FEATURE
BATTLEFIELD V

PREVIEW
SPIDER-MAN

INTERVIEW
GOD OF WAR

REVIEW
DETROIT: BECOME HUMAN

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ISSUE 57



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ISSUE **57**



FEATURE

THE 10 BIGGEST SURPRISES OF **BATTLEFIELD V** 28

EA and DICE are taking players back to World War II with the new *Battlefield*—and that's far from the only shocker they have in store.

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Build your own version of Jurassic Park in this new sim featuring all the dinos, danger and star power of the movies.

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PREVIEW

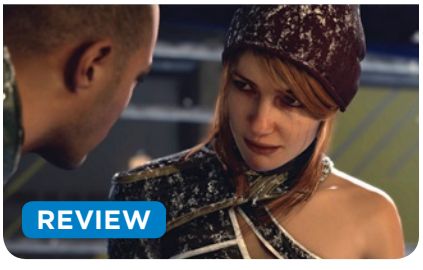
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WELCOME
FROM THE EDITOR



It's showtime!

Somehow, it's that time again: The E3 Expo is around the corner and gamers everywhere are preparing for all the announcements publishers have in store.

The first half of the year has already yielded some great games, like *Monster Hunter World*, *Far Cry 5*, *Yakuza 6: Song of Life*, *God of War*, *Pillars of Eternity II: Deadfire* and *Detroit: Become Human*. Plus, my personal favorite, *Ni No Kuni II: Revenant Kingdom*—a lovely, expansive Japanese RPG.

It's impressive how many great titles have continued to come after last year's cornucopia of great games, and it doesn't look likely to let up any time soon.

This issue's cover story, *Jurassic World Evolution*, takes a massive film license and finally gives it the AAA game treatment it deserves. Previous *Jurassic Park* licensed games have fallen short of providing a game world worthy of the name. Not this time. Players finally have the chance to run the park as they see fit, with all of the rewards and, uh, pitfalls that make the prospect of resurrecting dinosaurs so much fun.

Other previews for this issue include the Insomniac Games PS4 exclusive *Spider-Man*. It's been a while since we've had a worthwhile non-LEGO-based superhero game, and *Spider-Man* looks to be just the remedy.

Then there is *Shadow of the Tomb Raider*, the final game in Lara Croft's "origin trilogy." See how Lady Croft finally becomes the world-famous Tomb Raider we all know and love!

And perhaps the most anticipated game of them all, *Red Dead Redemption 2*, lands in October. Developer Rockstar Games has promised there will be no further delays, so the countdown has officially begun, and the feverish anticipation will only intensify.

That's not to mention a few newer announcements like *Call of Duty: Black Ops 4* and *Battlefield V*, both of which are also covered this issue, making for a ton of great announcements before any of the major press conferences have even been held.

While it's become difficult to find enough time to play all of the great games coming out these days, it's a blast trying to keep caught up.

Finally, I'd like to take a minute to bid you farewell. After 57 issues I am moving on from *Walmart Gamecenter* magazine to tackle new challenges in the game industry. It's been an honor to work with the good folks at Walmart, and with all the talented contributors, over the years. The magazine is in great hands, and I look forward to seeing where it goes over the next 50 issues.

So, a special thank you to all the readers who made the last 57 issues so much fun. And be sure to keep reading the free print or digital editions of *Walmart Gamecenter*, the magazine that will always keep you at the center of everything gaming.

MARC CAMRON
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Walmart Gamecenter

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GAME ON

GAMING NEWS, NUMBERS & GOSSIP

BY GAMECENTER STAFF

Bethesda looks to fill players with rage next year

Back in 2010, developer id Software and publisher Bethesda Softworks released *Rage*, a never-before-seen adventure that mixed first-person shooter action with driving elements in a post-apocalyptic wasteland.

Now, id Software, Bethesda, and *Just Cause* creators Avalanche Studios have revealed *Rage 2*, a sequel that promises to kick things into overdrive. The game tells the story of Walker, the last Ranger of Vineland, who fights to survive amidst the ruins of humanity. It's been decades since an asteroid laid waste to the planet, leaving most of the Earth an unforgiving wildland in which factions fight over what resources remain. It is these factions, especially the tyrannical Authority, with whom Walker must battle, to protect the pockets of humanity that remain.

To do so, he'll have plenty of options. Thanks to his Arkist blood, Walker can make use of a variety of Nanotrite abilities. For example, he'll be able to crush enemies from above with his slam attack, or send them flying using an energy push. Walker can also infuse his weapons with Nanotrites, causing them to go into a super-powerful Overdrive state. Learning when to use Overdrive will be important in *Rage 2*, as doing so will not only boost the power of your weapons, but also give them new abilities, cause Walker's health to regenerate, and make enemies drop greater rewards.

And what a world it is that Walker will be fighting in (and for). Much like the original, *Rage 2* blends shooter elements with driving and exploration, this time in an open-world sandbox brought to us in part by the folks at Avalanche Studios. Players will travel from lush jungles to foreboding swamplands in some souped-up rides perfect for dealing with the harsh terrain (and even harsher foes).

Of course, there'll be much more to learn about *Rage 2* in the months leading up to its 2019 release, so stay tuned. *Rage 2* will be available on Xbox One, PlayStation 4 and PC, so preorder your copy now on Walmart.com or at your local Walmart store.



BY THE NUMBERS

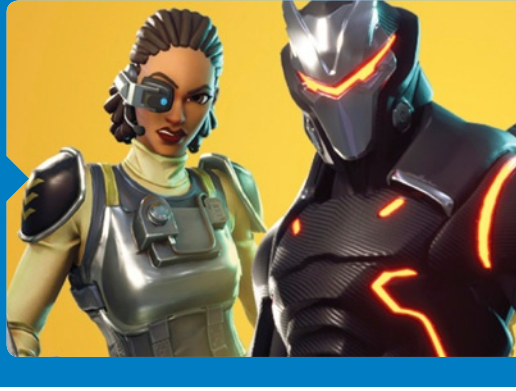
17,175,971,662,162 Total amount of healing support players have given teammates during *Overwatch*'s first two years

3, 4 and 5 *Yakuza* chapters that have now been announced as getting PlayStation 4 ports

17 Number of years that PC MMORPG *RuneScape Classic* stayed online, with developer Jagex announcing it'll close on August 8th

$100 million Prize pools Epic is offering up for *Fortnite*'s first year of competitions

62 Default playable characters across all 12 *Street Fighter* games included in *Street Fighter 30th Anniversary Collection*



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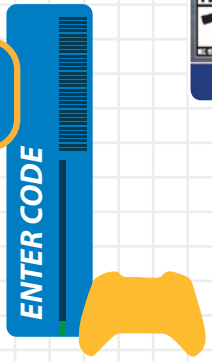
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Halo's Spartans ready to conquer a whole new world of gaming

When developer 343 Industries recently unveiled the next game in the beloved *Halo* franchise, it certainly wasn't what fans around the globe were expecting. This new project won't be the next chapter in the story of Master Chief, nor is it even an offshoot in the vein of *Halo Wars*. In fact, it isn't even going to be available on home consoles or PCs.

That's because *Halo: Fireteam Raven* is a light gun-based arcade game. Created by Raw Thrills and Play Mechanix in collaboration with the folks at 343 Industries, *Fireteam Raven* is a four-player arcade adventure that follows a group of elite ODST soldiers fighting the Covenant on the surface of Alpha Halo alongside Master Chief.



Of course, the thing that's always been exciting about going to arcades is having experiences that you simply can't get at home, and that's exactly what *Halo: Fireteam Raven* is promising. The cabinet will house a 130-inch 4K TV, along with four turret-mounted machine gun replicas for taking on not only the Covenant but also the ominous Flood. You'll be able to wield an array of trademark *Halo* weaponry, such as plasma pistols, needlers and assault rifles.

If you'd like to team up with your friends or family and give *Halo: Fireteam Raven* a try, it'll be available at Dave & Busters locations around the U.S. and Canada starting this summer.

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RELEASE CALENDAR

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

CRASH BANDICOOT N. SANE TRILOGY ACTIVISION / XBOX ONE, SWITCH, PC	jun 29
WOLFENSTEIN II: THE NEW COLOSSUS BETHESDA / SWITCH	29
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NO MAN'S SKY 505 GAMES / XBOX ONE	24
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MADDEN NFL 19 EA SPORTS / XBOX ONE, PS4	10



Microsoft unveils revolutionary gaming solution for people with disabilities

It's something that many of us take for granted every single day: the ability to pick up a standard controller and jump into the action of our favorite games. For some, however, those input devices aren't a gateway to fantastical worlds—they're a roadblock preventing them from making such a trip.

Those issues were the motivation behind Microsoft's new Adaptive Controller for the Xbox One. This new device has been created to give those who are unable to use some or all of the functions of a regular controller a wide array of additional options for making needed movements or button presses. On its own, the Xbox Adaptive Controller offers two oversized buttons that can take the place of any standard buttons. From there, a variety of third-party assistant peripherals can be connected, depending on a player's specific needs and mobility challenges.

"The Xbox Adaptive Controller has been years in the making, though we realize that this is only one step along our journey of inclusive design and that we have more work ahead," said Phil Spencer, head of Xbox. "This has been a passion project for people around the world, both inside Microsoft and beyond."

For any gamers in need of better controller solutions to help with their specific physical challenges, the Xbox Adaptive Controller will be available later this year.



Giant monsters will soon be invading your Nintendo Switch

If you're a Nintendo Switch owner feeling envious of all the fun being had by PlayStation and Xbox players in *Monster Hunter World*, a solution is at hand: An exclusive new *Monster Hunter* adventure will soon be coming your way.

After *Monster Hunter Generations* became a hit on the Nintendo 3DS, a special follow-up adventure was created by developer Capcom to take adventure of the more powerful hardware and unique capabilities of the Switch. *Monster Hunter Generations Ultimate* will feature a blend of classic gameplay and unique new twists, new monsters and explorable areas, plus fan-favorite creatures from previous games.

For longtime *Monster Hunter* fans, *Monster Hunter Generations Ultimate* will see the introduction of a new "G"-rank quest level, which offers up even more dangerous versions of familiar foes. These G-rank monsters will truly test the skills and quick thinking of experienced hunters with their different attack moves and never-before-seen abilities. Meanwhile, for those players new to the *Monster Hunter* experience, super moves known as Hunter Arts can be executed with a quick tap of the touch screen for easier accessibility.

No matter your skill level, you'll be able to choose from six different Hunting Styles that change up how your character engages with the game's fierce monsters. New to *Monster Hunter Generations Ultimate* will be Alchemy Style, which allows players to create useful items on the fly during combat, and Brave Style, which rewards players with additional moves for landing successive attacks.



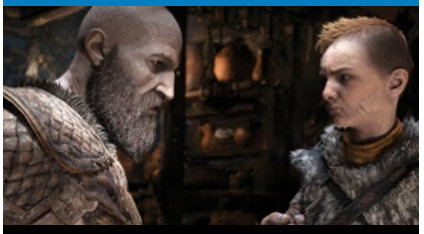


Monster Hunter Generations Ultimate will bring another exciting new way to play thanks to the flexibility of the Nintendo Switch. Not only will you be able to enjoy the game in docked mode and go on the hunt with up to three other players online, but you'll also be able to take your system on the go and team up cooperatively in handheld mode using local wireless play.

Monster Hunter Generations Ultimate will be released for Nintendo Switch on August 18th. Get prepared for the intense action that awaits by preordering your copy now on Walmart.com or at your local Walmart store.

Walmart's TOP SELLERS

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



01 **GOD OF WAR**
SONY
PS4

02 **DONKEY KONG COUNTRY: TROPICAL FREEZE**
NINTENDO
SWITCH, WII U

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

04 **FAR CRY 5**
UBISOFT
XBOX ONE, PS4

05 **MARIO KART 8 DELUXE**
NINTENDO
SWITCH

06 **SUPER MARIO ODYSSEY**
NINTENDO
SWITCH

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

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

09 **MLB 18: THE SHOW**
SONY
PS4

10 **DETROIT: BECOME HUMAN**
SONY
PS4



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ONE

STATE OF DECAY 2

RICHARD FOGE, DESIGN DIRECTOR, UNDEAD LABS

"*State of Decay 2* is the ultimate zombie apocalypse survival-fantasy game, where you control the destiny of a community of survivors and explore what's left of small-town America. What makes it stand out from similar games is that you don't control an individual hero and follow a scripted story. You control a community who've managed to survive, and not only can any of those survivors die, but death is permanent and choices have consequences. As for this sequel, it gives players what they've been asking for: up to four-player co-op, deeper character systems that have more impact on gameplay, tons of new base options, greater clarity on how all of those systems interact with the zombie apocalypse simulation, and, my personal favorite, a dynamic narrative that is responsive to how players choose to play. I love when players get to discover their own stories in a game instead of having one told to them."

