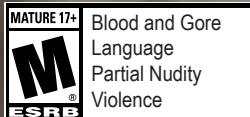


Attack on Titan 2

進撃の巨人



AVAILABLE NOW



Produced by
Force



/koeitecmous



@koeitecmous

koeitecmoamerica.com/attackontitan2/

First details revealed for Call of Duty: Black Ops III

While players around the globe continue to battle under the war-torn skies of World War II, just over the horizon things are looking a little blacker for the *Call of Duty* series.



That's because Activision has announced the 2018 release of *Call of Duty: Black Ops III*, the next chapter in one of the biggest gaming franchises. While we know very little about the game at this point, we do know that longtime *Black Ops* developer Treyarch will be at the helm once again for this fourth outing. We also know that publisher Activision previously suggested that the *Call of Duty* series may have stuck to science-fiction themes for a little too long, which could mean a retreat from *Black Ops III*'s 2065 setting.

Call of Duty: Black Ops III is slated to launch Oct. 12 for PlayStation 4, Xbox One and PC. Future details about the game will be coming much sooner, however, as the full reveal for the game is scheduled for May 17. Reserve your copy now on Walmart.com or at your local Walmart store.

ESRB expands rating system to include in-game purchases

In response to growing political and social concerns, the ESRB has announced it will be factoring in loot boxes and other in-game purchases when rating and labeling video games.

The ESRB's new In-Game Purchases label will be applied to all future physical and digital games featuring systems that allow players to spend real-world currency on in-game content. This includes not only loot boxes, but also bonus levels, skins, surprise items (such as item packs, mystery awards or random rewards), music, virtual coins and other forms of in-game currency, subscriptions, season passes and upgrades.



"The video game industry is evolving and innovating continually, as is the ESRB rating system," said ESRB President Patricia Vance. "ESRB's goal is to ensure that parents have the most up-to-date and comprehensive tools at their disposal to help them decide which games are appropriate for their children."

In addition to the new label, the ESRB has also announced the commencement of ParentalTools.org, which provides online tools for parents to better understand the ESRB's game rating systems as well as help them manage gaming as an aspect of family life.

Walmart

RELEASE CALENDAR

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

EXTINCTION
MAXIMUM GAMES / XBOX ONE, PS4, PC

apr 10

YAKUZA 6: THE SONG OF LIFE
SEGA / PS4

17

GOD OF WAR
SONY / PS4

20

NINTENDO LABO VARIETY KIT
NINTENDO / SWITCH

20

NINTENDO LABO ROBOT KIT
NINTENDO / SWITCH

20

ADVENTURE TIME: PIRATES OF THE ENCHIRIDION
OUTRIGHT GAMES / XBOX ONE, PS4, SWITCH, PC

24

DONKEY KONG COUNTRY: TROPICAL FREEZE - SWITCH
NINTENDO / SWITCH

may 4

CONAN EXILES
FUNCOM / XBOX ONE, PS4, PC

8

DARK SOULS REMASTERED
FROM SOFTWARE / XBOX ONE, PS4, SWITCH, PC

25

DETROIT: BECOME HUMAN
SONY / PS4

25

BLAZBLUE: CROSS TAG BATTLE
ARC SYSTEM WORKS / PS4, SWITCH, PC

jun 5

VAMPYR
FOCUS HOME INTERACTIVE / XBOX ONE, PS4, PC

5



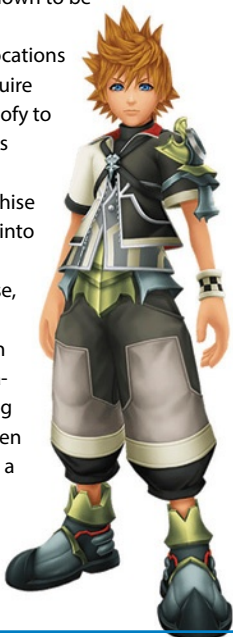
Catching up with Kingdom Hearts III

If you made a list of the five most-anticipated games for players around the world, it wouldn't be surprising to see *Kingdom Hearts III* take the top spot. With the last major console chapter being released 12 years ago, the wait for this continuation of Square Enix's mash-up of *Final Fantasy* and the Disney characters has been excruciating for fans.

To help make the wait a little easier (or possibly harder), the team at Square Enix revealed a handful of new details and game elements at the recent D23 Expo in Japan. In addition to new looks at the previously announced *Tangled* and *Toy Story* worlds, a separate rumored area was shown to be reality, *Monsters, Inc.*

Much like other locations in the series that require Sora, Donald and Goofy to arrive in disguise, this new world based on Pixar's beloved franchise turns our heroic trio into monster versions of themselves. Of course, some of the series' actual monsters such as Sully and Mike Wazowski will be making appearances, and even Boo herself will have a part to play.

One especially interesting element shown off



in conjunction with the reveal of the *Monsters, Inc.* world concerns Sora's Keyblade. It seems our hero will be using the Keyblades of the various worlds directly after arriving in them instead of being granted the Keyblades upon completing them. So, for example, Square Enix revealed two of the transformation attacks possible with the *Monsters, Inc.* Keyblade: a pair of claws that attach to Sora's hands, and a set of giant yo-yos that can damage massive waves of enemies. It was also revealed that *The Little Mermaid's* Ariel will be a character summon, letting Sora and the gang bring her into battle in any world for a limited time.

Continuing the story teases from previous trailers, the number of antagonists for Sora and his pals to handle is ever-growing. We now know that Organization XIII's Marluxia — who first appeared in *Kingdom Hearts: Chain of Memories* — will play a part, as will *Kingdom Hearts Birth by Sleep's* Vanitas.

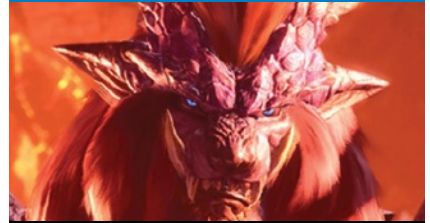
There was also one other big tease to whet the appetites of fans everywhere. Series director Tetsuya Nomura hinted that the final stages will include "something I've always wanted to do and put into *Kingdom Hearts*, ever since my days of working on *Final Fantasy*."

"It is bound to surprise everyone," Nomura added.

The release of *Kingdom Hearts III* on Xbox One and PlayStation 4 is still on track for release later this year. If you want to make sure to get *Kingdom Hearts III* as soon as it comes out, pre-order your copy now on Walmart.com or at your local Walmart store.

Walmart's TOP SELLERS

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



01 **MONSTER HUNTER: WORLD**
CAPCOM
XBOX ONE, PS4

02 **CALL OF DUTY: WWII**
ACTIVISION
XBOX ONE, PS4, PC

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

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

05 **DRAGONBALL FIGHTERZ**
BANDAI NAMCO ENTERTAINMENT
XBOX ONE, PS4

06 **SUPER MARIO ODYSSEY**
NINTENDO
SWITCH

07 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

08 **THE LEGEND OF ZELDA: BREATH OF THE WILD**
NINTENDO
SWITCH, WII U

09 **UFC 3**
EA SPORTS
XBOX ONE, PS4

10 **THE SIMS 4**
EA
XBOX ONE, PS4, SWITCH, PC

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...



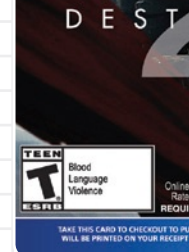
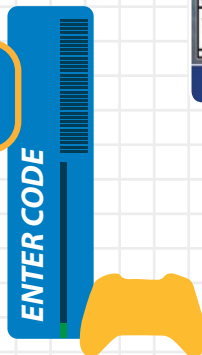
3. Keep

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!



SPRING INTO A NEW FAVORITE!



GAMES



PS4



XBOX ONE



NINTENDO
SWITCH



© 2018 The LEGO Group. © 2018 MARVEL.™ & © WBEL (s18)
© 2018 The LEGO Group. THE LEGO NINJAGO MOVIE © The LEGO Group & WBEL.
© 2018 The LEGO Group.™ & © WBEL. (s18)





ONE

 BUY NOW

FAR CRY 5

Like previous games in the series, *Far Cry 5* is another open-world, first-person shooter in which players explore a vast wilderness, using stealth and skill to free said wilderness from the bad guys. This time around, the villains aren't pirates, oppressive soldiers or prehistoric jerks, but members of a doomsday cult in Montana led by radical and violent preacher Joseph Seed. Playing as the sheriff's deputy, you're initially tasked with arresting Seed. Obviously, that doesn't go as planned, since the game would be about 10 minutes long if it did. Along with the usual gunplay, scavenging and stealth action, *Far Cry 5* lets you recruit some locals, including some wildlife, to help you. Or, if you prefer, you can play this cooperatively with a friend. You can also go fishing, though you sadly can't recruit the fish to do your bidding.

FACT FILE

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



ROCKET LEAGUE



Only at
Walmart



Blast off with Xbox One S

Xbox One S Rocket League
Bundle (1 TB)

The best controller just got even cooler

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.



Only at
Walmart




The Bluetooth® word mark and logos are registered trademarks owned by Bluetooth SIG, Inc.