FACT FILE

PUBLISHER MICROSOFT STUDIOS
DEVELOPER UNDEAD LABS
PLATFORMS XBOX ONE, PC
RELEASE DATE 05.22.2018



TWO

LEGO THE INCREDIBLES

NICK RICKS, EXECUTIVE PRODUCER, TT GAMES

"*LEGO The Incredibles* is an action-adventure game, designed for young gamers but enjoyable by the whole family. It tells the story of both the original film and the new sequel, and all of your favorite characters, villains, locations and setpieces have been meticulously re-imagined through a LEGO lens. Moreover, our drop-in/drop-out gameplay means that, at any time, kids can be joined in their adventure by friends and family; the entire game is structured around co-operative play. We always try to understand what's unique about the story or characters and use that as the basis for our design. In this game, we distilled the movies' experience down to playing as a 'crime-fighting family,' and have focused on each of [the] family members' powers and how they can combine them in team-up moves. Whether it is Dash racing inside Violet's psionic shield, or Elastigirl trampolining Mr. Incredible into action, we're always finding ways for the family to fight crime together."

FACT FILE

PUBLISHER WARNER BROS. INTERACTIVE ENTERTAINMENT
DEVELOPER TT GAMES
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 06.15.2018



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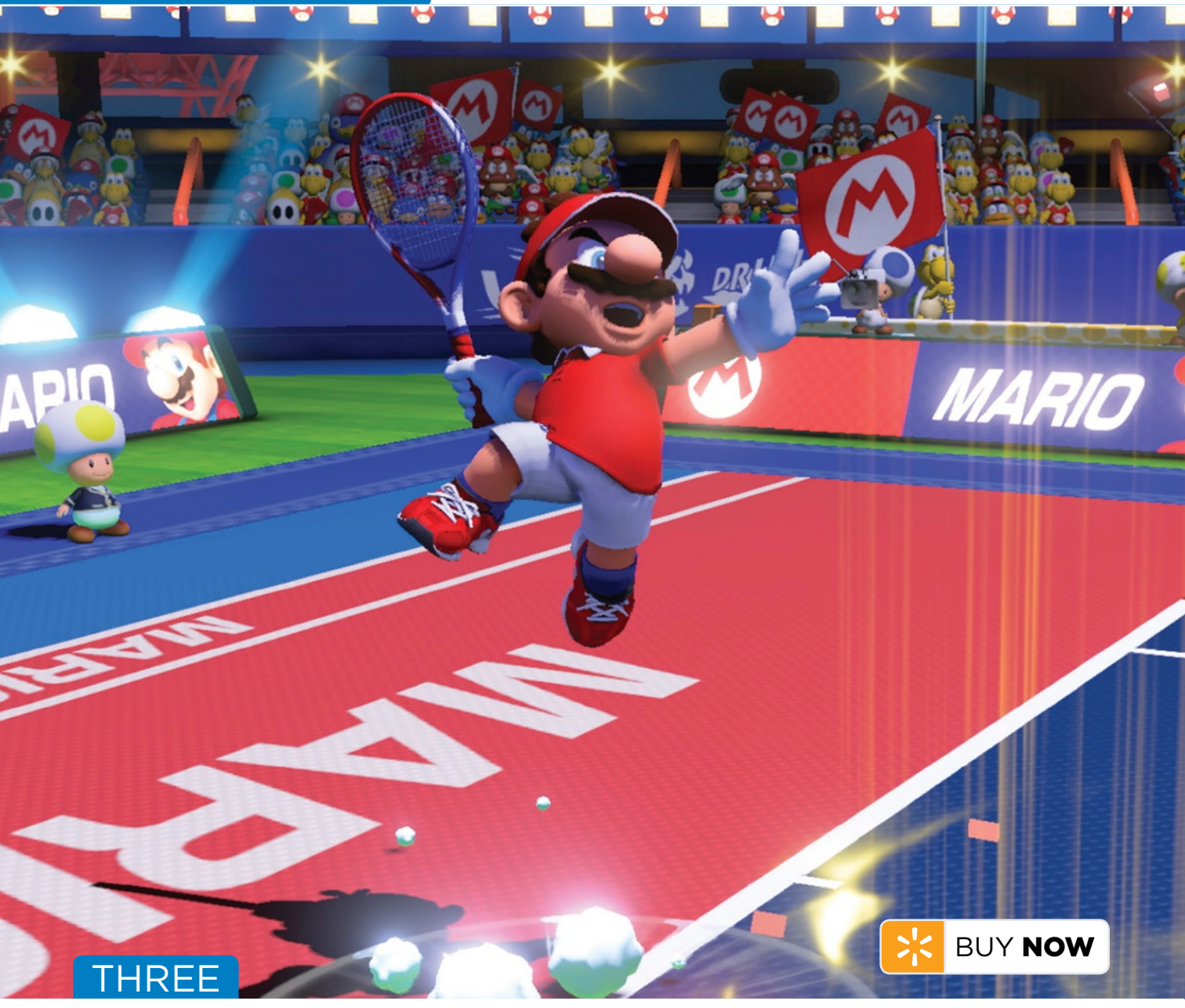


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Microsoft



THREE

MARIO TENNIS ACES

ROXANNE KIM, PRODUCT MARKETING LEAD, NINTENDO TREEHOUSE

"*Mario Tennis Aces* adds [a] slew of new shots and moves that build upon the five basic shots—topspin, slice, flat, lob and drop shot—to make the tennis gameplay more fantastical and exciting. Because of all these moves that you can do, there isn't just one way to play, so you can employ split-second strategies that speak to your own playstyle. There's also the return of a story mode called 'Adventure Mode,' in addition to 'Swing Mode,' which requires you to use the Joy-Con controllers for motion controls. There's also local and online multiplayer, the latter of which includes an 'Online Tournament' mode for competitive players. I'm actually looking forward to the monthly tournaments, [in which you'll play] ranked matches in which you beat other opponents for points, and your cumulative total at the end of the month determines your ranking out of all the players in the region."

FACT FILE

PUBLISHER NINTENDO
DEVELOPER CAMELOT SOFTWARE PLANNING
PLATFORMS SWITCH
RELEASE DATE 06.22.2018

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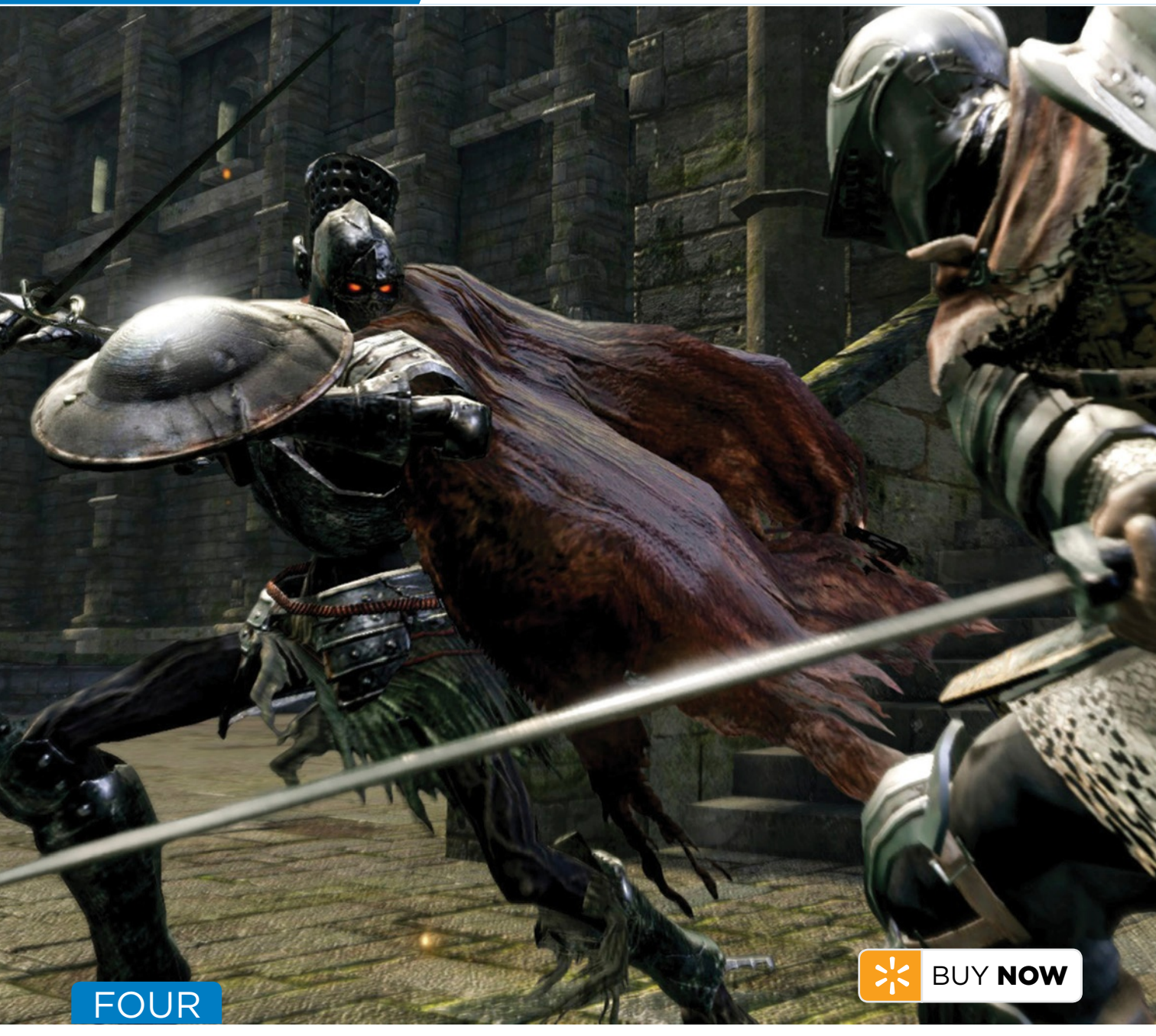
EVERYONE to EVERYONE 10+ E-E 10+ ESRB esrb.org

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Nintendo Switch system required (sold separately). Multiple systems shown with use of a single Toy-Con Variety Kit.

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FOUR

DARK SOULS REMASTERED

Seven years after killing you over and over and over, prepare to die all over again in this remaster of the original *Dark Souls* for today's consoles. But this new version of the grimdark fantasy role-playing game isn't exactly as you remember it. It's had some work done, with revamped lighting effects and support for 4K resolution (if your TV or monitor can handle it). It also upgrades the multiplayer capacity to six, and dedicated servers will provide a better online experience. Most importantly, this version runs at a smooth 60 frames per second, so the action won't bog down when the going gets hairy. Nope, not even in Blighttown. So if you die, don't even think about blaming the frame rate.

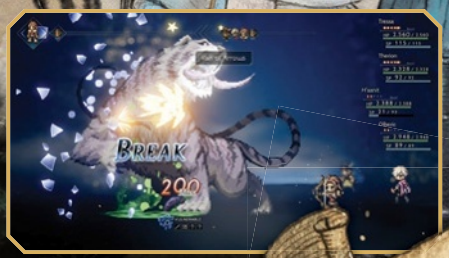
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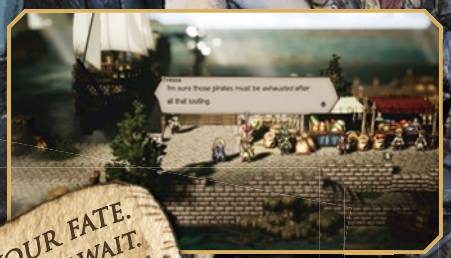
PUBLISHER NAMCO BANDAI GAMES
DEVELOPER FROM SOFTWARE
PLATFORMS XBOX ONE, PS4, SWITCH, PC
RELEASE DATE 05.25.2018 (SWITCH TBA)

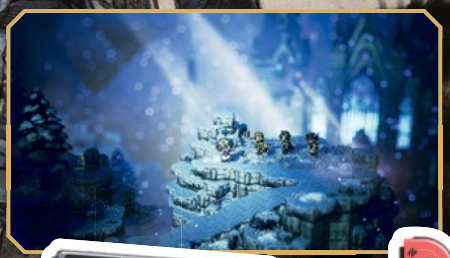
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FIVE

THE CREW 2

JULIEN CHARPENTIER, NARRATIVE DIRECTOR, UBISOFT IVORY TOWER

"*The Crew 2* is an open-world driving/flying/exploring racing game. You can go through the entire U.S.A., coast to coast, in the vehicle of your choice, and on the ground, water or air. For this sequel we kept the U.S. as a playground, the real vehicle brands, and the ability to play almost the entire game solo or coop with up to four players, but we went from being a car game to a car, boat and plane game. Which meant we not only had to fully rethink the terrain but also needed to reshape the map to add a sense of verticality: more rooftop jumps, more hills and even clouds you can fly through. We also created Fast Fav, which allows you to switch between a ground, air and water vehicle at any time without pausing or even slowing down. We even have races where you'll switch vehicles during the race."

FACT FILE

PUBLISHER UBISOFT
DEVELOPER UBISOFT IVORY TOWER
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 06.29.2018

CRASH BANDICOOT™ N. SANE TRILOGY

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Nintendo

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THE 10 BIGGEST SURPRISES OF BATTLEFIELD V

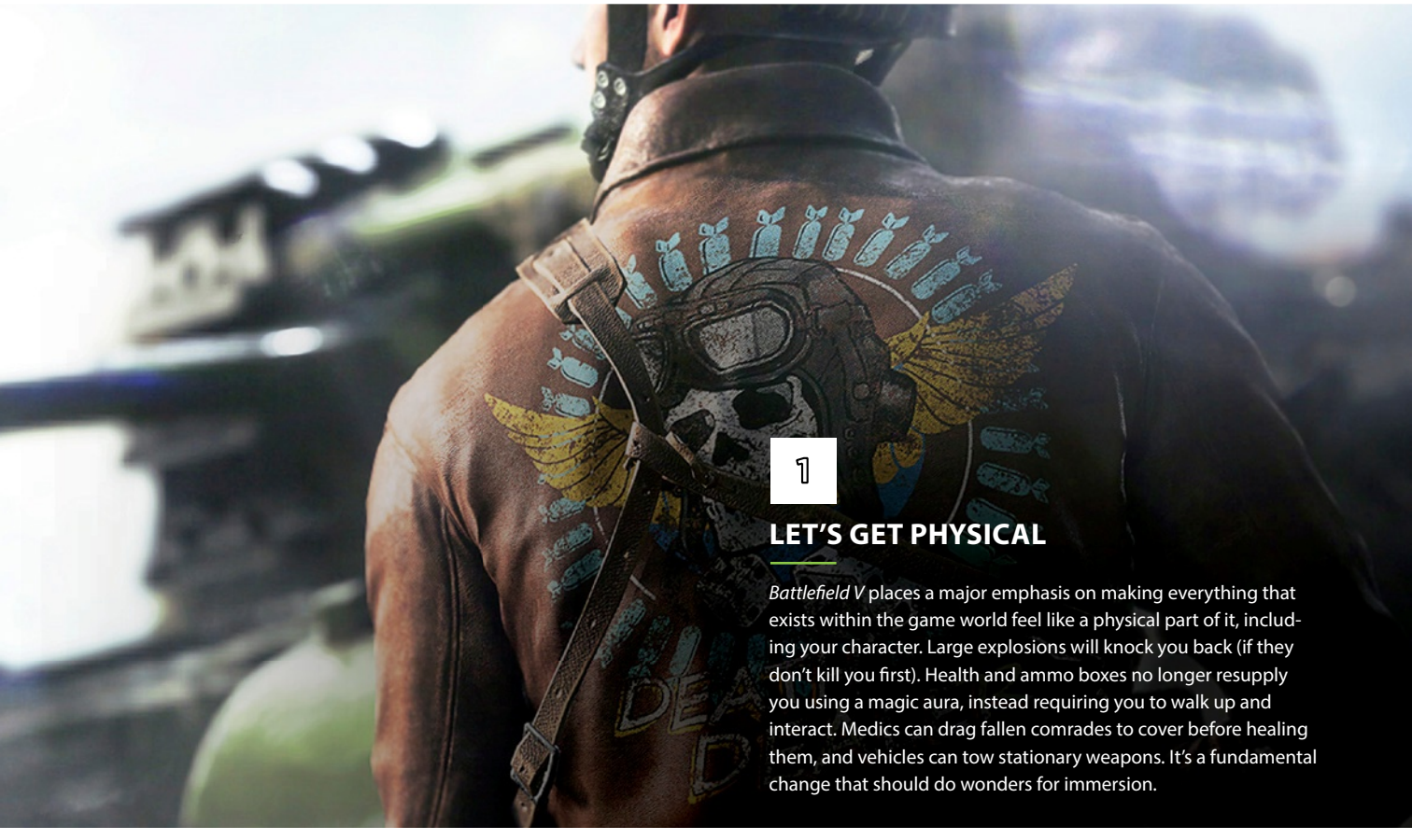
WORLD WAR NEW

BY JOSH HARMON

EA and DICE pulled back the curtain on *Battlefield V*, confirming longstanding rumors that the military shooter would be returning to its roots: World War II. But if the setting wasn't all that shocking, pretty much everything else we learned about the game was. Here's a list of the 10 most unexpected new features, gameplay changes and everything else that'll shake up series tradition when the next *Battlefield* launches this October.

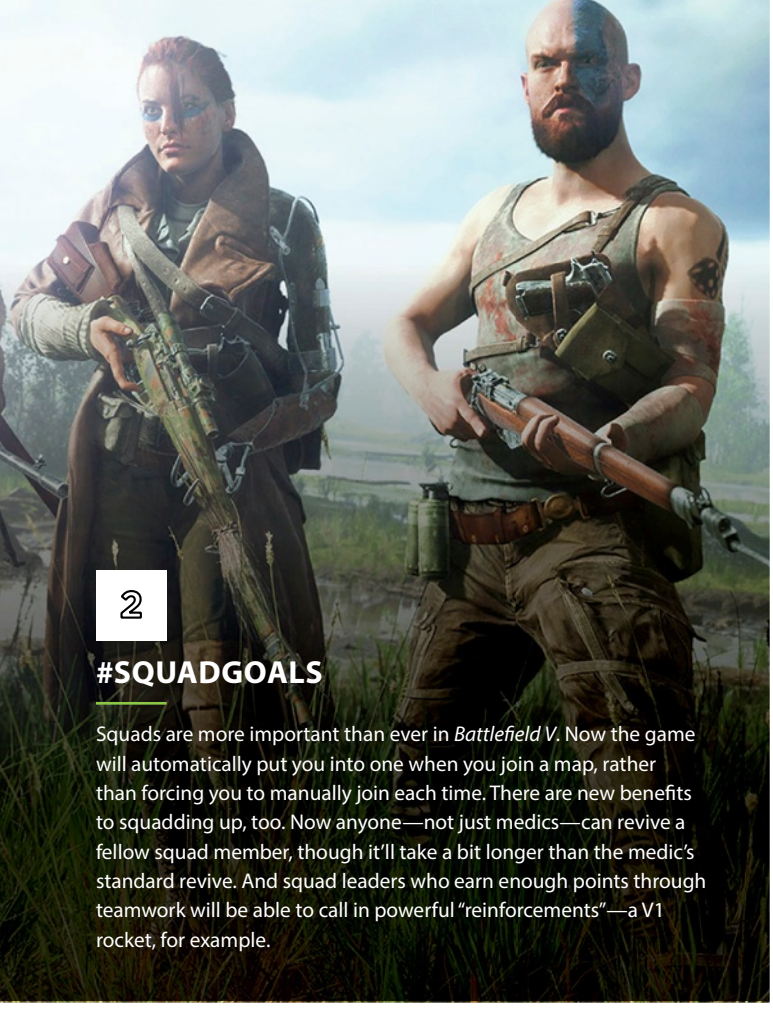
FACT FILE

PUBLISHER EA
DEVELOPER DICE
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.19.2018



1 LET'S GET PHYSICAL

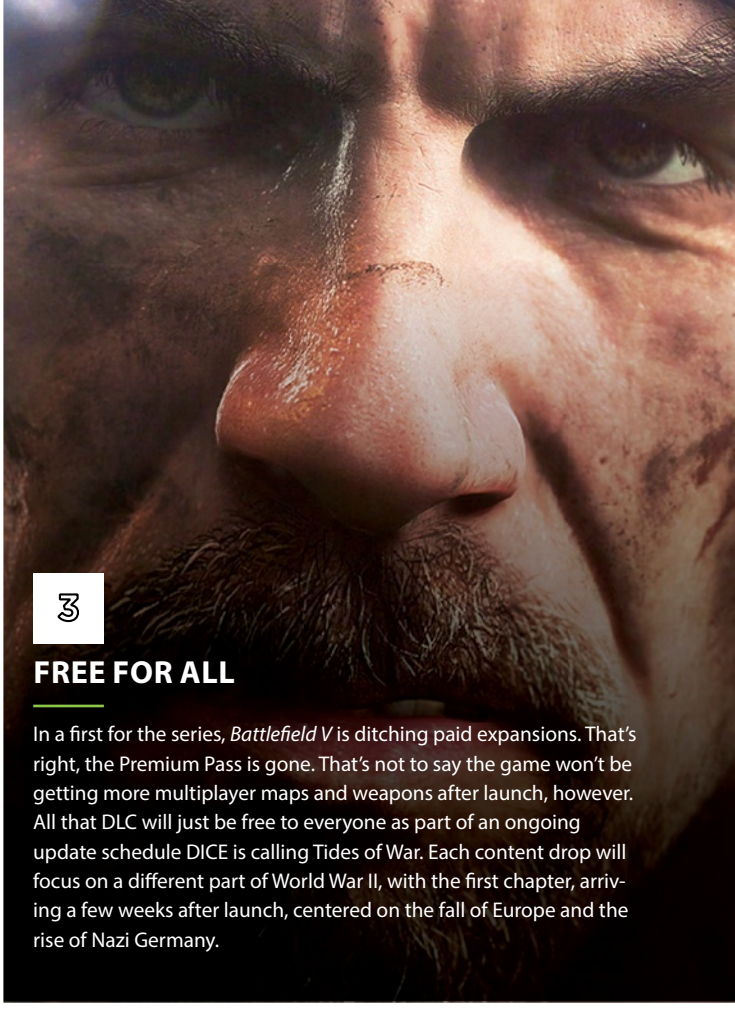
Battlefield V places a major emphasis on making everything that exists within the game world feel like a physical part of it, including your character. Large explosions will knock you back (if they don't kill you first). Health and ammo boxes no longer resupply you using a magic aura, instead requiring you to walk up and interact. Medics can drag fallen comrades to cover before healing them, and vehicles can tow stationary weapons. It's a fundamental change that should do wonders for immersion.



2

#SQUADGOALS

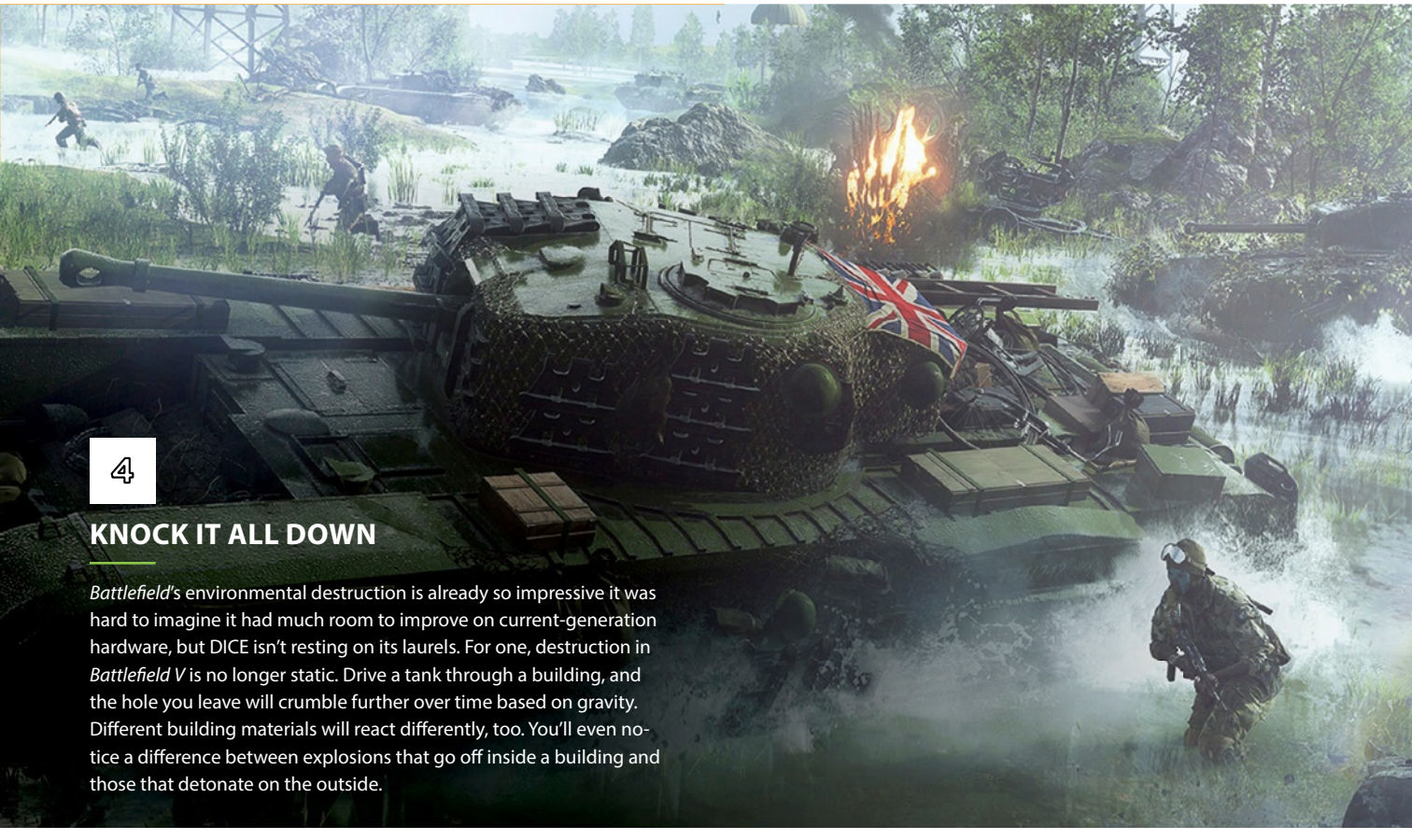
Squads are more important than ever in *Battlefield V*. Now the game will automatically put you into one when you join a map, rather than forcing you to manually join each time. There are new benefits to squadding up, too. Now anyone—not just medics—can revive a fellow squad member, though it'll take a bit longer than the medic's standard revive. And squad leaders who earn enough points through teamwork will be able to call in powerful "reinforcements"—a V1 rocket, for example.