TWO

 BUY NOW

SEA OF THIEVES

JOE NEATE, EXECUTIVE PRODUCER, RARE

"*Sea of Thieves* is a multiplayer game that provides the quintessential pirate experience. You can crew up with your friends to explore the world, take on quests or seek out conflict. As a shared-world multiplayer game, *Sea of Thieves* was designed to facilitate ongoing interactions with other players. Players work together to steer the ship, navigate, man the cannons and keep an eye on the horizon. It was also designed to facilitate player-driven stories that never unfold the same way twice, letting players set the pace for their own pirate adventure. It is up to you to decide how you behave, the roles you take on and how you deal with other players. The game was partially inspired by the humor and the world of *Monkey Island*, as well as the camaraderie of a group of friends on a magical adventure in *Goonies*."

FACT FILE

PUBLISHER MICROSOFT STUDIOS
DEVELOPER RARE LTD.
PLATFORMS XBOX ONE, PC
RELEASE DATE 03.20.2018

GREAT COMBO AT A GREAT PRICE!



INCLUDED PRE-INSTALLED**



ANY ONE NINTENDO SELECTS GAME

PURCHASE A NINTENDO 2DS™ SYSTEM AND ANY ONE NINTENDO SELECTS GAME FOR UNDER \$100*



Games Rated:



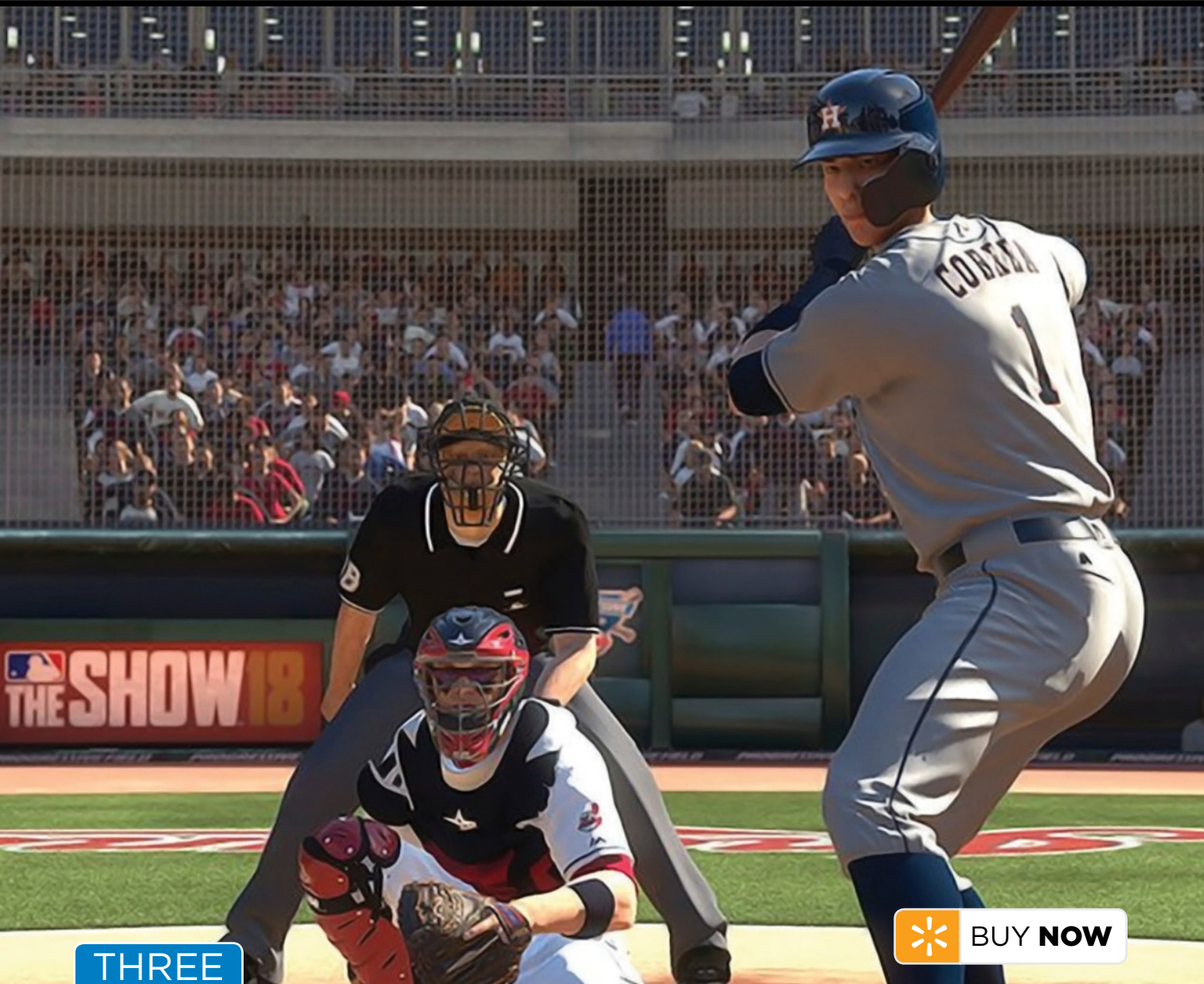
Nintendo 2DS plays Nintendo 3DS games in 2D only.


*Based on manufacturer's suggested retail price of each product. Actual prices may vary.
**In specially marked packages.

© 2011 - 2016 Nintendo. Nintendo properties are trademarks of Nintendo. © 2018 Nintendo.



THERE'S NO PLAY LIKE IT



 **BUY NOW**

THREE

MLB THE SHOW 18

CHRIS GILL, SENIOR MANAGING PRODUCER, SIE SAN DIEGO STUDIO

"We're always looking to include new content that our community asks for, and this year is no exception with our all-new Batting Stance Creator. Players can completely customize batting stances, either making them completely realistic or borderline ridiculous. Everything is completely customizable from the hands all the way down to the feet. We've also made some profound changes to our Road to the Show mode, which will have a significant impact on how fun it is for players to improve their characters. We also made some improvements and adjustments to our hitting physics by using real MLB hitting information; improved our Plate Coverage Indicator and Swing Feedback System; deleted everything we had for our tag system and started over — one of our senior engineers, the guy who re-wrote the base running engine a few years ago, worked on the tags — and, for our legend this year, we added Babe Ruth."

FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER SIE SAN DIEGO STUDIO
PLATFORMS PS4
RELEASE DATE 03.27.2018

READY. SET. PARTY.

SCRIBBLE NAUTS™ SHOWDOWN



AVAILABLE NOW

PS4

XBOX ONE

NINTENDO
SWITCH


EVERYONE 10+
E
10+
ESRB

Cartoon Violence
Crude Humor

SCRIBBLENAUTS SHOWDOWN software © 2018 Warner Bros. Entertainment Inc. Developed by Shiver.
SCRIBBLENAUTS and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.
WB GAMES LOGO, WB SHIELD™ & © Warner Bros. Entertainment Inc. (s18)

WB
GAMES



 BUY NOW

FOUR

NI NO KUNI II: REVENANT KINGDOM

AKIHIRO HINO, PRESIDENT AND CEO, LEVEL-5

"In *Ni no Kuni II*, players control Evan, a young king who is overthrown by a sinister enemy. Throughout the game, players will work to build a new kingdom for Evan to rule, and bring peace to the world, as he rises to the challenge of becoming a great king. The game is a role-playing game, meaning players will level up their party members with new skills and abilities as they defeat monsters and complete quests along their journey. For *Ni no Kuni II*, we have added two new modes. In Kingdom mode, players will manage their own kingdom by opening new shops and other facilities, as well as scouting new citizens best suited to operate those shops. These shops can research new weapons, armor, and other items to help players on their adventure. The other, Skirmish, is a real-time strategy mode that gives players the ability to lead an army into troop battles. The battle system has also been overhauled, and players directly control Evan and the other party members in a more action-oriented battle system."

FACT FILE

PUBLISHER BANDAI NAMCO
DEVELOPER LEVEL-5
PLATFORMS PS4, PC
RELEASE DATE 03.23.2018



FIVE

AVAILABLE
04.17.2018

YAKUZA 6: THE SONG OF LIFE

HIROYUKI SAKAMOTO, GAME DIRECTOR, SEGA

"*Yakuza 6* is the last chapter of Kazuma Kiryu's narrative arc, and occurs directly after the events in *Yakuza 5*. After his release from jail, he hopes to finally settle down into a peaceful life with his surrogate daughter, Haruka, and the other orphans he helped raise. But Haruka has turned up missing, and in searching the town of Onomichi for her, Kazuma winds up getting caught in a huge conspiracy of the criminal underworld there. In addition to upgrading some basic functionality, we actually created a brand-new engine. In the past, the game had to reload and reset the player whenever they went into a store. But in *Yakuza 6*, the scene changes seamlessly. The removal of constant interruptions gives players a deeper immersion. It also allows our characters to fight each other more realistically, and now a fist fight can happen pretty much anywhere, even on a slope."

FACT FILE

PUBLISHER SEGA
DEVELOPER SEGA
PLATFORMS PS4
RELEASE DATE 04.17.2018



 **BUY NOW**

10 SECRETS of DRAGON BALL FIGHTERZ

BY PAUL SEMEL

With dozens of anime episodes, manga volumes, video games, and merchandise spanning more than 30 years, you'd think nothing about the *Dragon Ball* series hadn't been well documented. You'd be wrong, as we found out when Wilson Cheng, Bandai Namco's senior brand manager, dished on the newest game based on the series, *Dragon Ball FighterZ*.