3

FREE FOR ALL

In a first for the series, *Battlefield V* is ditching paid expansions. That's right, the Premium Pass is gone. That's not to say the game won't be getting more multiplayer maps and weapons after launch, however. All that DLC will just be free to everyone as part of an ongoing update schedule DICE is calling Tides of War. Each content drop will focus on a different part of World War II, with the first chapter, arriving a few weeks after launch, centered on the fall of Europe and the rise of Nazi Germany.



4

KNOCK IT ALL DOWN

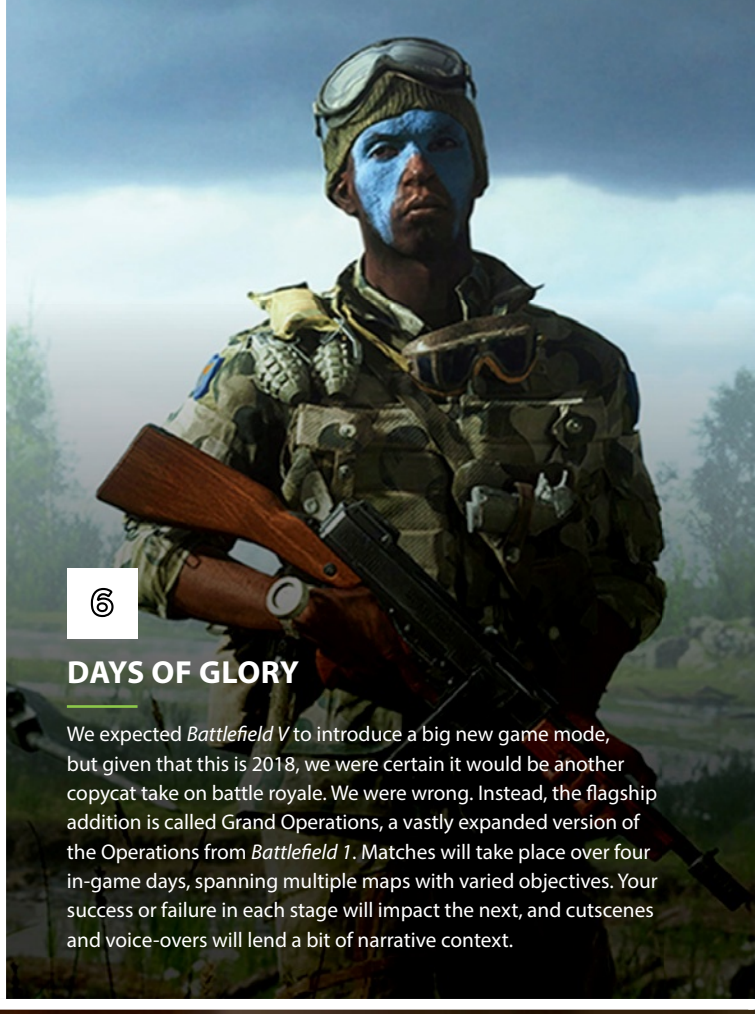
Battlefield's environmental destruction is already so impressive it was hard to imagine it had much room to improve on current-generation hardware, but DICE isn't resting on its laurels. For one, destruction in *Battlefield V* is no longer static. Drive a tank through a building, and the hole you leave will crumble further over time based on gravity. Different building materials will react differently, too. You'll even notice a difference between explosions that go off inside a building and those that detonate on the outside.



5

BUILD IT BACK UP

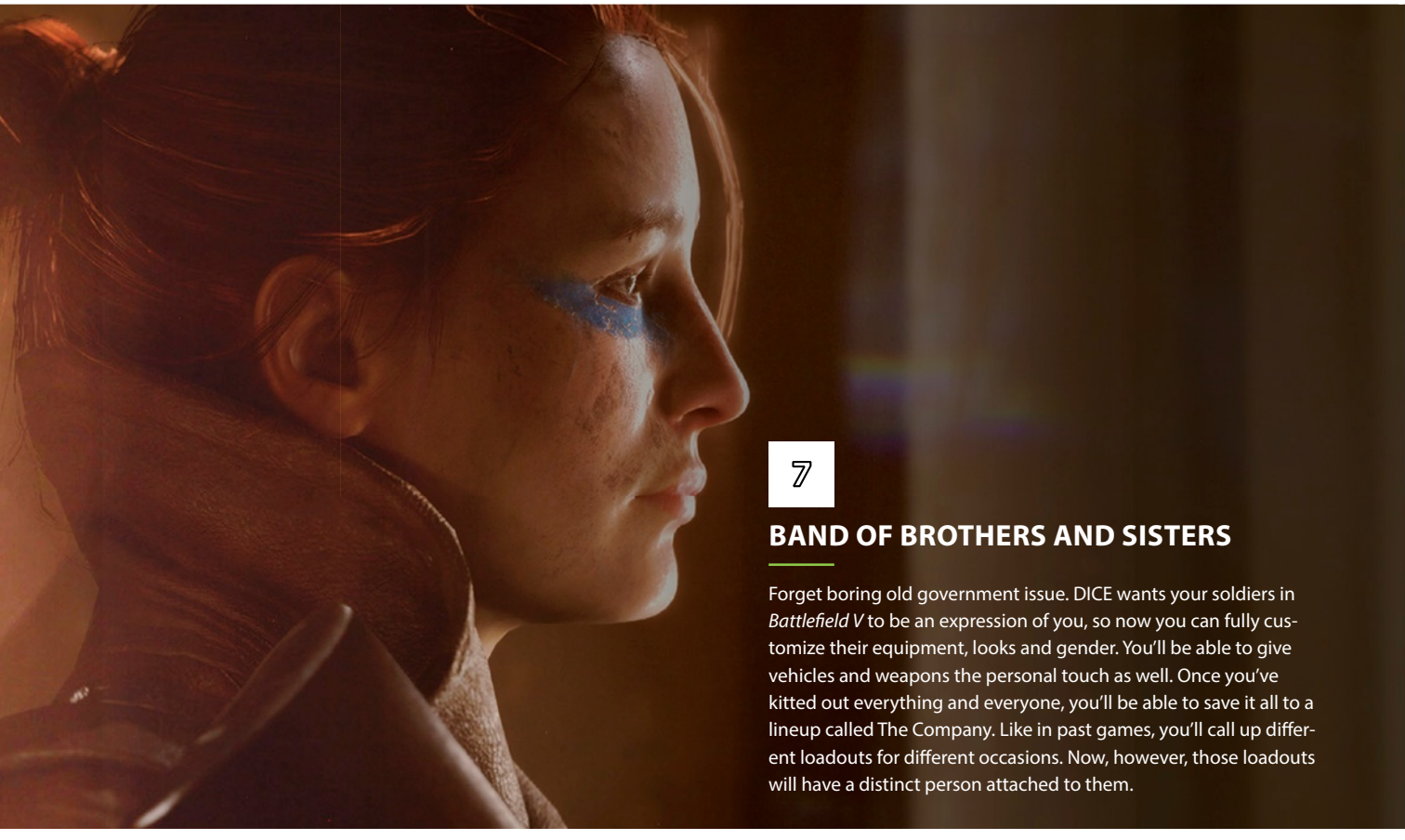
In a real "yin and yang" move, *Battlefield V* sports a new fortification system allowing you to repair all that damage that you just caused. No longer will you level all the buildings on a map and end up stuck in a bloody war of attrition with no cover. You won't be limited to fixing up existing buildings, either. You can also throw down a line of sandbags and build up stationary weapons. While everyone will have access to these fortification abilities, Engineers get the advantage of building faster than other classes.



6

DAYS OF GLORY

We expected *Battlefield V* to introduce a big new game mode, but given that this is 2018, we were certain it would be another copycat take on battle royale. We were wrong. Instead, the flagship addition is called Grand Operations, a vastly expanded version of the Operations from *Battlefield 1*. Matches will take place over four in-game days, spanning multiple maps with varied objectives. Your success or failure in each stage will impact the next, and cutscenes and voice-overs will lend a bit of narrative context.



7

BAND OF BROTHERS AND SISTERS

Forget boring old government issue. DICE wants your soldiers in *Battlefield V* to be an expression of you, so now you can fully customize their equipment, looks and gender. You'll be able to give vehicles and weapons the personal touch as well. Once you've kitted out everything and everyone, you'll be able to save it all to a lineup called The Company. Like in past games, you'll call up different loadouts for different occasions. Now, however, those loadouts will have a distinct person attached to them.



8

SIZE MATTERS

As part of *Battlefield V*'s more granular approach to destruction, the size of your weapon will now make a big difference in bullet penetration. A shot from a puny little pistol will just get stuck in the wall without doing any damage, but the rounds from a high-caliber mounted gun will punch right through cover and make sure anyone on the other side has a really bad day. It sounds like a significant change, one with the potential for serious implications to the game's multiplayer balance.



9

TELL ME A STORY

We weren't all that surprised to learn that War Stories, the novel single-player campaign introduced in *Battlefield 1*, is coming back. Using standalone vignettes following different characters throughout the major events and theaters of the war is a great way to tackle a sprawling conflict without reducing it to a shallow action-movie plot. But we *were* a little surprised that the first War Story DICE announced follows a young woman in the Norwegian resistance. It's definitely not a side of WWII that games usually spotlight.



10

BEHIND ENEMY LINES

Battlefield V includes a co-op mode called Combined Arms, but don't expect standard prefab missions. Instead, you and up to three other players will be able to use soldiers from your Companies to take on dynamically generated missions against AI enemies. The game will be able to mix and match different narrative beats and objective types to keep things fresh playthrough after playthrough. DICE is selling it as something for people who need a break from the stress of multiplayer but still want to play with friends.

PRE-ORDER

JURASSIC WORLD EVOLUTION

WALK THE DINOSAUR

BY JOSH HARMON

In the 25 years since the dinosaurs of *Jurassic Park* first roared into theaters, dozens of spin-off games have tried to capture the spirit of the movie and its sequels. Along the way, they've tried just about every gaming genre you can imagine: real-time strategy, shooters, side-scrolling platformers and, yes, even a dinosaur fighting game or two.

Still, if there's one genre that feels like a natural fit for the core fantasy of the *Jurassic* films, it's the park-building simulator. Why put players in the role of ground-level survivors like Alan Grant or Owen Grady when you can let them manage the entire operation, complete with all the power—and, presumably, the affinity for spotless white outfits—of a John Hammond or a Claire Dearing?

Jurassic World Evolution, out this summer from Frontier Developments, isn't the first game to attempt to deliver on that fantasy. It is, however, the most ambitious. *Evolution* sports all the elements of a classic park builder, like rich tools for construction, a wide array of facilities and attractions to develop, and the constant need to balance your finances with the enjoyment of park visitors. On top of that, the game layers deep systems directly inspired by the *Jurassic* series. With gorgeous, realistically simulated dinosaurs and an emphasis on player choice, *Evolution* isn't about directly adapting the events of any one movie. Instead, it's a gateway to a living world, one where no two adventures will be exactly alike.