1 CHARACTER WITNESS

As in many fighting games — and non-fighting games, for that matter — players who excel at *Dragon Ball FighterZ* can unlock special characters. Cheng explained, "If you beat the Arcade Ladder, Hyperbolic Time Chamber Course, on Hard with at least an A rank, you'll unlock SSGSS Goku for use in all modes. You can also unlock SSGSS Vegeta if you beat the Arcade Ladder, Extreme Gravity Spaceship Course, with an A rank. And if you beat the third and final arc of story mode, Android 21 Saga, you'll unlock Majin Android 21 for use in all game modes."



2 CHARACTER WITNESS II: THE PREQUEL REBOOT ... IN 3D

As cool as those unlocks may be, though, Cheng said the biggest is for Yamcha. So big, in fact, that he won't say what you get for doing it. "Play as Yamcha against Nappa on the Rocky Field/Noon stage," he said, "and finish off Nappa with a Heavy Attack, which is the circle button on PlayStation 4 and the 'B' on Xbox One." We don't know what you get either, but we're hoping it's a new car or a fuzzy kitty.

3 EXIT ... STAGE LEFT

"Combining different characters on different stages can result in different dramatic finishes," Cheng said. "Try choosing Beerus as your character, Goku as your opponent, and Space as the battle stage, and see what happens when Beerus wins this match."

4 READING IS FUNDAMENTAL

Dragon Ball started as a manga by writer and artist Akira Toriyama. Cheng and his coworkers honor that history in *Dragon Ball FighterZ*. "With the exception of Beerus, Goku Black, and Android 21, every character's moves or animations are taken directly from the manga series," Cheng shared.

5 ATTACK THE BLOCK

In many fighting games, blocking is as important as attacking. However, in *Dragon Ball FighterZ*, you can not only block incoming attacks, but also deflect many of them back. "The Reflect ability can be used to deflect energy attacks all the way up to super attacks such as the Kamehameha," Cheng explained. "This will prevent a player from taking chip damage."



6 TOE TAG

Dragon Ball FighterZ lets you tag-team characters and, when you initiate the switch, even perform cool co-op moves. The thing is, "if you tag in another character while executing a super move, the character being tagged in will only execute a Level 1 super attack," Cheng explained. "But if a player holds down-back while tagging in another character to pull-off a combined super attack, the second character will execute a Level 3 super attack instead."

7 MIGHT AS WELL JUMP

Years ago, the developers of 2013's *Tomb Raider* revealed to this column that Lara Croft would complete longer or shorter jumps depending on how far you pushed the thumbstick—a trick they took from *Super Mario Bros*. Cheng didn't cite either game as inspiration, but you can experience something similar in *Dragon Ball FighterZ*. As he explained, "Players can control 'air time' when executing super jumps by either holding up on the control stick for more air time or down on the control stick for less air time."

8 CROUCHING TIGER, HIDDEN JUGGLE

"Crouching heavy attacks always beat air attacks. Players can use crouching heavy attacks to bait an opponent and initiate an air juggle attack for more damage and embarrassment," Cheng said. Now you know. And knowing is half the battle.

9 CLEAR AND PRESENT DANGER

In *The Hunt for Red October*, Sean Connery saves his submarine by steering into an approaching torpedo, breaking it before it is armed. You, too, can survive a *Dragon Ball FighterZ* attack without speaking in a Russian accent. "Super Dash allows players to fly through most projectile attacks," Cheng said. "Players can use this tactic to close in on enemies who are constantly throwing out projectile attacks and unleash a combo to punish them for their cheap gameplay."

10 SPARKLEHORSE

"Using 'Sparking Blast' wisely can save a player from a match loss," Cheng explained. "The 'Sparking Blast' function helps a player regain character health much more when only one character is left in a fight, so don't use Sparking Blast at the beginning of the match when the entire team is still available for play."





PUBLISHER NINTENDO
 DEVELOPER NINTENDO
 PLATFORMS SWITCH
 RELEASE DATE 04.20.2018

LABO NINTENDO'S CRAFTIEST INNOVATION

NINTENDO SWITCH AND CARDBOARD KITS JOIN TO CREATE DIY MAGIC

BY MATT CABRAL

Nintendo fans of a certain age no doubt remember their first romp around the Mushroom Kingdom. Those brought up tethered to a Nintendo Entertainment System frequently — and fondly — recall happy days spent collecting coins, besting Bower's minions and being told, "Our princess is in another castle."



Fast-forward 30-plus years, and Nintendo's innovative Switch console is making memories for a whole new generation: fun times spent in *The Legend of Zelda: Breath of the Wild's* fantastical world or *Splatoon 2's* ink-blotted battlefields. These games share the same magic that's made Mario as popular as Mickey Mouse.

The company's latest collision of creativity, quirk, charm and innovation — dubbed Labo — looks to make another indelible mark on our memories. A clever mash-up of cardboard construction projects and Switch-enabled mini games, Labo should appeal to hardcore Nintendo nerds, as well as parents looking for fun DIY activities to tackle with their tykes.

With Labo's included modular sheets of cardboard, users can build paper-craft projects such as pianos, fishing poles, RC cars and robot suits. Players then pair their creations with the Switch's display screen and Joy-Con peripherals. The result — a Toy-Con — then comes to life, offering an interactive experience or dedicated mini game.

The actual construction requires no glue or tape, as all the sturdy pieces fit together with tabs placed snugly into pre-scored slots. While the Toy-Con pieces range in complexity, their assembly is pretty accessible thanks to intuitive, step-by-step instructions on the Switch's screen.

While the games and activities themselves aim to provide simple, all-ages fun, Labo's real



The company's latest collision of creativity, quirk, charm and innovation — dubbed Labo — looks to make another indelible mark on our memories.

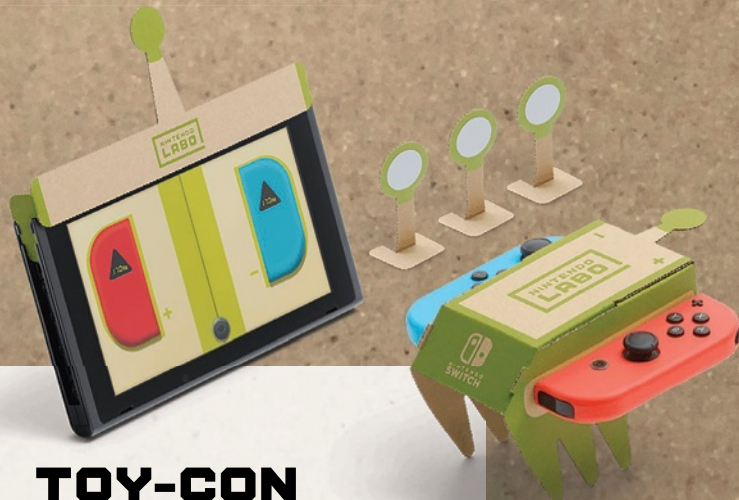
draw is the construction process. As any LEGO or Erector Set fan will attest, building your project is half the fun, and Labo looks to deliver that same sort of satisfying experience. Just as snapping colorful plastic bricks together with friends and family makes the experience more enjoyable, Labo projects lend themselves especially well to cooperative building sessions.

Whether you want to craft these handmade gadgets solo or host a building party, you'll have plenty of projects to choose from. Labo is launching with a Variety Kit, which includes five Toy-Con, and a Robot Kit—a deeper, dedicated set that essentially turns you into a cardboard mech. Regardless of which kit you choose, you'll be able to start making new Nintendo memories when Labo lands April 20.



THE TOY-CON VARIETY KIT IS REALLY FIVE PROJECTS IN ONE

The Variety Kit offers a beginner's-level experience as well as a Toy-Con to match nearly everyone's interests. We hear it's where all the cool kids will start their Labo experience.



TOY-CON RC CAR

The perfect project for budding builders, this cardboard car rumbles to life when the Switch's pair of Joy-Con controllers are attached to its sides. Amazingly, the peripherals' HD rumble feature powers the vehicle forward when directional inputs are delivered via the Switch's touchscreen. The car, which looks more like a bug with six long legs, can be steered manually with the Switch controls or set to follow specific paths. The latter feature allows for some extra creativity, as kids can set up obstacle courses, tracks or other clever routes that put the paper-craft vehicle through its paces.

Perhaps its coolest feature, though, is its ability to be used as a cute little reconnaissance vehicle. Leveraging the right Joy-Con's IR motion camera technology, the vehicle can deliver a live feed to the Switch's display, even in the dark. When not cruising around the kitchen or spying on the cat, drivers can engage in car combat with other Labo pilots. While battling it out with a buddy does require an extra set of Joy-Cons, the Variety Kit includes enough cardboard materials to construct two arachnid-like rides.



TOY-CON HOUSE

More interactive experience than mini game, this adorable abode looks a bit like a gingerbread house that's made to hold your Nintendo Switch. Rather than decorating the miniature manor with gumdrops, though, you'll insert various pieces into its pair of ports to make it perform a variety of wacky actions that are depicted on the front-facing Switch screen.

The right Joy-Con's IR motion camera recognizes when the different block- and crank-like pieces are manipulated, triggering numerous cool tricks, from filling the house with water by turning a faucet to flicking its living room lights on and off. Plugging the various pieces into both ports simultaneously creates additional combinations.