As game director Michael Brookes told *Walmart Gamecenter*, the team at Frontier worked closely with Universal Pictures to ensure *Evolution* feels like a true series entry. "We've had freedom to expand upon the existing lore with dinosaurs, locations, characters and story not featured in any of the movies, but it's been important to us to make sure everything is as faithful as we can make it

FACT FILE

PUBLISHER FRONTIER DEVELOPMENTS
DEVELOPER FRONTIER DEVELOPMENTS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 07.03.2018



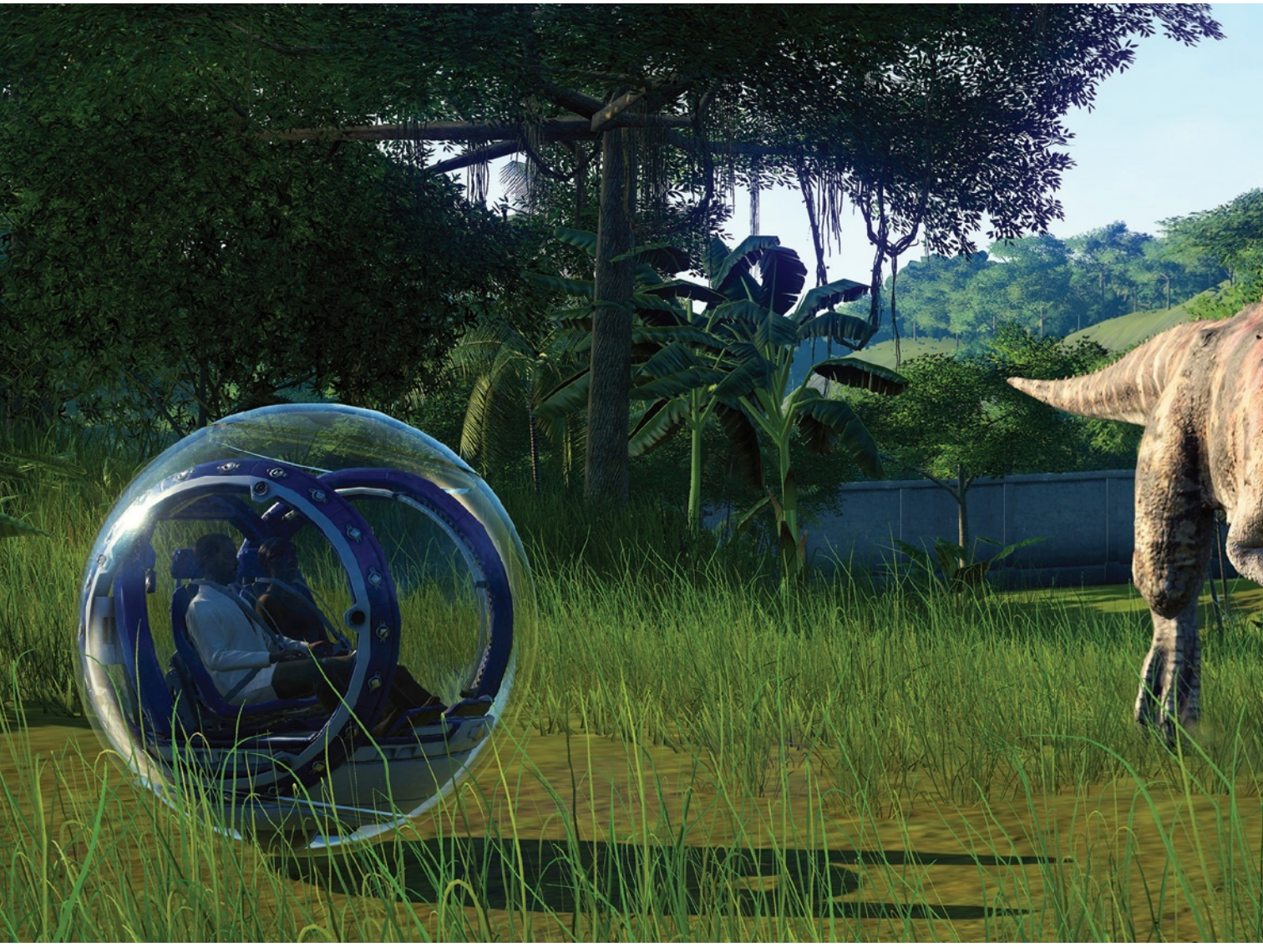
A Story With Star Power

Park simulation games aren't exactly known for storytelling, but *Jurassic World Evolution* is making an effort to change that. Frontier promises the missions of the campaign will form an interesting, cohesive narrative, one that weaves through established *Jurassic* canon and touches on similar themes.

The game builds up this story using both original characters and those from the films. For the latter group, the studio even got the actors to reprise their roles. And while it's fun to hear Bryce Dallas Howard as Claire Dearing and B.D. Wong as Dr. Henry Wu, nothing is more exciting than the return of Jeff Goldblum as Dr. Ian Malcolm.

As your advisor, Malcolm's not there to give out contracts or encourage you to explore any one route. As in the films, he serves as a Cassandra figure, commenting on your actions and warning you about the dangers of tampering with nature.

With gorgeous, realistically simulated dinosaurs and an emphasis on player choice, *Evolution* isn't about directly adapting the events of any one movie.



to the movies and Michael Crichton's novels," he said. "The game is absolutely brimming with references, Easter eggs and database entries drawn on the rich lore of the movies."

One of the most obvious ways *Evolution* adds depth to the franchise is by taking players to new locales. Thanks to a fleeting reference in *The Lost World: Jurassic Park*, we know that the "Site B" island of Isla Sorna is part of a larger archipelago called *Las Cinco Muertes*. In *Evolution*, you'll travel to Sorna and, for the first time, the other four islands in the chain. "'The Five Deaths,' as they're known, each present a different challenge, with unique climates, terrain and other factors changing the way you manage them," Brookes explained. Building a successful operation on one island will unlock the next, with each subsequent setting offering more to unlock and even greater obstacles to overcome.

Of course, no one will visit your park for the tropical scenery alone. To draw in tourists and start earning money to expand, you'll need dinosaurs. True to the source material, cloning a species of dinosaur requires you gather its DNA—a task you'll accomplish by sending teams to dig sites located at real-world paleontology hot spots. Once you've gathered enough genetic material, you can hatch your very own dino and release it into your park.

Reversing extinction, however, is just the beginning. You'll need to make sure your park has the facilities and personnel necessary to keep your dinos happy, healthy and safe. "Our dinosaurs have a powerful system of wants and needs powering their every action. They





need certain types of habitat, they need to sleep, they have social needs, they need space to move and some of them even need to hunt," Brookes said. In an exciting twist, you'll even be able to take direct control of units within the park to tackle problems that crop up in a more involved and engaging way. You can fly a chopper, for example, to chase down a loose dino, and even manually aim a tranquilizer gun to sedate your escapee.

Adding some structure to the experience are objectives. Contracts and missions are categorized into three pathways, each with a different focus. The first, Entertainment, is about making sure your park becomes a thriving tourist attraction. Second, the Science path places emphasis on discovering and sequencing new dinosaur genomes, as well as doing a bit of genetic engineering. Finally, Security is about learning to actively manage any dino-related crisis. To truly put your containment measures to the test, you'll need to breed the most dangerous dinosaurs possible.

One of the most obvious ways *Evolution* adds depth to the franchise is by taking players to new locales.

Spare no Expense

The most famous setting in the series, Isla Nublar, isn't actually one of *Las Cinco Muertes*. This island, where the events of *Jurassic Park* and *World* unfolded, plays a special role in *Jurassic World Evolution*. Isla Nublar, you see, is home to the game's unlockable sandbox mode. Once you've managed to earn a five-star rating on the game's first island, Isla Mantaceros, you can head to Nublar to build the park of your dreams.

There, you'll have unlimited money at your disposal, as well as control over the time of day, weather, and the frequency of crises. If you want to build a sprawling park where nothing goes wrong, go for it. If you want frequent power outages to let raptors loose on hapless tourists, you can make that nightmare a reality, too. Everything you unlock in the main game then becomes available on Nublar as well, so you'll no doubt keep coming back as you progress through the campaign.





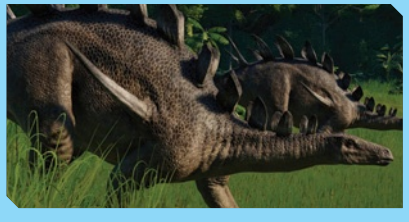


Dino DNA

While you'll of course be able to fill your park with the usual dino suspects—*T. rex*, *Velociraptor*, *Stegosaurus*, *Triceratops*—the roster of species goes much further than that. Here are some of the deeper cuts you'll encounter in *Evolution*.



Metriacanthosaurus
Paleontologists have only found fossils from a single *Metriacnathosaurus*, and even then just a portion of its hips, legs and backbone. That left plenty of room for artistic license in the *Jurassic World* version, like with those protrusions on its head.



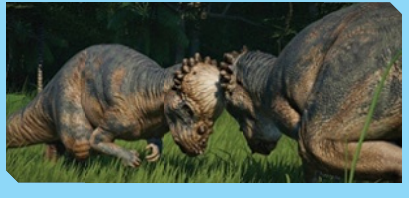
Kentrosaurus
Most of the dinosaurs you see in *Jurassic Park* and *World* actually lived during the Cretaceous, but these stegosaurians are actually repping the Jurassic. Swatting away predators with a spiked tail is cool and all, but ensuring the game's title is accurate? That's truly something.



Edmontosaurus
Some of the largest hadrosaurids, these herbivores were among the last dinosaur species around at the end of the Cretaceous, when a meteor hit and kicked off a mass extinction.



Chasmosaurus
Though it may look a bit like *Triceratops*, *Chasmosaurus* lived much earlier and differed in some key respects. Notably, its head frill wasn't solid bone. It was mostly hollow, so it wouldn't have been much use in a fight.



Pachycephalosaurus
No, this dino isn't going bald. That's a 10-inch-thick dome of bone on top of its skull. Some scientists think pachycephalosaurs butted heads with one another, like deer do with their antlers today.



As you work through the story, you'll need to decide which contracts and missions you want to prioritize. Should you focus on just one area, or attempt to balance all three? "Choosing one path is certainly possible and a perfectly acceptable path to the end of the game, but remember that in *Jurassic World*, Isla Nublar is a tourist destination, scientific research facility and security outpost all at the same time," Brookes explained. "It can pay to do a little of everything. We like games where choices have meaning and consequences, and where following one route might make other paths harder."

Jurassic World Evolution will also challenge you with a wide variety of crisis situations.



No matter what trade-offs you make, you can be sure it won't always be smooth sailing. True to the spirit of the movies, *Jurassic World Evolution* will also challenge you with a wide variety of crisis situations. "A theft from your facility is a small emergency, but if that theft knocks out the power and one of your dinosaurs notices their enclosure is no longer electrified, that small emergency can become a huge calamity," Brookes said. "Equally, huge disasters can emerge suddenly thanks to power outages or huge storms."

It's in this scenario, this idea of desperately trying to salvage your dinosaur park while everything threatens to come apart at the seams, where *Evolution* sounds most promising. Plenty of simulation games let you build amazing parks and live out a story that feels like your very own. What Frontier has a chance to deliver, however, is a game where each of those emergent adventures feels packed with enough drama to be worthy of its own summer blockbuster. That's no small task, but here's hoping *Jurassic World Evolution*, uh, finds a way.



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PRE-**ORDER**

SPIDER-MAN

DOES WHATEVER A SPIDER CAN

BY EMMA SCHAEFER

Peter Parker is swinging back into action in *Spider-Man*, the latest big superhero game headed to the PlayStation 4. This isn't the young and inexperienced hero-to-be from the latest run of Marvel movies, nor one of the many incarnations of Parker from the comics. Insomniac Games' version of Spider-Man is all-new, letting players jump right in without any prior knowledge of the series—though there will still be plenty of references for long-time fans.

This version of Parker is 23 years old, and has been in the hero business for eight years. He's an established hero, and some of his friends are clued in to his identity. While Spider-Man fights the Inner Demons, a new gang vying to grab more territory under the lead of Mister Negative, Mary Jane works at his side, fighting back in her own way as an investigative reporter. Parts of the game let you play as Mary Jane, giving you a glimpse of Spider-Man's activities from an outside perspective.

On the Spidey side, however, it's all about web-slinging action. Parker has a huge variety of new moves that let him zip across the city at high speeds and take down the Inner Demons. Running freely through the city, he can sprint on walls, attach web-lines to buildings, and use his momentum to launch himself skyward. Spider-Man's webs can also latch onto the environment, toppling scaffolding into a group of enemies, for example, or slamming two foes into each other. With a much larger open world than any previous



This version of Parker is 23 years old, and has been in the hero business for eight years.



FACT FILE

PUBLISHER SONY INTERACTIVE ENTERTAINMENT
DEVELOPER INSOMNIAC GAMES
PLATFORMS PS4
RELEASE DATE 09.07.2018



Gadgets and Gear

Spider-Man has more than just his webbing to work with. He'll be able to unlock multiple suits over the course of the game, each styled after different Spider-Man appearances in movies and comics and each with different powers. Additionally, he'll have a variety of gadgets to use in combat, all upgradeable and capable of turning the tide of battle. Here's a peek at just a few.

TRIP WIRE
This gadget can be placed on walls, trapping unsuspecting enemies while Spider-Man sneaks around, or can be used to string two enemies together to dispose of them easily.

WEB BOMB
A huge burst of webbing that disables all surrounding enemies, the Web Bomb can be upgraded to ensnare enemies for longer portions of the fight.

SPIDER-DRONE
This drone hovers over enemies, spraying down web cover and diverting focus from Spider-Man. Use it to draw away suppressive fire or to create a distraction while sneaking.

Spider-Man game, Parker will need his new abilities to keep moving fast.

Trouble pops up wherever Spider-Man goes. In addition to the main storyline, he may stumble across car chases, store robberies, drug deals, shootouts, and much more. Returning characters offer special missions, with Felicia "Black Cat" Hardy challenging Spider-Man to find her hidden cats, Taskmaster sending Spider-Man to chase down different missions, and Oscorp setting up research stations in obscure places Spider-Man can only approach with some tricky web-slinging maneuvers.

New York City is full of crime, but with Spider-Man's powers, the help of his friends, and a lot of luck, you might be able to clean it up.



PRE-ORDER

SHADOW OF THE TOMB RAIDER

TRUTH CAN LIE OUTSIDE THE LIGHT

BY EVAN SLEAD

This September, Lara Croft will finally reach her last stop on the road to becoming the Tomb Raider.

Square Enix's action-adventure game *Shadow of the Tomb Raider* will mark the final adventure in Lara's origin story, which kicked off with developer Crystal Dynamics' 2013 reboot *Tomb Raider*. While the former developer helped with this latest effort, it passed the reins to *Deus Ex: Mankind Divided*'s Eidos Montreal. As such, expect a few changes to this final entry in the trilogy, including new gameplay mechanics and the darkest story yet.

When first jumping into *Shadow*, players will be met by a determined and vengeful Lara. With the truth about her father's death fresh on her mind, she has spent months hunting down the nefarious group Trinity. But in her rage-fueled quest for justice, Lara unwittingly sets off the Mayan apocalypse. According to Crystal Dynamics brand manager Chris Johnston, Lara's fateful decision is just one of the many trials she'll face. "She's going to have to learn that her choices have serious consequences," he said. "It's these choices that she makes throughout this final game that will ultimately define her as the tomb raider she's meant to be."

FACT FILE

PUBLISHER SQUARE ENIX
DEVELOPER EIDOS MONTREAL, CRYSTAL DYNAMICS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 09.14.2018

"It's about Lara exploring these really tight, narrow, claustrophobic sea areas where we look at the idea of risk versus reward."

Crystal Dynamics brand manager Chris Johnston

Paralleling the apocalyptic story will be the fiercest locale Lara's faced yet: the jungle. She'll have to adapt to the harsh and dangerous surroundings by becoming, as Johnston put it, "one with the jungle." Wild animals, hidden traps, and Trinity soldiers will confront her at every turn, but Lara will have the resourcefulness to adapt to her surroundings and use them against her foes. Using the shade of her environment, Lara will even be able to re-enter stealth mode to escape enemies who've spotted her.

Lara will also have access to a brand-new ability, rappel swing, which will allow her to expertly traverse walls. She'll be able to ascend and descend cliffs and even wall run to build enough momentum to jump to a nearby ledge. Also new will be full 360-degree underwater navigation. While you'll be able to explore more areas by swimming, it will come with deadly challenges. "It's about Lara exploring these really tight, narrow, claustrophobic sea areas where we look at the idea of risk versus reward," said Johnston. Uncover new tombs, artifacts, and more at your own risk.

Get ready to brave the jungle, and your own choices, as Lara becomes the hero she's destined to be.

Old Tombs, New Danger

Tucked into Peru's mysterious and seemingly endless jungle will be new tombs for Lara to explore. While the past two entries in the trilogy pitted her against puzzle-filled rooms, *Shadow of the Tomb Raider*'s explorable tombs will offer more than just ancient riddles.

According to Crystal Dynamics' Chris Johnston, *Shadow* will take you beneath the ground "to dark, deeper places and tombs that are downright terrifying." Players will have more tombs than ever to explore, and each will come with their own reflection of the Mayan culture. That people's ancient customs revolved around sacrifice, as well as the natural elements, meaning Lara will likely come up against centuries-old traps.

Johnston also promised tombs will be the largest they've ever been in the reboot trilogy. When not trying to avoid traps or solve puzzles, Lara will be able to search crumbling catacombs for hidden artifacts, using her new swimming and wall-running skills.



PRE-ORDER



RED DEAD REDEMPTION 2

OUTLAW COUNTRY

BY MICHAEL GOROFF

Every time developer Rockstar Games—you know, the studio behind the *Grand Theft Auto* series—releases a new title, it feels like a major event, and *Red Dead Redemption 2* is no different. Not only is it a sequel to one of the most beloved video games of all time, but it's promising to change the way we look at open-world games forever.

Trading in the hustle and bustle of modern cities for the dusty, unforgiving wilderness of the Wild West, the first *Red Dead Redemption* took the perfected open-world mechanics of the *Grand Theft Auto* series and translated them into an epic spaghetti Western rivaling *Once Upon a Time in the West* and *The Good, The Bad, and The Ugly*.

Taking place in 1911, *Red Dead Redemption* followed semi-reformed outlaw John Marston as he hunted down the last remaining members of his former crew, the Van der Linde Gang, in order to save his family. Between the sprawling story, memorable characters, stylish shootouts, and beautiful landscapes of the American frontier, *Red Dead Redemption* set a new standard for what games could be.

Red Dead Redemption 2 looks to once again make a mark on history—in more ways than one.

Instead of moving forward in time, *Red Dead Redemption 2* is going back to look at the Wild West just before it was tamed. Set in 1899, *Red Dead Redemption 2* is actually a prequel of sorts to the first game, following the exploits of the Van der Linde Gang before technology and the law came together to squash the renegade spirit of the American West. Following a botched robbery in the town of Blackwater, the gang is forced to go into hiding as federal agents and bounty hunters alike try to hunt them down.

This time around, *Red Dead Redemption 2* follows Arthur Morgan, Dutch van der Linde's right-hand man and the most trusted member of the group. Arthur might be an outlaw, but he's a principled man, and when divisions arise between members of the gang, Arthur will have to make choices that will determine the fate of his brothers in arms.

Instead of moving forward in time, *Red Dead Redemption 2* is going back to look at the Wild West just before it was tamed.





FACT FILE

PUBLISHER ROCKSTAR GAMES
DEVELOPER ROCKSTAR GAMES
PLATFORMS XBOX ONE, PS4
RELEASE DATE 10.26.2018

Because you're part of an outlaw gang, a major focus in *Red Dead Redemption 2* will be managing your camp and helping the various members of your crew with certain tasks. These could include hunting wildlife for dinner, robbing banks and trains, or taming wild horses.

Accomplishing these tasks will require you to venture out into the world, and that's where *Red Dead Redemption 2* will really set a new benchmark for open-world games. Non-player characters will go about their lives whether Arthur is around or not, but when you are around, characters will react realistically to you depending on what you're doing or wearing. The folks of Blackwater will be much less friendly if you're walking around wearing a bandana over your face and carrying a six-shooter. Even small actions like staring at people for too long will provoke a reaction of some kind.

Outside of the larger towns, the world will be even wilder than before. The way Arthur moves will depend on the terrain he's covering, so climbing over rocks and walking through low rivers will take on new levels of realism. You can still hunt deer, coyote, wolves and bears, but animals will react more realistically to your presence. If you do manage to bag a deer, you'll want to either cook it or sell it as soon as you can, as meat can spoil in *Red Dead Redemption 2*.

There are many reasons to be excited for *Red Dead Redemption 2*, and hopefully it can live up to the hype. We'll find out when the game finally launches for PlayStation 4 and Xbox One this October.



Familiar Faces

Red Dead Redemption 2 is set 12 years before the first game. This time, however, the gang you hunted down in the original are actually your brothers in arms, meaning you'll run into a few familiar faces over the course of your journey. Here are some of the characters we know will be making a return.

JOHN MARSTON

You might not play as former protagonist John Marston in *Red Dead Redemption 2*, but he seems to play an important role in the story. In 1899 Marston is still a valued member of the Van der Linde Gang, and he seems to have a special relationship with Arthur.

DUTCH VAN DER LINDE

The main antagonist of the first game, Dutch is the leader of the Van der Linde Gang in *Red Dead Redemption 2*. As Arthur, you'll be Dutch's right-hand man, but the botched robbery sets him on edge. We have a feeling that Dutch will test Arthur's loyalty throughout the game.

EDGAR ROSS

The slimy, untrustworthy federal agent who betrayed John Marston in the first game is back for *Red Dead Redemption 2*, or at least we think he is based on the most recent trailer. It seems likely *RDR2* will explain why Ross had it out for the remnants of Dutch's gang in the original.

PRE-ORDER

CALL OF DUTY: BLACK OPS 4

BLACK OPS 4 DECLASSIFIED

FACT FILE

PUBLISHER ACTIVISION
DEVELOPER TREYARCH STUDIOS
PLATFORMS XBOX ONE, PS4, PC
RELEASE DATE 10.12.2018

BY NICK PLESSAS

The recent reveal of *Call of Duty: Black Ops 4* harbored many surprises, showing fans just what they can look forward to this fall. The changes found in this year's sequel will make for an even more multiplayer-focused experience than past games.

The biggest shake-up *Black Ops 4* brings to the *Call of Duty* formula comes not from what the game will add, but from what it will take away: *Black Ops 4* will be the first mainline *Call of Duty* installment not to feature a single-player story campaign. Treyarch revealed that the game will feature solo missions, which take place on multiplayer maps and focus on teaching players how to use each multiplayer hero, but these sound closer to tutorials than full-on campaign missions.

Replacing the single-player will be another first for the series: a battle royale mode. Called Blackout, this mode will put the most *Call of Duty* players ever on the series' biggest map in history in a fight down to the last, solitary soldier. Blackout pulls influences from the entire *Black Ops* timeline, with characters, weapons, drivable vehicles and even map locations designed after those in previous games.

Back in more familiar territory, *Black Ops 4*'s multiplayer shares many similarities to *Black Ops III*, but hardcore fans will notice some impactful core design changes. Double jumping and wall running are both gone, giving the multiplayer a much more grounded feel. The pace is further slowed by larger health pools and manual health regeneration, making for a more methodical and precise competitive environment.

Finally, developer Treyarch's venerable Zombies mode will make its grand return. The developer is keeping most details close to the vest for now, but we do know *Black Ops 4* will launch with three full Zombies maps, more than any game prior.

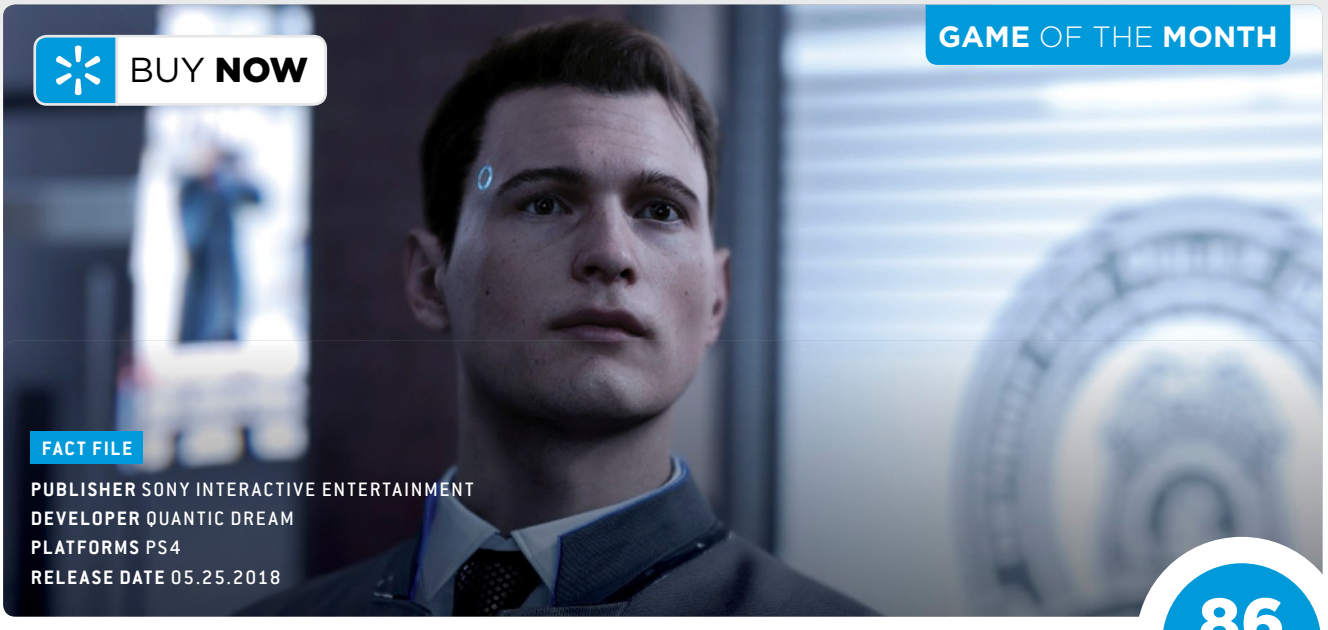
If you're a fan of tight combat and a wide selection of multiplayer options, *Call of Duty*'s future is anything but black.