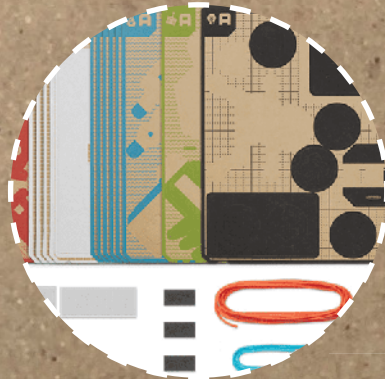
The entire Toy-Con can also be moved and tilted to make its virtual objects move and react in different ways. Users can also play with the house's tiny inhabitant; feed it broccoli sprouts; or place it in potentially dangerous predicaments, such as turning it into a living, breathing bowling ball. The kit also comes with a special cable block, allowing a pair of Labo homeowners to connect their Toy-Con in cool ways.



TOY-CON MOTORBIKE

If you're feeling a need for speed, you'll want to apply your DIY skills to constructing this cardboard motorbike. Once built, this Toy-Con features a pair of handlebars protruding from each side of a dock that holds the Switch display horizontally. Each handlebar houses a Joy-Con, yielding a variety of cool, motion-sensing effects such as steering, drifting, popping wheelies, and revving the bike's engines. Of course, all these actions translate into the game unfolding on-screen, providing a fun sense of immersion.

Outside of the basic build-and-play experience, the motorbike layers in a ton of cool features such as the ability to race against AI rivals on a variety of courses as well as the opportunity to design and customize your own tracks. The latter feature even allows users to shape the terrain of their creations by scanning physical objects into the game world with a Joy-Con and setting track courses by "drawing" their path in the air with the peripheral.



TOY-CON FISHING ROD

One of the Variety Kit's cooler Toy-Con pieces is a cardboard fishing pole, complete with retractable rod and working reel. Once constructed, this faux fishing gear looks like the real deal, but you needn't travel to the nearest lake or pond to use it. Instead, the rod's physical line feeds into a constructed cradle, which holds the Switch display vertically, and appears virtually on the screen. Surrounding your baited hook are schools of hungry fish just begging to bite it.

When an in-game fish does chomp, players will feel a tug via the Joy-Con's vibration function. Once you've got that beautiful bass or trophy trout on the hook, however, you'll still need to wrangle your catch by rotating the Toy-Con reel to bring them in.

Subtle touches, such as the realistic reeling sounds and fish flapping on the virtual hook, make this simple game surprisingly immersive. If you love to fish, but hate the smell of fresh bait, this is the Toy-Con you'll want to build right out of the box.

TOY-CON PIANO

This Toy-Con is perhaps the Variety Kit's most impressive project, as it's somehow able to combine its cardboard parts with the Nintendo Switch to craft a working 13-key piano.

More than a simple music-maker though, this clever build-and-play experience is packed with fun, creative features. A lever on the side of the piano adjusts the octave level, while inserting

knobs into the top of the piano allows it to play different sounds.

With the help of an intuitive interface displayed on the Switch's screen, performers can also create, record and listen to their own masterpieces. Pop a Joy-Con into the cardboard baton to play conductor, changing the tempo of your recorded works as you gesture.

The piano's screen also doubles as a virtual aquarium, where you can watch all your prized catches from the fishing mini game peacefully swim about. Players can also add their own species to the tank by crafting cardboard fish, then inserting them into the slot sitting atop the piano.



TOY CON GARAGE

A 'GARAGE' FULL OF INFINITE FUN

CUSTOMIZE YOUR TOY-CONS

Labo fans looking to add a little flair to their Toy-Con creations can do so with the optional Customization Set. Containing personality-packed stencils, stickers and colored tape, the cosmetic materials let fans add personal touches — including a pair of peeping Mario eyes — to their Toy-Con crafts.



The Nintendo Labo Variety and Robot kits available at launch contain all the cardboard sheets and interactive software needed to construct six cool Toy-Con, but these preconceived projects barely scratch the surface of the two sets' creative potential.

One of Labo's absolute coolest features, dubbed the Toy-Con Garage, adds infinite build-and-play possibilities to the platform. Included in the kits' software, and accessed via their menus on the Switch's display, the feature encourages users to combine the power of Labo — and their own imaginations — to create remixed Toy-Con contraptions.

Sporting an accessible, intuitive interface, the Garage presents budding inventors with a blank slate of sorts; using the software's simple input and output commands, they can experiment with different Toy-Con combinations to discover new ways in which the projects can interact. Messing with the Motorbike and RC Car functions, for example, reprograms

the former's handlebars to control the latter's steering and acceleration.

Users can craft plenty of new gadgets just by mixing and matching existing Toy-Con projects in the Garage, but these Frankenstein creations only hint at the feature's DIY depth. Players who truly want to set their creative spark ablaze can forgo the intended projects altogether in favor of crafting their own Toy-Cons from scratch. With a fertile imagination, a pair of scissors and some stray cardboard boxes, they can leverage the software to make, well, pretty much anything.

Nintendo's already shown off a few possible projects — like a working guitar made from a broomstick and a coin-counting bank constructed from a shipping box — that suggest the platform's infinite potential. While these original Toy-Cons look like a great place to start though, we can't wait to see what fans come up with once they let their imaginations run wild in Labo's Garage.



One of Labo's absolute coolest features, dubbed the Toy-Con Garage, adds infinite build-and-play possibilities to the platform.

MAKE A MECH WITH TOY-CON ROBOT

Those craving a heftier crafting challenge will want to tackle the Toy-Con Robot, a standalone Labo project that fulfills every kid's dream of building a metallic monster of mass destruction. More than just constructing a cool robot though, this awesome set allows players to become the mechanized menace.

Significantly bigger than the Variety Kit's individual Toy-Cons, this mech includes a large backpack to wear, a number of pulleys that connect to the hands and feet, and a visor that sits atop your head. Once paired with the Joy-Cons — which are placed in the kit's backpack and visor — users can suit up and unleash all kinds of robot mayhem.

With the Switch docked, players see their punches and stomps spring to life on the TV. On top of gesturing their hands and feet to create on-screen chaos, they can control the robot's directional movement by leaning left and right. While these basic maneuvers show you crushing cars, reducing buildings to piles of rubble, and plucking UFOs from the sky, they only

This mech includes a large backpack to wear, a number of pulleys that connect to the hands and feet, and a visor that sits atop your head.



scratch the surface of the bot's abilities. Users can extend their arms outward to make the robot take flight, crouch to transform it into a laser-firing tank, and lower the visor to see through its eyes.

Combining motions and abilities unleashes additional power-packing moves, like a devastating beam attack that's released when the visor is lowered and both arms are thrust forward. If you've got a buddy with their own Toy-Con robot, you can even engage in competitive bouts on the same screen. A number of modes, challenges and customization options round out the package, ensuring this bot will keep you busy long after it's built.

If you've ever wanted to construct a robot, or command one to do your bidding, this is the Toy-Con you're looking for.



COVER STORY

GOD OF WAR

KRATOS AND SON TAKE ON A NEW SET OF GODS

BY NICK PLESSAS

 PRE-ORDER

The feat of killing a mythical god seems beyond the means of man, or at least it would if Kratos hadn't been knocking them off, one by one, for more than a decade. After the first three *God of War* games left Greece in ruin, Kratos has found a new land to call home, while making an effort to put his past behind him. It's not just the setting that has changed, however, as the character, his motives and even the means by which we fight with him have all undergone some notable paradigm shifts.

After the first three *God of War* games left Greece in ruin, Kratos has found a new land to call home.

After Kratos slaughtered his way through the majority of the Greek pantheon, there wasn't much left to fight in the desolation that was Greece. Luckily, Norse myth is just as rich with monsters and conflict as Greek myth, offering the ideal setting for Kratos' next outing. Each mythology has its own creatures, and shifting realms has opened up a whole new batch of enemies for Kratos to butt heads with. It may be hard to imagine fighting anything to the scale of the Titans in *God of War III*, but Norse mythology has some gargantuan beasts of its own. Kratos faced down gods and beasts alike in earlier games, and it remains to be seen if the new *God of War* will feature a similarly even spread.

There is still much to learn about the true purpose of Kratos's next adventure, but we know how it begins. Upon the death of his son's mother, he and the boy, Atreus, vow to take her ashes to the highest peak in the land. As their mission unfolds, they come across countless dangers that they must fight together, strengthening their bond as father

Dude, where are my dual blades?

Kratos' classic Blades of Chaos are gone, left behind in his attempt to set aside his dark past, but that doesn't mean he's done killing. To that end, he had to choose a new signature weapon, the Leviathan ax. The ax is fairly simple in design, but it is far from simple in function. The weapon boasts a host of magical properties, allowing Kratos to freeze enemies with it, throw it at targets and have it return to him like an oversized boomerang, and more. The ax's hooked blade also allows for grappling opportunities, similar to his old dual blades, which is a necessary feature when fighting monsters hundreds of times your size. Kratos will have access to many weapons and tools over the course of his new adventure, but the Leviathan ax will be his primary killing implement.

FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT

DEVELOPER SIE SANTA MONICA STUDIO

PLATFORMS PS4

RELEASE DATE 04.20.2018

COVER STORY



and son — a relationship that has a rather contentious beginning. Kratos' dark past has made him an emotionally unstable father figure, and he must wrestle with that side of himself every moment of their journey, as he teaches his son to be strong and to be better than he was.