Replacing the single-player will be another first for the series: a battle royale mode.

REVIEWS

UNCENSORED EVALUATIONS FROM THE GAMECENTER EXPERTS



86/100

DETROIT: BECOME HUMAN

FIGHT FOR FREEDOM

BY MICHAEL GOROFF

Quantic Dream has a long history of pushing the boundaries of interactive storytelling. *Detroit: Become Human* is the pinnacle of everything the developer's achieved so far. While it might fall into some of the same traps as every other Quantic Dream game, it's also one of the most immersive gaming experiences around.

Detroit: Become Human follows three different androids—Kara, Connor and Markus—in the year 2033, when androids are replacing humans in the workforce and driving up unemployment. People are snatching up androids like iPhones and tasking them with cleaning their houses, maintaining their parks, walking their dogs and even working as salespeople in android stores.

The problem is that more and more androids are becoming "deviant" by showing signs of having the ability to think freely and feel emotions that aren't in their programming. They're waking up and realizing that they don't want to serve humans anymore. Whether this ends in a civil war or some form of peace is up to you.

Detroit: Become Human's gameplay will look familiar to people who've already played games like *Beyond: Two Souls* or *Heavy Rain*. The bulk of your time in *Detroit* involves making choices for your characters, whether in dialogue or action sequences, and the amount of choice *Detroit* offers is staggering. Over the course of the game's 32 chapters you'll be making hundreds of decisions, most of which affect what happens in later chapters. Even some of the most seemingly insignificant dialogue choices may unlock a new path later in the story that decides whether a character lives or dies. If you're looking for a game that will test your skills, this probably isn't it, as action scenes are driven mostly by simple on-screen button prompts. But if you're looking for a compelling story, *Detroit: Become Human* is one of the most complex and rewarding narrative-based games ever made.

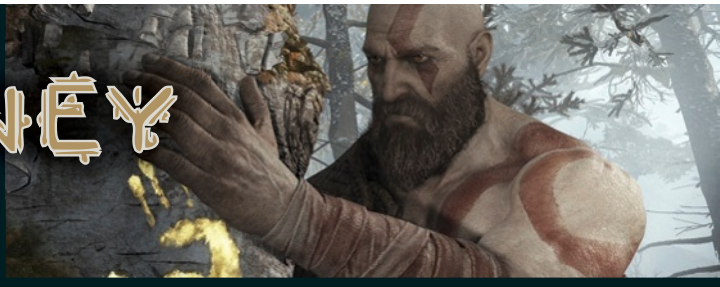
The choices you make wouldn't mean much if you didn't care about the characters. Fortunately, Kara, Connor and Markus are all engaging and likable in their own ways, and deciding which path each character takes is incredibly satisfying. Will runaway Kara walk a moral road to freedom, or will she lie, cheat and steal her way to the border? Connor, the experimental law enforcement android who's tasked with investigating deviants, struggles with his own identity crisis, and you can determine which side he lands on. And the leader of the android revolution, Markus, must decide if a violent revolution or a peaceful protest is the best way to secure android rights. What's more, each character's narrative bleeds into the others' in ways that are surprising and satisfying.

Detroit: Become Human is the most cinematically assured Quantic Dream game yet. Every moment feels like you're directing your own movie. It's a little disappointing that the developer still hasn't figured out how to make these games more interesting from a gameplay perspective, but if you're looking for a sprawling, immersive narrative experience, *Detroit: Become Human* is well worth playing, replaying, and replaying again. G

God of War

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THE JOURNEY



THE MARKED TREES

WILDWOODS

1. START AT PYRE
2. EXIT GATE
3. TRACKS
4. BRIDGE GAP
5. DEER APPEARS
6. BRIDGE OBSTRUCTION
7. DRAUGR AMBUSH!
8. GREEN HEALTHSTONE
9. STREAM'S END
10. CLIMB LEDGE
11. CLIMB CHAIN
12. WOLVES!
13. BARRIER TO NORNIR CHEST
14. TEMPLE ENTRANCE
15. BROKEN GAP
16. TEMPLE YARD (DRAUGR!)
17. TALL DOORS
18. FROZEN POND
19. SIDE CHAMBER
20. YARD EXIT PASSAGE
21. CLIMB CHAIN
22. IRON GATE
23. STAIRS
24. JÖTNAR SHRINE (SKÖLL & HATI)
25. DEER REAPPEARS
26. FIRE TROLL BATTLE!
27. CLIMB LEDGE
28. SEALED DOOR
29. CLIMB WALL
30. LIFT PLATFORM
31. HOUSE ENTRY

- ARTIFACT
- CHEST
- COFFIN
- HIDDEN CHAMBER
- LORE
- NORNIR CHEST



JOURNEY OBJECTIVES

- Follow the River Downstream
- Hunt with Atreus
- Defeat the Troll
- Return to the House
- Defeat the Stranger
- Return to the House

NEW ENEMIES

- Draugr
- Hel-Reaver Lord
- Miniboss: Dauði Kaupmaðr
- Boss: The Stranger

The story opens in a moment of melancholy: Kratos, once the raging, pitiless Ghost of Sparta, gazes in sadness at the trunk of an ancient tree marked with a yellow handprint. Press Circle to trigger a scene: Kratos wields his great axe. Press R1 several times to slice through the trunk. Kratos then hefts the fallen tree onto his shoulder.



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HOW TO USE THIS WALKTHROUGH

This walkthrough for The Journey guides you step-by-step along *God of War*'s "critical path"—that is, the game's main story. Midgard also offers many engrossing optional activities for adventurers, but those pursuits are fully covered in other sections of this book. Our Journey walkthrough covers only activities associated with the game's central plotline.

That said, our walkthrough does *fully* explore each area that you visit while completing The Journey's listed objectives. That means we point out every important game-related item in each area visited in The Journey, including all major loot receptacles (chests, coffins, etc.), all lore markers, and all collectible items (such as Artifact Sets) that you can cash in at a shop.

But again, don't expect to find every discoverable *God of War* "thing" in this walkthrough. Completionist maniacs (and you know who you are) can check out the other sections of this strategy guide to find where every optional endeavor leads, and where every Odin's Raven squawks.

Push the left stick forward to follow the boy, Atreus, to the flag-marked dock. Approach the canoe moored there and press Circle: father and son lash the tree to the boat, then Kratos tosses the great trunk into the river and joins Atreus in the canoe. Here, your first official objective appears on-screen.

OBJECTIVE: Follow the River Downstream

Kratos starts out clad in minimal armor, but he's armed with his mighty axe, Leviathan. Use the left stick to steer the boat downstream. Listen to the conversation as you travel. Atreus says the forest feels somehow different; Kratos replies, "Everything is different now, boy." After you pass through the rock tunnel, steer toward the dock marked with a flag, and press Circle to debark.



Kratos automatically pulls the tree from the water and hoists it on his shoulder again. Follow Atreus along the path until you reach the house, triggering another scene: Kratos chops the tree into kindling for a pyre (marked as **(1)** on our mission map).

Father and son bid farewell to the great love of their lives. Then Atreus retrieves his bow and a quiver of arrows.



FAVORS, LABORS, AND COLLECTIBLES

This book has separate comprehensive sections for all of the optional content such as Favors, Labors, and other subsidiary pursuits available in *God of War*.

OBJECTIVE: Hunt with Atreus

FIND THE ARTIFACT

Exit the compound via the gate **(2)** and follow Atreus up the path as he hunts for deer. Keep an eye out for the bluish glow of pickup items—one item, a sack of Hacksilver (circled in our screenshot), sits where the path splits just past the waterfall. Veer up the rightmost fork and find the tracks on the ground **(3)**. Examine them to trigger a quick scene: Atreus identifies them as "not deer."



Before you take the other path fork up the staircase onto the bridge, follow the ravine leading under the bridge to find the chest (circled in our shot) stashed there. Press Circle to punch through the lid and loot its contents.



Keep following the ravine to find the glowing Lost Toy (a toy boat) on the ground just past the bridge overhead. This is the first of numerous valuable Artifacts you can collect in the game. Grabbing this one bestows a reward of 10 XP.



ARTIFACT SETS

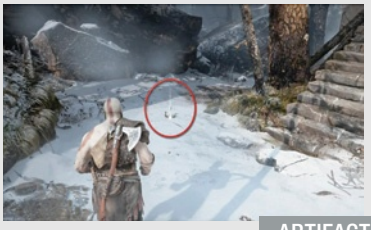
God of War features sets of pickup items called Artifacts that bestow a nice XP bonus when the entire set is collected. The first set, entitled "Lost and Found," includes four Lost Toys scattered around the Wildwoods area.

The game keeps track of the sets you're collecting on the Artifacts page in the Goals section of your in-game journal. Later, when you find the Dwarven shops, you can sell the Artifacts you've found for Hacksilver.

Note that our walkthrough for the Journey points out any Artifacts you can easily collect along the main story path. But if you want to find all Artifacts in the current area, including hidden ones, check out the **Artifacts** chapter of our guide.

LOST TOY

Find this toy boat in the ravine underneath the first stone bridge after you leave the family compound. Reward: 10 XP.



ARTIFACT

FIND THE DEER

Climb the stone staircase to find more tracks; Atreus suggests they could be wild boar. At the top, follow the on-screen directions to make a running leap across the broken gap **(4)** in the bridge. Follow Atreus down the path, and use the same technique to vault over the fallen tree trunk. Up ahead, Atreus nearly runs into a magnificent buck **(5)**.

Take up the chase, but don't miss the sacks filled with Hacksilver stashed along the path, plus another chest under a fallen tree to the right.


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(Don't worry—the deer won't escape if you take time to explore.) When you reach the suspension bridge, Atreus points out that the fleeing deer "broke the bridge"; a fallen chunk of the bridgehead obstructs passage over on the far side **(6)**.



CLEAR THE BRIDGE OBSTRUCTION

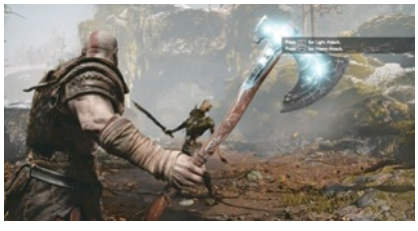
Use your Leviathan Axe to clear the obstruction. Here's how:

- **Press the right D-pad button to wield the Leviathan Axe (if you're not already holding it).**
- **Hold in L2 to activate a white on-screen targeting reticule.**
- **Use the right stick to aim—that is, to move the white targeting reticule over the fallen obstruction on the far side of the bridge.**
- **Press R1 or R2 to fling the axe, which shatters the wooden boards of the obstruction.**
- **Then press Triangle to recall the axe. It zooms straight back into Kratos' hand!**



Hop across the broken gap. Ahead, the buck reappears; Atreus fires a hasty arrow and misses his shot. A disappointed Kratos confiscates the boy's bow and orders him to find the deer again.

DEFEAT THE DRAUGR SQUAD



Continue down the path, following Atreus into the clearing **(7)** ahead. When the Draugr appears, fling your axe through it from a distance. If the creature manages to get into melee (close) range, nail it with a quick string of light attacks to knock the beast off-balance, then kill with a follow-up heavy attack. Your Leviathan slices up Draugr quickly, but Kratos' bare-handed punches are nearly as deadly.

DRAUGR

The standard Draugr soldier is a skinny fellow with weak defense. These foes cause problems for Kratos only if they appear in numbers large enough to swarm and surround.

After you terminate the first threat, a second Draugr leaps from atop a boulder down into the clearing. Try to nail him from range with axe tosses. Then two more Draugr pairs rush in to attack, one after another. Hold in L1 to block Draugr blows, then follow up with a heavy attack by pressing R2. Experiment with these three attacks (axe toss/recall, light attack, heavy attack), interspersed with blocks.

ONE THROW, TWO HITS

If you toss the Leviathan at a target, and then press Triangle to recall it immediately after it strikes, the axe often hits the same target a second time on the way back to Kratos!