Atreus is the story's key emotional anchor, but he is far from a mere hanger-on. Over the course of the trials Atreus faces, both he and the player will learn he is not a normal boy. He possesses a vast cache of knowledge about the world, most of which he learned from his mother, but more peculiarly, he wields an array of mysterious and supernatural powers. These powers — combined with his archery skill and agile maneuverability — allow Atreus to be called upon in combat scenarios to aid Kratos in a variety of ways. Striking enemies with





lightning attacks, knocking them within the reach of Kratos and jumping on their backs to make them easy targets are just a few of the boy's moves.

Atreus will be a useful tool in combat, but he is mainly just support in Kratos' fight across the land. Fans of *God of War's* hack-and-slash action will find what they crave in the new *God of War*, but it has undergone some significant evolutions since Kratos' last fight. The fixed camera that locked players' perspective into displaying both the combat arena and the surrounding environment is gone. Instead, *God of War* uses a conventional over-the-shoulder perspective, giving the gameplay a more personal, grounded feel. Speaking of grounded, the game will not feature a dedicated jump function. This may sound like an insane omission for the *God of War* series, but the gameplay's more intimate direction will still reward players for fluid, dexterous performances. Creative weapons, interactive environments

God of War uses a conventional over-the-shoulder perspective, giving the gameplay a more personal, grounded feel.

The Monster you know...

God of War's monsters might not be quite the size of the Titans in *God of War III*, but some of those we've seen are just as dangerous:

Troll

This beast was the first massive monster fans saw in the game, wrapping up *God of War's* debut gameplay at E3 2016. It would be a costly mistake to think this creature, who wields a giant totem stone as a weapon, is a pushover.

The World Serpent

This creature is one of the largest in all of mythology, said to be long enough to wrap around the entire Earth. From what we've seen in trailers, we don't know that he'll be that long, but he is on par with some of the biggest monsters in the series.

Soul Eater

This stone-based ogre didn't look particularly threatening, relative to some of the other monsters we've seen, until Atreus reminded his father that being killed by one means no afterlife for you.

COVER STORY

Who is Atreus' mother?

There are a lot of mysteries surrounding the upcoming *God of War*, but few are as enticing as the one regarding the identity of Atreus' mother. The woman dies around the outset of the game, leading the duo to travel out to spread her ashes, but this seems like a rather dangerous quest for such a task. What is more, she is likely a major factor in Atreus' mystical abilities. Presumably, Kratos' demigod status has some effect on the boy's physiology, but we have to assume the mother plays an equal role in the boy's abnormalities. The *God of War* series thus far has made particular efforts to tie in its characters with established characters in Greek mythology, suggesting that the new game will do the same with Norse myth and the mother. She's got to be pretty important to be worth risking their lives to spread her ashes.

and brutal takedowns are all still present; we will just be experiencing them through a more focused lens.

Any *God of War* fan will know that combat is essential, but it is not all that makes up a *God of War* experience. The series is known for creative puzzles that juxtapose the frenetic combat, testing the player's problem-solving capabilities as much as their reaction time. Such trials will be making a return in *God of War*, in some form. The puzzles will not always be of the familiar variety either. Some challenge players to discover new routes around environments. *God of War* is still very much a linear game, but its progression won't always restrict players to one path, with new avenues hiding secrets that offer sufficient reason to explore every nook.

Norse mythology is now Kratos' new hunt-

ing ground, allowing the series to expand with new ideas. PlayStation 4's *God of War* does not directly mimic the games that came before. This may turn off some hardcore fans, but everything needs to evolve, and the spirit of what makes *God of War* games great is still present in spades. ©



Norse mythology is now Kratos' new hunting ground, allowing the series to expand with new ideas.



INJUSTICE™ 2



LEGENDARY EDITION

Includes the following DLC:

10 Additional Characters 5 Premiere Skins



AVAILABLE NOW



Alcohol Reference
Blood
Language
Suggestive Themes
Violence

™ & © DC COMICS. ™ & © WARNER BROS.
ENTERTAINMENT INC. (S18)





PRE-ORDER

DONKEY KONG COUNTRY: TROPICAL FREEZE

FACT FILE

PUBLISHER NINTENDO
DEVELOPER RETRO STUDIOS
PLATFORMS SWITCH
RELEASE DATE 05.04.18

TIME TO GET FUNKY!

BY MARC CAMRON

The Nintendo Wii U never quite took off as a system, which led to a number of great games being woefully under-appreciated. Among those deserving more attention, *Donkey Kong Country: Tropical Freeze* stands a giant furry head and shoulders above the pack. Now, Nintendo aims to remedy this injustice by getting its excellent platformer in front of a much broader audience on the immensely popular Switch console.

Tropical Freeze introduced the *Donkey Kong Country* series to the Wii U, and features a fantastic cast of playable characters, each with different abilities you'll need to fully explore the expansive levels spanning six islands.

In addition to Donkey Kong, the star of every show, you can choose to play as Diddy, Dixie or Cranky Kong. Diddy brings his trusty jetpack to the game, allowing players to hover and better traverse long gaps, while Dixie's helicopter spin easily reaches those high spots

In addition to Donkey Kong, the star of every show, you can choose to play as Diddy, Dixie, Cranky or Funky Kong.

just above the others' reach. And just because he's old, don't count Cranky Kong out. His cane bounce can get you across hazardous terrain, much like Uncle Scrooge in *DuckTales*.

For the Switch, players get an additional member of the Kong clan to control. Funky Kong makes his glorious return, surfing across levels like he's hitting the waves off Hawaii. He can double jump, roll, hover and even corkscrew underwater. Best of all, he travels in style, looking good while he shreds everything in sight.

While not as expansive as *Super Mario*

Odyssey, *Tropical Freeze* brings a whole new style and feel of platforming to the fore. With a steadily increasing — but never overly daunting — difficulty, players will need some practice and patience to uncover all the game's secrets.

It's great to see Donkey Kong and his crew getting another chance on the Switch. Packed with gorgeous visuals, wacky humor and enough variety to keep players interested for hours, *Donkey Kong Country: Tropical Freeze* looks to fill your spring with plenty of monkey business. 🍌





ENTER FOR A CHANCE TO
WIN ONE OF
FIVE
COPIES OF
MONSTER HUNTER
WORLD
FOR XBOX ONE OR PS4



**TO ENTER, GO TO WWW.EGMNOW.COM/WGC56 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 March 15, 2018 and ends May 15, 2018. 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. Monster Hunter World ©CAPCOM CO., LTD. ALL RIGHTS RESERVED. The "PS" Family logo and "PS4" are registered trademarks of Sony Interactive Entertainment Inc. All other trademarks and trade names are properties of their respective owners.



PRE-ORDER

FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT

DEVELOPER QUANTIC DREAM

PLATFORMS PS4

RELEASE DATE 05.25.2018

DETROIT: BECOME HUMAN

EXPLORING HUMANITY ONE ANDROID AT A TIME

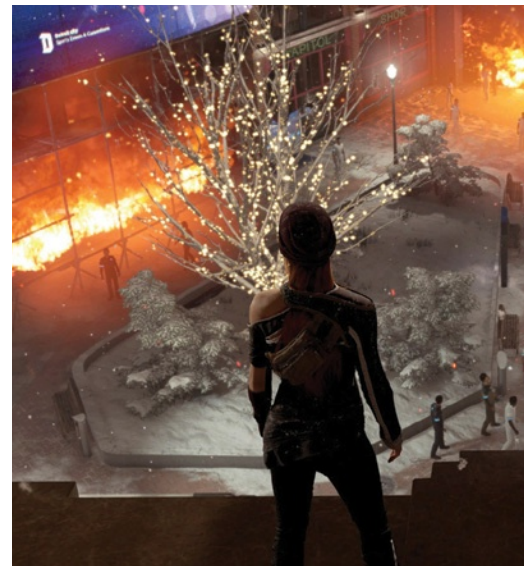
BY EVAN SLEAD

In 2012, developer Quantic Dream unveiled what seemed to be nothing more than a tech demo called Kara. Apart from the gorgeous visuals, at the forefront of the clip was an android with hints of deep, emotional characteristics. Fast forward to 2017, and what was once merely a concept is now a full-fledged game. *Detroit: Become Human* is set to arrive this May, and there's more complexity to the gameplay, narrative and graphics than we could have anticipated.

Detroit: Become Human marks the third PlayStation-exclusive partnership between Quantic Dream and Sony, with 2010's *Heavy Rain* and 2013's *Beyond: Two Souls* setting the stage for this title. The plot follows three androids, interweaving their explorations of emotional growth, their roles in the world, and the human experience.

As the title indicates, players will be immersed in a near-future version of Detroit, where the technological advancement of servant-like androids is the latest and greatest contribution to society. Players will be tasked with making decisions that will affect the outcome of the game. We've had a first-hand look at two of the many scenarios gamers will experience, including the hostage negotiation story.

In it, players use a male android's detective skills to uncover the reasons behind another android's choice to murder a human. The crime scene is littered with clues that you can survey with an inspection-style vision similar to the *Batman Arkham* series, to increase the chances of successfully solving the crime. A percentage meter indicates the likely odds of peacefully resolving the scenario, while button





Players will be immersed in a near-future version of Detroit.



commands offer a series of responses you use to decide how the encounter will go. One wrong choice can equal the end of a human's life, while another could keep the story going longer. Playable characters can even die and be wiped from the story, making every decision as important as the last.

Complementing the depth of the gameplay and narrative is the game engine, which creates stunning and realistic visuals. According to the game's director, David Cage, more than 100 actors and choreographers were commissioned to create vivid and true-to-life mannerisms, dialogue deliveries and facial expressions. Players will see the emotional weight of choices on humans and androids' faces, adding a layer of emotional resonance to each moment.

Overall, the complexity of *Detroit: Become Human* seems to be in a league of its own. With a story that can change at any moment, every player's unique journey will provide an incentive to try out every possible option in a story scenario. Most importantly, combined with interactive but simple to understand gameplay and breathtaking graphics, the final product should keep engagement levels high. [G](#)

MEET THE ANDROIDS

As *Detroit: Become Human* covers the story of all androids in the futuristic city, players will have more than one vantage point. You will control one of three androids at a time, with each offering a unique and emotional look at the world.

KARA



As a new android model, Kara will explore the deeper questions in life, such as her reasons for existing. While she will interact with androids and humans to answer this question, she will be involved in one of the more controversial moments in the game when she is forced to confront an abusive father beating his daughter.

CONNOR



Connor is an advanced police model of android. Apart from the ability to assess evidence in a mathematical way, he has the skills to hunt down deviant androids. However, whether Connor will align himself to his duties forever will be up to you.

MARKUS



Markus has a dynamic role in the story of Detroit's androids, as his life's goal is to free all fellow sentient machines from bondage. The city's storefronts for androids, Cyber Life, are prisons to Markus, leading him to destroy each location. How far will he go to find peace for his people? Will he take a human's life?

PREVIEW

 PRE-ORDER

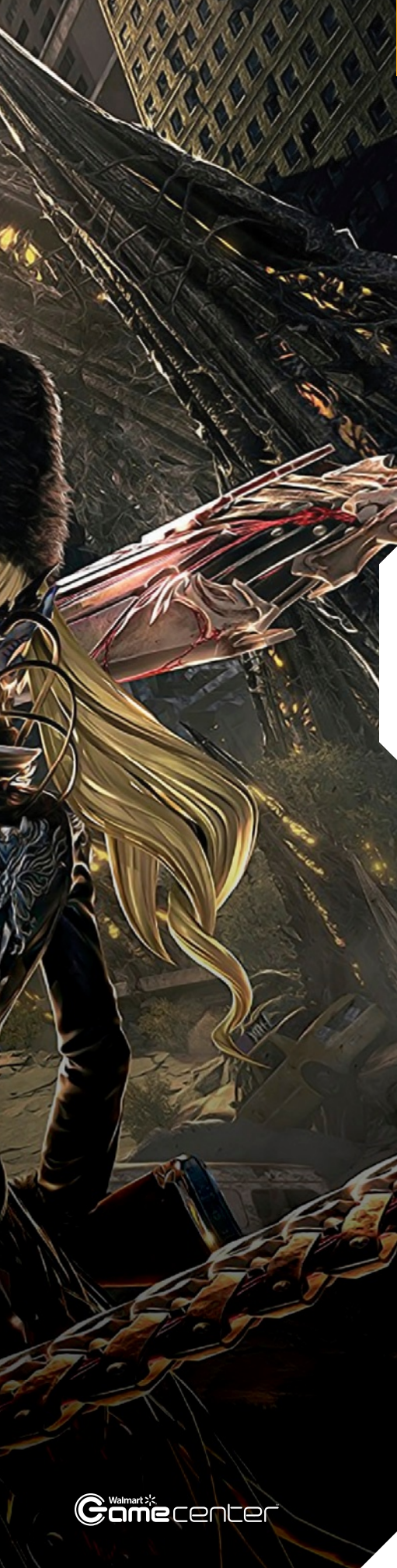
CODE VEIN

THIRSTY FOR BLOOD(BORNE)

BY MICHAEL GOROFF

FACT FILE

PUBLISHER BANDAI NAMCO
DEVELOPER BANDAI NAMCO
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 2018



At first glance, *Code Vein* looks like a carbon copy of hack-and-slash RPG masterpieces such as *Dark Souls* and *Bloodborne* with a coat of fresh, anime-inspired paint. It's got visceral third-person melee combat, horrific enemies, massive bosses, and it's hard as nails (or stakes, in this instance). But once you dig a little deeper, you'll realize *Code Vein* has a few tricks up its vampiric leather sleeves that promise to set it apart.

Code Vein takes place in the near future after an apocalyptic event known as the Thorns of Judgment destroys the world. Almost everyone has turned into blood-thirsty monstrosities called the Lost. Luckily, you play as one of the select: Vampire-like creatures known as Revenants that gave up their memories and accepted a thirst for blood in exchange for amazing survival powers that might restore some sense of humanity to the world.

Code Vein has a few tricks up its vampiric leather sleeves that promise to set it apart.

If the setup sounds dark, it is. Like the *Souls* games, the world of *Code Vein* is ghastly and hostile. You'll need to master the art of melee combat and special abilities called Gifts to survive. Unlike the *Souls* series, however, *Code Vein* trades a more naturalistic, Gothic style for one that's more reminiscent of certain games in the *Shin Megami Tensei* series, while still retaining some of the horror elements that made *Bloodborne*'s Yharnam so mesmerizing.

Another area where *Code Vein* carves out its own place in the crowded action-RPG genre is in its combat. Its combination of attacking, blocking and rolling seems familiar, but really that's just the foundation for a deeper, more strategic melee experience. In addition

to a veritable arsenal of close-quarter and ranged weapons on hand, *Code Vein* players also use Gifts to actively or passively buff your character. Some may let you chuck fireballs at enemies while others simply boost your attack power or your defenses. You can use these Gifts by filling your Blood Vials; you fill your Blood Vials by defeating enemies and draining their blood. You can more easily drain an enemy's blood by filling up your Focus meter and performing amplified versions of your normal attacks, which will stagger your enemies and make draining them that much easier.

In addition to its rich, rewarding combat system, *Code Vein* also arms you against the elements of its cruel world by pairing you with an AI companion. You can level up both your character and your companion, and decide which specific skills each will favor. This adds yet another layer of strategy to the RPG elements, in that you can choose to have a companion with similar skills to your own, or you can mix it up and diversify your offensive opportunities. Companions will not only fight with you, but some can even heal you or revive you after you go down, making them an indispensable and unique addition to the genre.

Code Vein looks like it will capture the action-packed goodness of *Soulsborne* games while adding enough new elements to make it an unforgettable experience. Plus, you get to create and customize your own anime vampire. Get ready for a blood-pumping experience when *Code Vein* launches sometime in 2018. 🎮





BUY NOW

GAME OF THE MONTH

FACT FILE

PUBLISHER CAPCOM
DEVELOPER CAPCOM
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 01.26.2018 [PC TBD 2018]

MONSTER HUNTER WORLD

94
100

THERE BE MONSTERS HERE!

BY MARC CAMRON

Capcom's *Monster Hunter* series, while an international hit, has remained something of a niche franchise in the U.S. Its complexity, combined with its very Japanese sensibilities, has kept fans happy but newbies at bay. That the last few installments have appeared exclusively on handheld systems hasn't helped, either.

Enter *Monster Hunter: World*, designed to take advantage of today's most powerful consoles—and, boy, is it a beauty.

Monster Hunter: World doesn't stray from the basic premise that has earned love from fans around the globe: hunt monsters; gather materials from your kills; craft new weapons and armor; hunt more powerful monsters, et cetera, ad infinitum. This simple formula somehow

sparks thrilling adventures for dozens, if not hundreds, of hours.

The game differs in some significant ways, though, particularly where it comes to the *World* in its title. Capcom

created a fully realized world, with several different regions offering massive, uninterrupted hunting grounds teeming with flora and fauna.

When you enter these regions, you'll





I regularly caught myself staring in awe as creatures I was supposed to be fighting towered over me.

notice how alive they feel. These complex ecosystems seemingly continue to function, whether or not you're present.

The game's stunning graphics help in this regard, particularly if you're playing on a PS4 Pro or Xbox One X with a 4K HDR display. Environments pop off the screen, drawing you into the scene as you stalk the fearsome creatures within.

More than any other version, *Monster Hunter: World* gives its beasts a menacing heft. While playing the game on a big screen, I regularly caught myself staring

in awe as creatures I was supposed to be fighting towered over me. I felt insignificant because they barely acknowledged my existence until I drew first blood. It's humbling and empowering at the same time, and a great indication of the exhilaration the game offers.

Outside of the hunt-gather-craft loop, there's a light story to justify your actions. It's rather shallow for an action RPG, but it's all that's necessary.

Your cat-like creature, a Palico, adds a bit of cute whimsy to the game. You can

outfit your Palico with its own armor and take it with you if you're playing solo or with just one other player. (Palicoes will disappear in parties of three or four.)

While it is possible to play alone, *Monster Hunter: World* works better as a shared experience. Hunting parties are more efficient, and you will progress quicker if you team up with others. The game support voices chat as well as in-game emotes.