EXPLORE THE CANYON

Once all Draugr are destroyed, follow Atreus again as he heads toward an ancient ruin featuring great stone towers. Proceed through an archway etched with odd letters, into a stone-paved courtyard **(8)** with stairs leading in four directions.

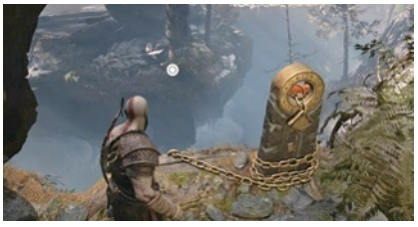
Snag the glowing green Healthstone in the center to replenish your health. Then look up to spot a bucket hanging from the ceiling. This is an "offering cask" and you'll find many of these throughout Midgard. Each holds Hacksilver, hung up by Odin's disciples as an offering to the gods. Target the glowing disk above the bucket and toss Leviathan to knock the cask to the ground. Then go pick up the Hacksilver drop.



Atreus heads to the leftmost staircase, but let's fully explore these ruins before moving on. Turn up the rightmost staircase and follow the path downhill toward the waterfall. Don't miss the chest tucked into a grotto on the ravine's left side. Follow the stream to the end **(9)** to find a Hacksilver sack next to another corpse. Then go back directly toward the waterfall and veer right to climb the low ledge (circled in our shot) marked with symbols **(10)**.



Follow the route to the canyon drop-off where you find a chain wrapped around a podium **(11)**. Press Circle to slide down the chain to the ground below. (Atreus automatically jumps on his father's back for the ride down.) At the canyon's bottom **(12)**, two Rabid Wolves guard a coffin.



WOLF

These beasts dart side to side as they rush you, making it harder to target them with a Leviathan toss. Once in close, a Wolf makes lunging bites; block these with your shield, then follow up with a quick combo of bare-handed strikes. Wolves are easy to stun in this manner.

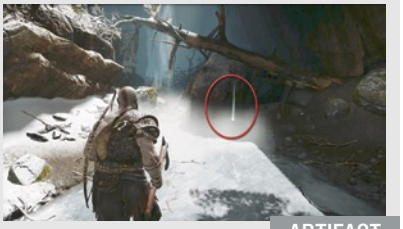
After you kill both animals, open the coffin to find a large stash of Hacksilver. Before you return to the chain hanging down the canyon wall, be sure to find the Lost Toy (a toy horse) on the ground nearby. Then climb the chain out of the canyon and return all the way back to the stone courtyard **(8)**.




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LOST TOY

Climb down the chain into the canyon guarded by twin Wolves to find this toy horse statue. Reward: 10 XP.



ARTIFACT

OPEN THE NORNIR CHEST

Back in the courtyard, go up the next staircase to your right and toss Leviathan to shatter the wooden barrier ahead **(13)**. Proceed into the cave-like chamber beyond to find a Nornir Chest—that is, a chest sealed shut by three glowing blue runes. You can't open a Nornir Chest unless you break all three runic seals. To do this, find the three matching runes etched on stones elsewhere in the area, and toss Leviathan at each one.



Smashing each runic seal breaks the corresponding seal on the chest:

- One matching runic seal is on the floor, just right of the Nornir Chest.



- Another one is stashed inside an open chest that sits against the side wall to the left of the Nornir Chest.



- The third runic seal sits atop some rubble in the front left corner of the chamber as you face back toward the entrance.



When all three runic seals are broken, open the chest to claim the substantial treasure inside: an Iðunn Apple, one of nine in the game. These apples are found only in magically locked Nornir Chests. Every three Iðunn Apples you collect increases your maximum Health, a valuable boost.



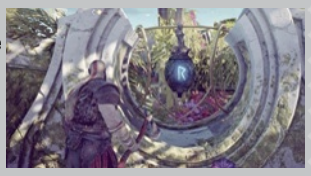
ENTER THE TEMPLE

Return to the central courtyard **(8)**, turn right, and head up the last staircase. Follow the walkway to see the deer leap up into the ancient temple ahead. Continue to the temple entrance **(14)** and open the great red doors. This triggers a short scene: father and son spot the deer atop a low ridge up ahead, but it's out of Atreus' bow range.



Hop across the walkway gap **(15)**, descend the staircase, and turn left. Follow Atreus into the side hall with glowing embers in the middle. Up ahead, just around the corner, some Draugr loiter in an open yard **(16)**.

HOW TO OPEN A NORNIR CHEST



Nornir Chests are sealed shut by three powerful protection runes. Each individual rune emanates enough power to lock the chest; thus, you must break all three seals before Kratos can open the chest.

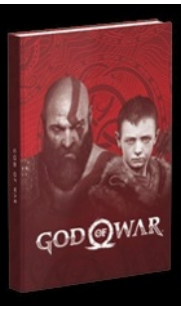
To break each rune's seal, you must find its matching rune etched in blue on an object elsewhere in the area and then neutralize the rune somehow. In many cases, you simply toss Leviathan at the rune-etched object (a stone or a statue) to shatter it. Once your axe smashes that object, the corresponding rune-seal on the Nornir Chest is permanently broken. When all three magical seals are broken in this manner, Kratos can open the chest.

However, some Nornir Chests have their matching runes etched on unbreakable bells. The runes on these bells darken only briefly when struck by Leviathan, and then light up again after a few seconds, reactivating their seals. This forces you to find and strike all three rune-bells quickly, before any of them re-illuminates. If you can hit all three bells within the time limit, their seals on the Nornir Chest are permanently broken.

Still other rune-seals are found on spinner devices that you rotate to display the Nornir Chest's corresponding runes. When the three correct runes are displayed on these spinners, the magical seals are broken.

All of this will become much clearer when you encounter these other types of Nornir Chest puzzles later in the game. Don't worry, we'll walk you carefully through each one, step by step!

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1 on 1 with

Shannon Studstill

EXECUTIVE PRODUCER, GOD OF WAR

God of War has already become the best-selling exclusive in PlayStation 4 history, as well as an early contender for the best game of 2018. We talked with the head of Sony's Santa Monica Studio, Shannon Studstill, to find out how the team turned a dormant series that got its start in the PS2 era into something that pushes the boundaries of what modern gaming can accomplish.



VITAL SIGNS

OCCUPATION

HEAD OF STUDIO, SANTA MONICA STUDIO

GAME HIGHLIGHTS

GOD OF WAR (2018), GOD OF WAR III, GOD OF WAR II, GOD OF WAR (2005)

WGC: Prior to the release of this new *God of War*, it had been nearly five years since we last saw our Spartan antihero, Kratos. What's more, the last game in the series' chronology, *God of War III*, seemed to offer a fairly definitive ending to the story. What made you want to return to the *God of War* franchise after so many years away from it?

Shannon Studstill: We looked forward to the challenge of discovering a new world for *God of War* artistically and narratively. In my first conversation about the need for a pivot for the franchise I absolutely loved the direction [creative director] Cory [Barlog] thought he'd like to take the mythology and the narrative, and was really enthralled over the idea that he had for the introduction of a new character, Atreus.

> **"We looked forward to the challenge of discovering a new world for *God of War* artistically and narratively."**

Cory was very clear on the fact that being a father was one of the few things, in the world of Kratos, that would force this somewhat one-dimensional character to grow and evolve. If we were to expand the scope of his universe, bringing in a new landscape of responsibility through his fatherhood, introduce new characters, weapons and challenges, that would surely force Kratos into a great deal of growth and allow the franchise to mature for ourselves and our fans. This was what became our drive and our compulsion as we set off on the journey to reinvent *God of War*.

WGC: You mentioned Kratos' son, Atreus, and he's definitely one of the most drastic additions in what he contributes thematically and in terms of gameplay. But pretty much everything in the game is a top-to-bottom reinvention of *God of War*. In fact, those who've been with Kratos from the start will probably be the most surprised when they first boot up the game. What do you hope longtime fans of the series get out of playing this new *God of War*?

SS: As a fanbase and team, all of us are growing older and maturing together. This pivot that we experience in this new iteration of *God of War* drops into the gameplay what parenting can sometimes feel like. As parents we can occasionally feel threatened or unsure, or there are those times when you are poised to take advantage of a teaching moment. I think what Cory and the team have done with this depiction is powerfully memorable and allows for an opportunity to reflect on your own memories or those you look forward to creating with your own child.

We find the game offers a different perspective and one that is universal because, regardless of whether or not you are a parent, we were all at one point children ourselves. Therefore the themes in the story resonate with a broad audience and we expect fans far and wide to relate to the aspect of the growth we have all gone through or look forward to going through as a child or parent.

WGC: In one memorable scene, Kratos, Atreus and a third character we won't spoil here discuss the fact that every god has his or her own unique powers. If you were a god, what would you want your special abilities to be?

SS: I would appreciate having the power to bestow creativity on anyone in such a way that they were able to see it in themselves and utilize it for the greater good, either as a god or as a mortal. Many people don't see themselves as creative or they put themselves in a box, sometimes leaving the best parts of themselves untapped. It would be great to have the ability to inspire self-discovery or assist them in the expansion of their creative composition.

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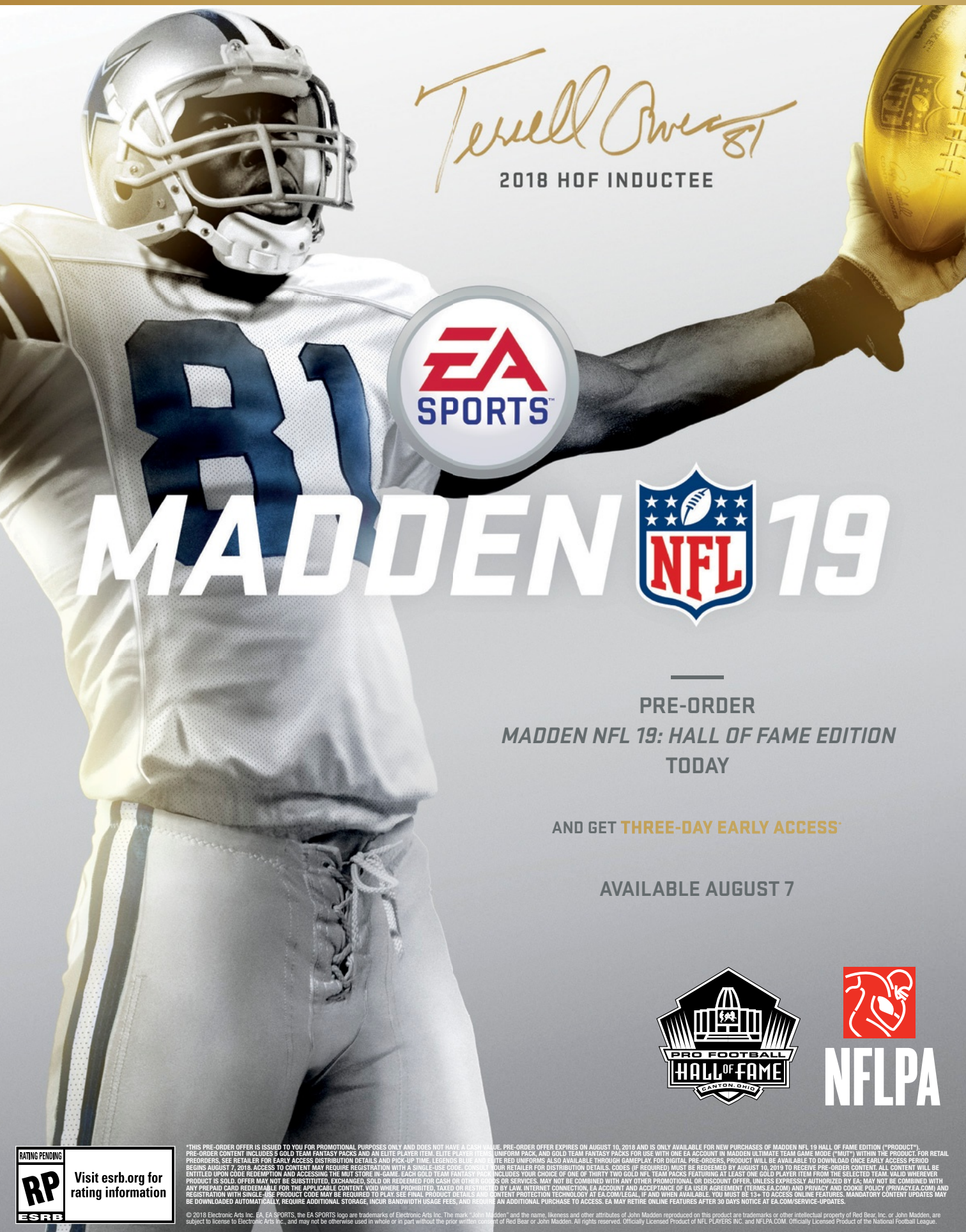
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