Despite its simple premise, *Monster Hunter: World* offers a lengthy, deep experience that never gets old or redundant. Hunts can be time-consuming, so it's not for someone looking for a quick session before work. However, if you have the time to devote, this game could keep you satisfied for many months. [G](#)



Taming the Wilds! Mastering Minecraft 4th Edition

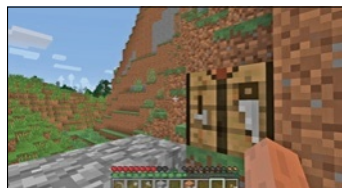
 BROUGHT TO YOU BY PRIMA GAMES

You Can Do Anything with a Little Practice

By the time you begin this chapter, you should understand how to control your character and survive in the wild, while crafting basic tools and structures. This chapter takes those minimal goals and extends them considerably. By the end, you should know how to build large structures, harvest any type of material, defeat monsters in all three of Minecraft's worlds, and so on. All major concepts are dealt with here in detail.

HOW TO CRAFT

We've already talked about the very basics of crafting in *Minecraft*, but now we'll delve all the way into the heart of the matter. Crafting is an important skill for any player. You can't do much of anything without it, so knowing how to access all recipes in the game is vital.



Your basic character can always craft any recipe that requires only the 2x2 crafting grid. This is accessed from your inventory at any time. To use more complex recipes, you need a Crafting Table. This is made by putting a Wood Plank into each slot of the 2x2 crafting grid. You then deploy your Crafting Table somewhere nearby and start working.

For this reason, we always suggest that players carry around either a Crafting Table or at least a decent number of Wood Planks so they can make a table without much delay.

Having Wood Planks is great for many reasons, because they're also vital for Sticks, which are key components of almost every tool. So, you'd be crazy not to keep spare Wood around.

With access to a Crafting Table, you can work on any recipe that you have the correct ingredients to make. Learn which ingredients you need by searching through **Tools, Resources, and Collectibles**.

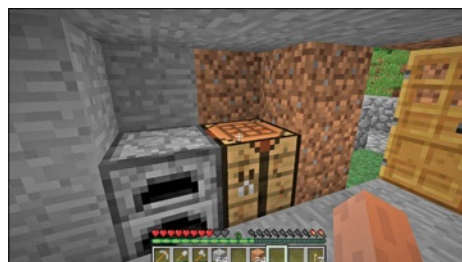
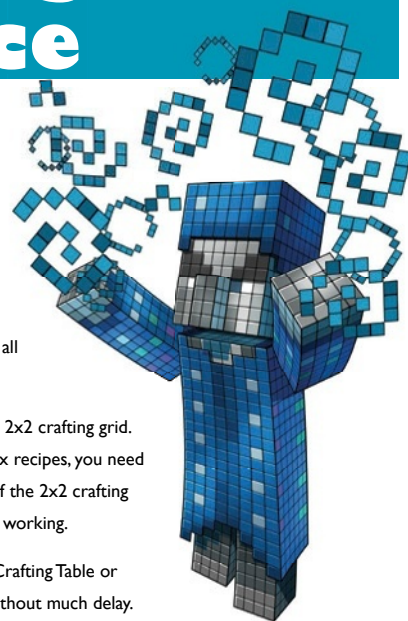
Certain basic ingredients are so common that they're great to keep on hand. We already mentioned Wood, but you also want to have some Cobblestone and perhaps Iron Ingots as well. A supply of these base materials can yield quite a bit of what you need. With just Wood Planks and Cobblestone, you can set up a convenient, safe base anywhere in the world. Make a Crafting Table, Furnace, block yourself into a room, add a Door, and you can work in peace for as long as you like. Add Chests as needed to store things there for the future.

It's often smart to place Chests near your Furnaces and Crafting Tables, because these three household features work together. Keep ingredients in the Chests, smelt them in the Furnace, and use your Crafting Tables to make more advanced products. You don't want to run around your house wasting time going to each station. Having these things in the same area is extremely convenient!



Consider placing Signs near your Chests once you have more than a few of them. Organize the contents of these Chests to make sure you know where your items are located and can access them quickly without having to look around for minutes.

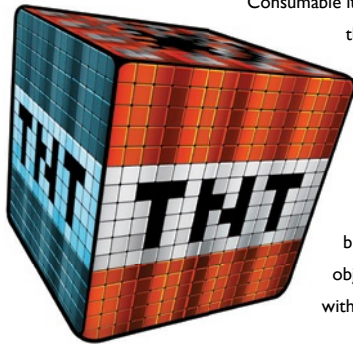
Several shortcuts allow you to craft more comfortably. If you put enough crafting ingredients in their slots to make multiple items, hold down the Shift key and click on the final product to make as many as possible instantly.



Another trick is to grab a stack of items you're working with and slide them over several slots in your inventory. Do this when you need to divide items into multiple stacks. For example, if you want to divide your Wood Planks in half for making Sticks, roll your stack across two spaces while holding the button. Release the button when you have the proper number of stacks, and watch the items divide evenly. Quite nice!



SOMETIMES THINGS BREAK (I.E., DURABILITY)



Consumable items are those you use once before they're depleted. You eat a piece of Bread and it's gone. You blow up your TNT, and that's that. Certain items are reusable but can't be used forever. This is usually the case for tools, such as Axes, Shovels, armor, and so on. Items like this that rely on durability break when they've been used too many times. Armor loses durability when you take hits, and tools lose durability when they finish either dealing damage to a target or harvesting a block. You don't lose durability for swinging tools in midair or carrying them around.

Watch the bars that appear underneath items after you use them. Those bars reflect the items' remaining durability. Once they get really low, you know the item in question will soon break (and be completely destroyed). Before that happens, you have the option of repairing the object with an Anvil or simply preparing a substitute tool, so you still have something to work with when your primary one breaks.

NUMBER OF USES FOR TOOLS, BY MATERIAL

Wood	60
Stone	132
Iron	251
Gold	33
Diamond	1562

BREAKING TOO QUICKLY

If you use tools for the wrong function, they break much faster. Each improper use of a tool costs two or even three points of its durability.

Using Pickaxes, Axes, and Shovels as weapons costs twice the durability. Using a Sword to break blocks works the same way. Using your Fishing Rod against monsters, to pull them around, costs triple durability.



We strongly advise that you carry multiple tools of your favorite types. In the early game, this is a lifesaver because Wood and Stone tools break very quickly. Keep two or even three Pickaxes and Shovels so your digging isn't disrupted for long.



Tools that see less use aren't as big a deal. You certainly don't need three Hoes every time you head out; one is more than enough. Or you could leave the Hoe at home and grab it only when you're in the mood to farm.

If you know you're about to focus on a specific activity, like chopping more Wood, adjust your tool count accordingly. Make a few extra Axes before you go to harvest Wood. The same is true for Shears if you're chopping through heavy forest.

GENERAL GUIDELINE FOR TOOLS

TOOL	NUMBER OF TOOLS TO CARRY
Pickaxe	2-3 (very important)
Shovel	2
Axe	1-2
Hoe	0-1
Sword	2
Shears	1




Minecraft® / TM & ©2009-2018 Mojang / Nethis
 This book was not authorized, prepared, approved, licensed, or endorsed by Mojang AB, Microsoft, or any other individual or entity associated with the MINECRAFT video game.



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



FAR CRY 5

 BROUGHT TO YOU BY PRIMA GAMES



DUTCH'S REGION DUTCH'S ISLAND

OVERVIEW

- ★ REPUTATION POINTS: 2,100
- ★ SPECIALISTS: 0
- ★ MISSIONS: 4*
- ★ CULT OUTPOSTS: 1
- ★ CULT PROPERTIES: 2
- ★ PREPPER STASHES: 1*

(*Prepper Stashes are counted towards the Mission total)



INTRODUCTION

Welcome to the middle of Hope County. This is Dutch's territory, a small island surrounded by the three main regions of Joseph Seed's influence. After changing your clothing and appearance, you emerge from Dutch's Bunker and complete three story missions. You are free to ignore this training entirely.



LOCATIONS

The following table lists the major locations on Dutch's Island:

TYPE	#	NAME	MISSION START OR COLLECTIBLE*
Cult Outpost	1	Ranger Station	Cult Outpost, Region Map
Cult Property	1	Cult Shrine: North Shore	No
Cult Property	2	Cult Shrine: West Peninsula	No
Primary Location	1	Dutch's Bunker	Story
Primary Location	2	Forest Research Station	Whiskey Cask
Primary Location	3	Johnson Lookout Tower	No
Primary Location	4	Silver Lake Boathouse	Story, Prepper Stash
Primary Location	5	Central Radio Tower	No

*Mission Start indicates whether to expect a Story, Cult Outpost, or Prepper Stash Mission to begin at this location. Note that other locations are explored during missions.

Collectible indicates whether an item a particular character wants you collect is available here.

MISSIONS

The following table lists the missions available on Dutch's Island:

★ STORY MISSIONS				
#	MISSION NAME	ASSOCIATED CHARACTER	ASSOCIATED LOCATION	PAGE
1	A Glimmer of Hope	Dutch	Dutch's Bunker	25
2	The Resistance	Dutch	None	26
3	Guns for Hire	Dutch	Silver Lake Boathouse	27

★ CULT OUTPOSTS		
#	LOCATION	PAGE
1	Ranger Station	28

◆ PREPPER STASHES			
#	MISSION NAME	ASSOCIATED LOCATION	PAGE
1	Sunken Funds	Silver Lake Boathouse	29



 OFFICIAL GUIDE AVAILABLE NOW!



© 2018 Ubisoft Entertainment. All Rights Reserved. Far Cry, Ubisoft and the Ubisoft logo are registered or unregistered trademarks of Ubisoft Entertainment in the US and/or other countries. Based on Crytek's original Far Cry directed by David North.



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



BUILDING THE RESISTANCE

Be sure you complete the following tasks to build resistance on Dutch's Island. Each rewards you with Resistance Points (RP). When you've gathered enough RP, the location becomes liberated. Then apply this to all three of the vast outer regions of Hope Valley.



- ✦ **Rescue civilians:** Anyone exhibiting this icon is being held against their will; civilians who pose no threat have a circle icon above them. Save them to earn RP and potentially gain clues to nearby missions. Most civilian rescues are random, free-form events.
- ✦ **Destroy cult properties:** This is a free-form activity; it involves locating a cult property, which takes a different form depending on the region, and destroying it. Expect a light cult presence at each property. There are also cult vehicles (e.g., fuel tankers, Bliss trucks) with the same icon; destroying these also nets you RP. In the case of Dutch's Island, these Shrines consist of white huts with a steeple. Shoot or lob explosives at the explosive canister at the base of the steeple.
- ✦ **Liberate cult outposts:** These are strongholds that are usually heavily guarded and may have alarms, different foe types, and the possibility of reinforcements. They are the toughest places to liberate, so preplanning and ranged reconnaissance are recommended.
- ✦ **Complete missions:** These are either story or side missions, and you can receive hints from liberated civilians on their whereabouts. Most are related to a particular character. Note that the total "missions" for each region is the total story, side, and Prepper Stash missions added together.

DUTCH'S ISLAND ACTIVITIES

Learn the fundamentals of mission structure; how to complete story missions (no side missions are available), liberate a cult outpost (and optionally complete this "undetected"), and destroy cult properties; the location and discovery of your first Prepper Stash; the rescue of your first Gun for Hire ally; and the tenets of building the resistance.



Though the following are not flagged on this map, you will randomly:

- ✦ Encounter cultists
- ✦ Free hostages
- ✦ Find hostages who offer hints about Prepper Stashes and other missions
- ✦ Find reading material clues
- ✦ Gather weapons and equipment (and perfect the Weapon and Utility Wheel navigation)
- ✦ Try different methods of enemy takedowns
- ✦ Hunt ducks
- ✦ Forage for plants (part of the Inventory menu you should also study)

Finally, once the island is liberated, Dutch instructs you on how the World Map works, and you're free to explore the vast wilderness of Hope County.

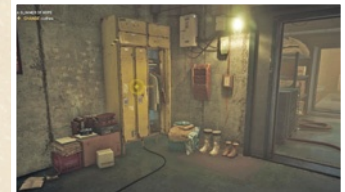


STORY MISSION: A GLIMMER OF HOPE

- ✦ **Prerequisites:** Complete Story Mission: No Way Out
- ✦ **Rewards:** None
- ✦ **Details:** Meet Dutch and get updated on the situation.

CHANGE Clothes

After you're pulled to safety, you wake up inside Dutch's bunker, under the northeastern corner of Dutch's Island. Inspect the metal clothing locker to access the Character Customization menu. Choose clothes and appearance, the latter of which you cannot change after this point.

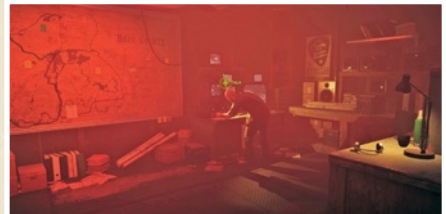


TALK to Dutch

TAKE the Gun and Map from the Safe



Richard "Dutch" Roosevelt



Explore the interior of Dutch's bunker. Almost all the rooms (except the armory) are accessible. Meet Dutch in the comms room, where he explains your predicament. It looks like you're on your own.

Now grab the P226 handgun, the armory key, and the Hope County map from the open safe behind you. The Inventory and World Map menus are now unlocked.

EXIT the Bunker

Before exiting, you can study the map and read information on the Seed Family in the comms room. Then optionally search every room in the bunker, read more about Dutch, and listen to radio and phone messages from Fall's End and Rae-Rae's Pumpkin Farm (both in Holland Valley). There's a medkit, a shovel, and other minor equipment to gather if you want too.

The armory (unlocked using the key from the comms room safe) simply holds more ammunition for your handgun.

When you're ready to venture outside, head to the bunker exit. Optionally grab a pipe melee weapon at the foot of the stairs, open the bunker door above your head, and step out, ready to explore and liberate Dutch's Island. Pick some Prickly Lettuce growing just outside the hatch before you depart. This is a component (Inventory menu).



1 on 1
with

PARTING SHOTS

DARRYL LONG

PRODUCER, FAR CRY 5

Far Cry 5 looks to give players another thrilling adventure, but one that hits closer to home. Set in the wilderness of Montana, players will be tasked with taking down the Eden's Gate compound and cult leader Joseph Seed. To learn more about how you can accomplish this goal, we spoke with producer Darryl Long.



After the exotic locales we saw in *Far Cry 3* and *4*, why Montana now?

Darryl Long: At the beginning of development of the *Far Cry* games, we always look at a bunch of different options in terms of where we want to go next and what will provide the right feeling of the game we want to make. So, we already had the early idea of the story and the cult, and we visited a few different locations, but when we explored Montana that was it. We walked around and thought it was amazing. It was so beautiful and so different from the other locations we had gone to. The game is about removing barriers for players and allowing them to get into the game. It's an FPS and the more we immerse you, the better; and Montana is beautiful and full of amazing people; and it was a perfect place to drop players in to help them feel they can do whatever they want.

“Some of the core elements that have always made *Far Cry* great is the gunplay and the movement, and those are all part of the immersion we’re going for...”

WGC: What are some familiar *Far Cry* gameplay elements fans can look forward to? What are some new things they might not expect?

DL: Some of the core elements that have always made *Far Cry* great are the gunplay and the movement, and those are all part of the immersion we're going for and making the player feel they're in the game: the way the guns move, the way your hands move, the way you use your fists. All of these are different ways for players to express themselves without any barriers in the way. We've added things like baseball bats and shovels to hand-to-hand combat and you can actually throw

them. Players will recognize the core gunplay, but the experience of the game itself [is] to disrupt the in-game economy of the cult. So, players will see that familiar gunplay, but there's something very different about the way you utilize it.

WGC: Why go with a silent protagonist in this version of *Far Cry*?

DL: It was in service to player immersion. We wanted to remove any barrier from the game that might draw players out of the experience and for those of us who debated this decision, we realized every time a player talks in a game and it's not what the player is thinking in that moment, it pulls you out of that moment.

WGC: Joseph Seed is the main antagonist of the game, but he has his three lieutenants, or, “heralds” in the game. What do they bring to the game’s structure?

DL: The cult started as a small farm in Hope County and then just grew until it controlled almost the whole governance of the area. So, Joseph gave each herald a task, and in the game there's an entire economy around those tasks. Faith's job was to use a drug — we call it Bliss in the game — and use that to get people to forget their worries and indoctrinate them into the cult. Jacob was a military washout, so his job was to train the army of the cult. The player going into Eden's Gate triggers in Joseph's eyes what he calls The Collapse. When that happens, Joseph then calls on John, whose job it is to do the reaping and collect all the food, water, guns and everything else they think they need to survive. So each one is collecting what they're supposed to and storing them in these huge bunkers and each herald has a different mission. And you can see all that movement within the game.

WGC: Which gun-for-hire would you be in the game?

DL: I would be Sharky because of the attitude. He has an attitude about everything and is sarcastic like me.

VITAL SIGNS

OCCUPATION
PRODUCER

GAME HIGHLIGHTS

FAR CRY 5, FAR CRY 4,
FAR CRY: BLOOD DRAGON, FAR CRY 3

YAKUZA™

THE SONG OF LIFE

AVAILABLE APRIL 17, 2018

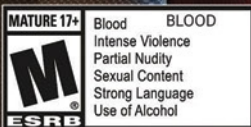
Inside a brutal world no one can be prepared for is an emotional gaming experience unlike anything else on the market. The most technically advanced engine in the series will take you inside the hidden world of the yakuza and ask you:

How far will you go for family?



Essence of Art Edition Includes
Hardcover Art Book Package

Featuring more than 20 art works
from the Yakuza community



WWW.YAKUZA.SEGA.COM/EXPERIENCE

© SEGA. ALL RIGHTS RESERVED. SEGA, THE SEGA LOGO AND YAKUZA ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF SEGA HOLDINGS CO., LTD. OR ITS AFFILIATES. THE "PS" FAMILY LOGO IS A REGISTERED TRADEMARK AND "PS4" IS A TRADEMARK OF SONY INTERACTIVE ENTERTAINMENT INC.





Xenoblade Chronicles 2™

Games Shown:



ADVENTURE
WHENEVER, WHEREVER.



Games and system sold separately.

Game trademarks and copyrights are properties of their respective owners. Nintendo properties are trademarks of Nintendo. ©2018 Nintendo.